# GUI Evaluation - Version A

The survey will take approximately 4 minutes to complete.

Answer 10 questions to help us evaluate a prototype design for the graphical user interface of a Q&A application intended to be used during online lectures, online conferences, online events...

\* Required

### **Demographics**

Thank you for participating in the survey, the data will be collected anonymously and you may navigate back and forth during the questions as well as abort the survey. Let us identify which demographic group you belong to.

Generation \*

I'm a Zoomer (1997-2012)

I'm a Millennial (1981-1996)

I'm a Gen X (1965-80)

I'm a Baby Boomer (1946-64)

I'm in the Silent Generation (1928-45)

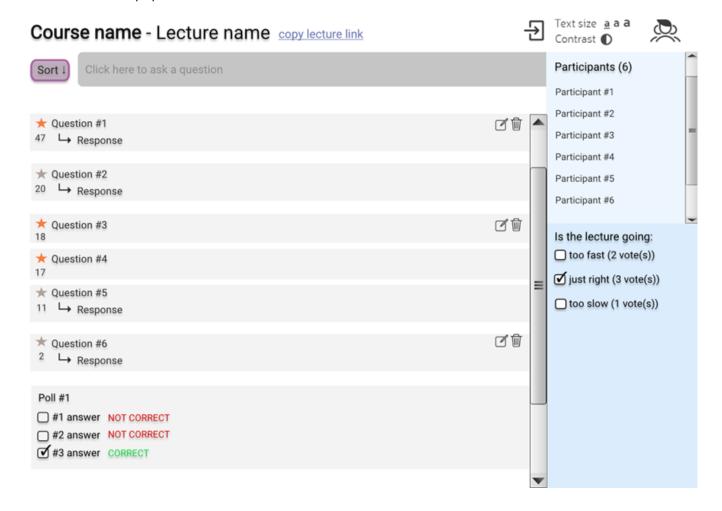
Other

Expertise in the 'user experience design' or relevant field (any information presentation design, front-end web development, front-end app development)
O I don't have experience in the field
I have experience in the field
O I consider myself an expert in the UX field
3  Drablane when reading from a screen (you may salest more than 1 anguer) *
Problems when reading from a screen (you may select more than 1 answer) *
I don't have a problem when reading from electronic devices
I need to increase the font size when reading from electronic devices
☐ I'm colorblind
Other

#### Prototype design

This is the design we will ask you soon to evaluate. But first let us define the purpose of the application:

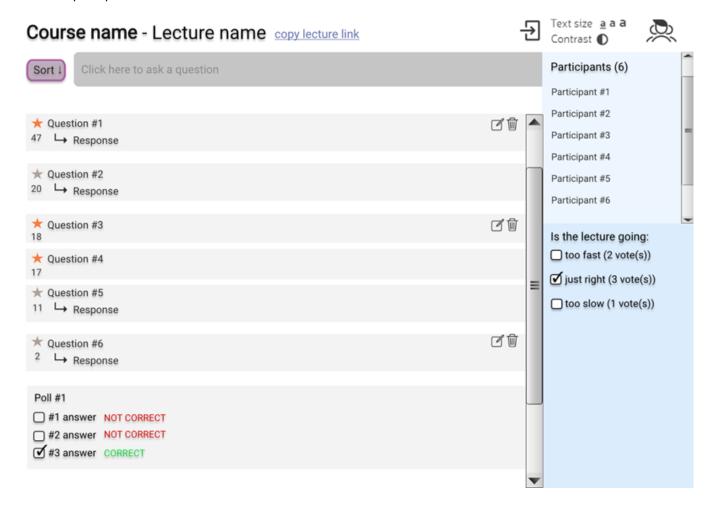
The purpose of the application is to allow the lecturer to poll the attendees about the speed of the lecture and to let the attendees ask questions to the lecturer and vote them so that the lecturer can filter the most popular ones, and answer them.



