

Geelix LiveGames Alpha Test: Questionnaire

After you have completed the tests, we ask that you answer the following questions about your experience with playing computer games over a remote connection. If you have any problems with this questionnaire, feel free to send an email to ola.mogstad@geelix.com

Please evaluate the remote computer gaming service only, and not the quality of the games themselves. Also, to what extent possible, try to ignore stability issues with either clients or servers.

If you are in doubt what game title is what game, the game titles are of the following genres:

FarCry:	First-person shooter
Black & White 2:	Real-time strategy
Trackmania Nations:	Racing

Note: We treat all responses anonymously, however we ask that you provide your email address so that we can cross reference your answers with server logs.

PART 1: Test Subject Info

E-mail: frode@sandholtbraaten.com	(e.g. "ola.mogstad@geelix.com")
Platform: Ubuntu 8.04/i386	(e.g. "Ubuntu 8.04")
Date and time of test: May 18 th , 22:38B	(e.g. "May 15 th 2008 11:42 am")
Location of test: Trondheim, Norway	(e.g. "San Francisco, USA")
Connection information: Uninett 100Mbit (AS 224)	(e.g. "ComCast 768/3000")
Hardware information: IBM X40, PM 1.4GHz laptop	(e.g. "Pentium M 1.6 GHz laptop")

PART 2: Implementation Questions

For each question, we ask that you provide a score and a full answer (where possible). For scoring, use a scale from 0 to 10, where 10 is better. 10 is better no matter how the question is phrased – so for instance, if video delay had no effect on the gaming experience whatsoever, the score would be 10.

10:	Perfect:	No different than playing computer game that executes locally
7-9:	Good:	Somewhat noticeable different from executing locally, but enjoyable
4-6:	Mediocre:	Noticeable different from executing locally, but tolerable
1-3:	Poor:	Very different from executing locally, not acceptable
0:	Worst:	Extremely different from executing locally, unplayable

Question 1: For an individual game, how did video delay affect the following game aspects?

1.1: FarCry: Movement / walking	Score: 7 Answer: Moving around is OK, no problems
1.2: FarCry: Shooting at enemies	Score: 3 Answer: Both the video delay and the keyboard delay is making it very hard to hit the enemies.
1.3: FarCry: Navigating menus	Score: 8 Answer: No problems
1.4: Black & White 2: General gameplay	Score: 6 Answer: Some problems selecting items
1.5: Trackmania Nations: General gameplay	Score: 9 Answer: No major problems

Question 2: How was the gaming experience affected by decreased video quality at different video bitrates?

2.1: At 512 Kbps	Score: 4 Answer: FarCry was difficult to play, especially finding enemies was hard, in B&W it was difficult to select different items from far away. Trackmania was good.
2.2: At 1 Mbps	Score: 6 Answer: FarCry cleaned up pretty good, still problems with B&W. Trackmania good.
2.3: At 3 Mbps	Score: 8 Answer: FarCry was very playable, B&W still suffering from the same problems. Trackmania still good. It should be noted that there were som artifacts and corrupted frames at 3Mbps.

Question 3: How was the gaming experience affected by audio being out of synch or low quality?

Score: 5

Answer: I did not notice any out of sync audio, but the music in Trackmania was really bad. The audio in FarCry was very good actually.

Question 4: How was the gaming experience affected by loss?

4.1: Loss of input data? (keyboard presses, mouse movement, etc)

Score: 6 (with remarks)

Answer: Shooting in FarCry was difficult since you had to hold down the mouse button for quite some time to get a response. No loss recorded in B&W and Trackmania

4.2: Loss of video /audio data? (glitches in audio, distorted video frames, etc)

Score: 5

Answer: There were no noticeable problems with the 512Kbit/s and 1Mbit/s version, but the 3Mbit/s version suffered from a large amount of corrupted/distorted video frames.

Question 5: What was your total impression of the remote gaming service?

Score: 6 Answer: Running Trackmania remotely with this system is quite fun and working nicely. Playing FarCry is difficult because of the delay (it is hard to hit enemies). B&W is massive and requires a large amount of details which is affected by low video quality.

PART 3: Service Statements

Following is a series of statement about the remote gaming service. Use the scale below to describe to what extent you agree or disagree with each statement.

- 5: Completely agree
- 4: Mostly agree
- 3: Somewhat agree
- 2: Somewhat disagree
- 1: Mostly disagree
- 0: Completely disagree

Statement 1: The following property would prevent me from using the service:

- 1.1: Video quality** Score: 5
- 1.2: Audio quality** Score: 4
- 1.3: Video delay** Score: 5

Statement 2: I would use the service for the following reason:

- 2.1: Ease of installation** Score: 5 (Comment: No installation required after client is installed)
- 2.2: Platform independence** Score: 3 (Comment: Client runs on Windows, Linux, and Mac OS X)
- 2.3: Lowered hardware requirements** Score: 4 (Comment: Light computers can play any high-end game)

Statement 3: I would use the service for the following purposes:

- 3.1: Playing full games for payment** Score: 2
- 3.2: Trying game demos for free** Score: 4
- 3.3: Playing games on unsupported platforms** Score: 4
- 3.4: Playing high-end games on laptop** Score: 4

That is all! We thank you for your time and efforts in completing the tests and filling out this questionnaire. Please send this document with answers to ola.mogstad@geelix.com as soon as you can.

Thank you,
Team Geelix