

End of Game

1. Goal of the game

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unclear

2. Difficulty

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Hard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy

3. Increase in difficulty

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Easier	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Harder

4. Your play performance

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Excelled	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Failed

5. Engaging

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Engaged	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Bored

6. Audio feedback

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Distracting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Helpful

7. Responsive controls*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Responsive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unresponsive

8. Precision of controls*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Precise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inexact

9. Target object visibility*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Visible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not Visible

10. Visually appealing*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Ugly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Beautiful

11. Shadow*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Helpful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unhelpful

12. Outline*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Helpful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unhelpful

13. Shadow and outline*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Helpful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unhelpful