# Accessibility

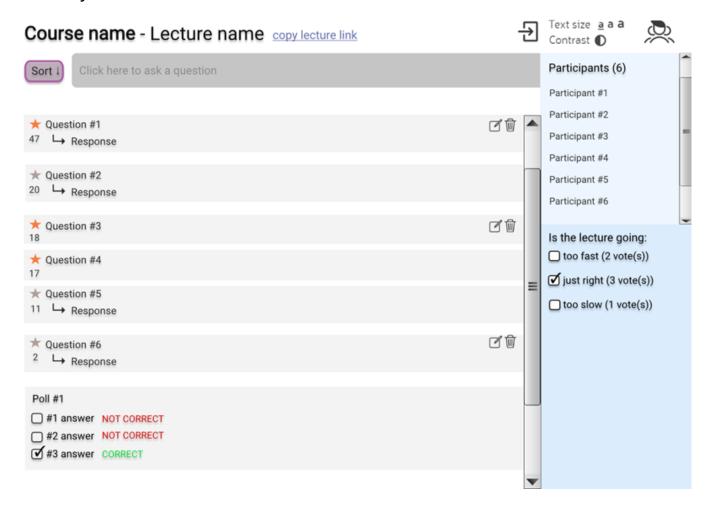
You may think about how natural does the design feel for you (can you easily infer what the purpose of the application is, what things can be customized, how to navigate through the GUI?)

Take your time to have a look at the design while having "accessibility" problems in mind, and answer the open question below.



	Problem(s) description. Please give a brief description for each "accessibility" problem you've encountered. Fore each problem provide: a) the context, and b) the assumed cause. If you haven't found a problem just type "NA" *
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# Likely difficulties



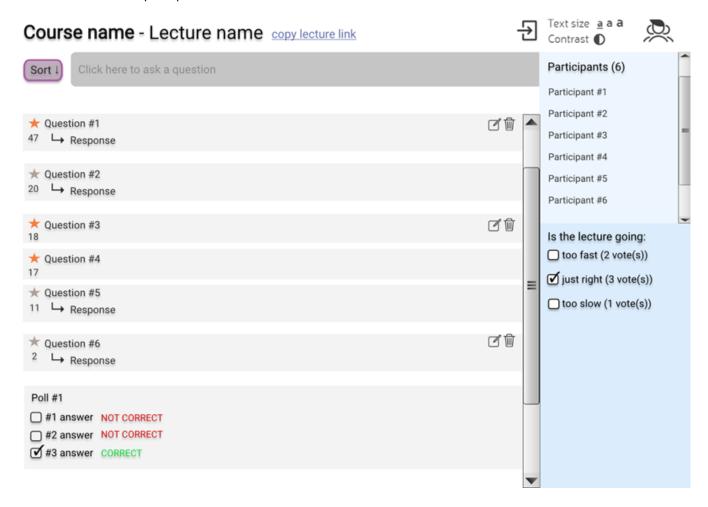
# Select to what extent you agree or disagree with the following statements \*

	Completely disagree	Disagree	Neither disagree nor agree Agree		Completely agree	
I could easily understand the purpose of the application	0	0	0	0	0	
I could easily find out how to ask a question	0	0	0	0	0	
I could easily find out how to vote a question	0	0	0	0	0	
I could easily find out how to communicate to the lecturer that she/he is going "too fast", "just right" or "too slow"	0	0	0	0	0	
I could easily guess where to click to find out about the GUI customization options	0	0	0	0	0	

### Visibility of question & answer status

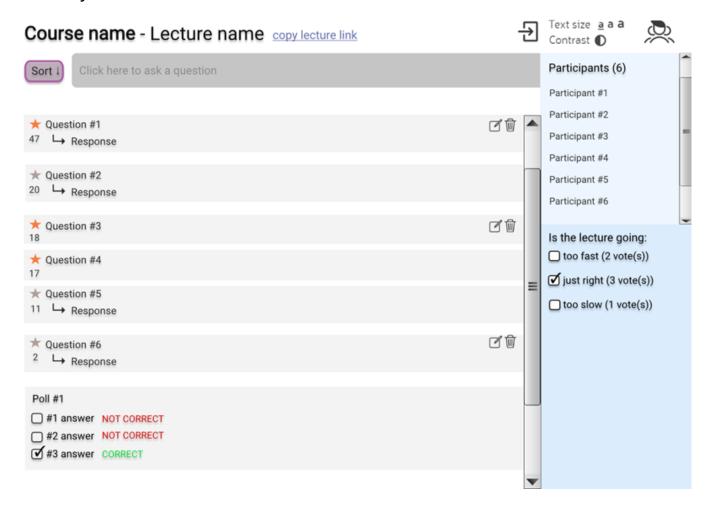
Think about how much effort does it require you to find out about the status of the questions (is it answered yes/no, are they popular?)

