Interview Questions for Kun Koh’s Project - CS446

Goal: The goal is to evaluate how satisfactory the game play was to the users and how easily and efficiently they adopted the game mechanics have a good gaming experience.

Prequestions:
1. Age (We need to know how each age group feels about the game to determine their satisfactory rate and learning curve.
2. Ethnicity (Some of the game mechanics might be familiar to Indian people)
3. Gender
4. User experience with Xbox 360 Controller
5. Type of Games that the user enjoys

Postquestions:
1. The tutorial given out adequately prepared gamers for the competitive game play.
2. The artistic theme was eye-pleasing.
3. Button mappings are done well.
4. Game play was well designed.
5. Menu system’s are easy to navigate and understand
6. Overall experiences
7. General Feedback
Participant ID: _______________________

Please circle the most appropriate selection:

**Age:** 0-5  5-10  10-15  15-20  20-30  30-40  others

**Ethnicity:**  African  Asian  Caucasian  Latino

**Gender:**  Male  Female

**How familiar are you with Xbox 360 Controller?**  
Very familiar  Somewhat familiar  Somewhat unfamiliar  Very unfamiliar

Please answer the following questions by marking the box

<table>
<thead>
<tr>
<th>Statement</th>
<th>Strongly Agree</th>
<th>Agree</th>
<th>Neutral</th>
<th>Disagree</th>
<th>Strongly Disagree</th>
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</thead>
<tbody>
<tr>
<td>The tutorial given out adequately prepared you for the competitive game play.</td>
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<td>Menu system was easy to navigate and understand</td>
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<td>The game was fun to play overall</td>
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Please briefly answer the following questions.

*What aspects of the game were confusing and hard to understand?*

*What would you suggest to improve the overall experience of the game?*