

Answer the questions in the spaces provided on the question sheets. If you run out of room for an answer, continue on the back of the page.

Age: _____
Sex: _____

About your game playing habits:

1. On an average week, how much time do you spend playing games?

- A. more than 20 hours
- B. between 10 and 20 hours
- C. between 5 and 10 hours
- D. between 1 and 5 hours
- E. less than 1 hour

1. _____

2. On average, how long do you play one game during one game playing session?

- A. more than 4 hours
- B. between 2 and 4 hours
- C. between 1 and 2 hours
- D. between 30 and 60 minutes
- E. between 15 and 30 minutes
- F. less than 15 minutes

2. _____

Answer the following questions by putting a cross in the most appropriate box. For example, if you mean 'yes', then put a cross in the box next to 'yes'.

3. Do you play the following platform at least a few times a month?

(a) Computer

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(b) TV based console

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(c) Mobile phone with touchscreen (limited or no keypad)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(d) Mobile phone with keypad

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(e) Post-PC tablet (iPad, Samsung Galaxy Tab, Motorola Xoom etc.)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(f) Handheld console (PSP, DS etc.)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

4. Do have your own?

(a) Computer

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(b) TV based console

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(c) Mobile phone with touchscreen (limited or no keypad)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(d) Mobile phone with keypad

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(e) Post-PC tablet (iPad, Samsung Galaxy Tab, Motorola Xoom etc.)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(f) Handheld console (PSP, DS etc.)

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

5. Which is your favorite platform at the moment?

5. _____

6. What your favourite game genre? If you have many you can list them all.

6. _____

7. Which platform have you played the most the last 5 years?

7. _____

8. Which games have you played the most the last 5 years?

You are going to test a create-and-play gameplatform for touchscreen based handheld devices.

For us it is important to understand how well you can use the system with little or no help from us. If you have any questions for us, you should ask them before you start testing. If the software is malfunctioning however, we might step in to help during the test.

You're going to use the gameplatform to create two game levels.

- The first should be a minimalistic, but playable level containing a few grass blocks, 'pointless' marbles and 'point' marbles. Make sure to tell us when you think you're done with this first level.
- The second level can be however hard you want it to be, but it should have at least one obstacle, puzzle or other kind of difficulty.
- If you complete your second level before the time limit, you may play around with the platform if you wish. Make whatever you want to make.

Answer how much you agree to the following statements

9. I think that I would like to play this game frequently

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

10. I found the game unnecessarily complex

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

11. I thought the game was easy to use

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

12. I think that I would need the support of a technical person to be able to use this game

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

13. I found the various functions in this game were well integrated

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

14. I thought there was too much inconsistency in this game

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

15. I would imagine that most people would learn to use this game very quickly

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

16. I found the game very cumbersome to use

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

17. I felt very confident using the game

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

18. I needed to learn a lot of things before I could get going with this game

Strongly disagree	Disagree	Neutral	Agree	Strongly agree
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

19. I'm a creative person

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

20. I feel comfortable using touch-based editors

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

21. I prefer games where I can make my own levels

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

22. I prefer games that have little need for creativity

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

23. I like sharing levels or other creations that I make in games

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

24. I like the iPad platform for playing games

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

25. I like the iPad platform for creating game levels

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

26. What did you like or dislike about this particular level editor?

27. There are three different scrolling tools in the level editor.

1. A dedicated view mode that use finger swipes
2. A similar finger swipe tool embeded in the building mode. To use this the player has to hold one finger on the tool icon and make finger swipes with another.
3. A camera panning tool that uses an on-screen joystick.

(a) Did you use scrolling tool 1?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(b) Did you use scrolling tool 2?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

(c) Did you use scrolling tool 3?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

28. Did you test your level while you were in editor mode (the mode with a checkerboard background)?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

29. Did you test your level in playmode?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

30. Did you control the character with the on-screen joystick?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

31. Did you control the character by tilting the device?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

32. Were you missing any features in the editor?

Yes	No
<input type="checkbox"/>	<input type="checkbox"/>

33. If you answered yes in the previous question, what feature were you missing?

34. Do you have other kinds of suggestions about the editor?

35. Were you missing any features in the program as a whole?

Yes
☐

No
☐

36. If you answered yes in the previous question, what feature were you missing?

37. Do you have other kinds of suggestions about the program as a whole?

38. I would suggest that the dedicated view mode should be improved

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

39. I would suggest that the dedicated view mode should be removed

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

40. I would suggest that the finger swipe based scrolling tool in the building mode should be improved

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

41. I would suggest that the finger swipe based scrolling tool in the building mode should be removed

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

42. I would suggest that the on-screen joystick scrolling tool in the building mode should be improved

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

43. I would suggest that the on-screen joystick scrolling tool in the building mode should be removed

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

44. I prefer controlling the character using the on-screen joystick while testing levels that I am building

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

45. I prefer tilting the device when playing already-built levels

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

46. I liked that the round game elements, called '*point*' and '*pointless*', behaved realistically

Strongly disagree	Disagree	Neutral	Agree	Strongly agree

47. I enjoyed the simplicity of grid based grass blocks

Strongly disagree	Disagree	Neutral	Agree	Strongly agree