Take your time to have a look at the design while having "visibility of system status" problems in mind, and answer the open question below.



Problem(s) description. Please give a brief description for each "visibility of status" problem you've encountered. Fore each problem provide: a) the context, and b) the assumed cause. If you haven't found a problem just type "NA" *

# Likely difficulties

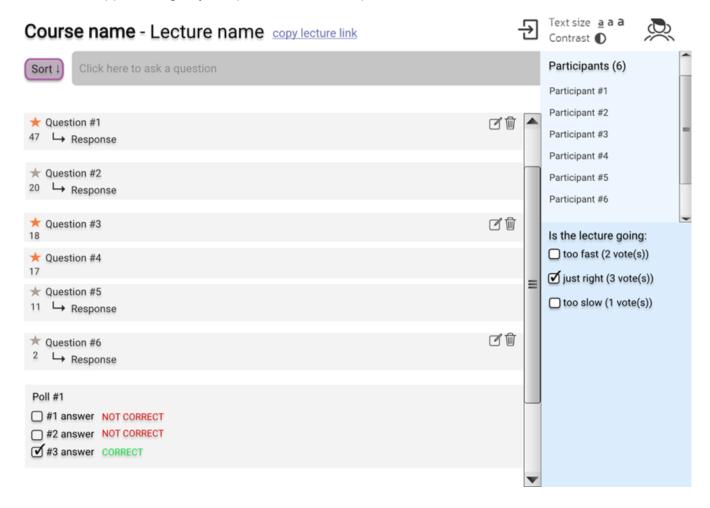


# Select to what extent you agree or disagree with the following statements $^{\star}$

	Neither Completely disagree nor disagree Disagree agree		Agree	Completely gree agree	
I could easily identify the popularity of the questions	0	0	0	0	0
I could easily identify the speed of the lecture	0	0	0	0	0
I could easily identify which questions were answered	0	0	0	0	0
I could easily identify the number of participants in the lecture	0	0	0	0	0

#### **Aesthetics**

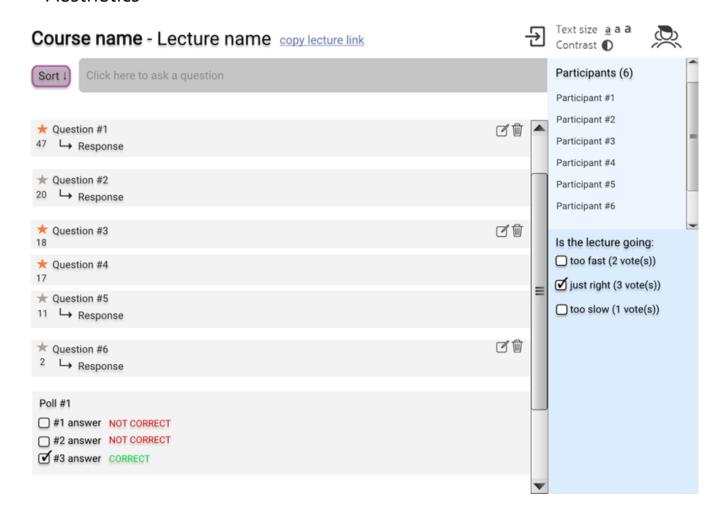
Does the application give you a positive aesthetic experience?



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Problem(s) description. Please give a brief description for each "aesthetic" problem you've encountered. Fore each problem provide: a) the context, and b) the assumed cause. If you haven't found a problem just type "NA" \*

#### **Aesthetics**



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How aesthetic is the design for you? \*

0 1	2 3	4 5	6 7	8	9	10
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Not aesthetic A e s t h e t i c

# Inclusive GUI

We are interested to learn the opinion of the average user with regards to spending resources on developing graphical user interfaces compatible with visually impaired people (blindness, colorblindness, poor short distance vision, etc.).
10
Should developers spend resources on inclusive GUI (for the visually impaired)? *
○ No
Yes, as long as it does not affect the experience of the average user
Yes, even if it affects the experience of the average user
Other

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