Questionnaire

You just completed 5 versions of an audio game that tests the effects of the tempo of audio cues on your performance in the game. Now you can fill out the survey below. This will only take about 3 to 5 minutes of your time. For answering this survey, you only need the ID that was given to you at the end of the game.

The survey starts with some demographic questions. Next, questions on your experience with gaming will be presented along with questions on whether you have any experience with audio games. Lastly, you will be asked about your experience with the game used for this research and what your perceptions are on the game.

Demographics.

1. What is your ID?  
   Answer:
2. What is your gender?  
   A. Male  
   B. Female  
   C. Prefer not to say  
   Answer:
3. What is your age?  
   A. 15 to 17 years  
   B. 18 to 20 years  
   C. 21 to 23 years  
   D. 24 to 26 years  
   E. Other  
   Answer:
4. What is your level of education?  
   A. Lower general secondary education (VMBO)  
   B. Higher general secondary education (HAVO)  
   C. Pre-university education (VWO)

D. Vocational Education (MBO)  
E. University of Applied Sciences Bachelor (HBO)  
F. University Bachelor  
G. University Master  
H. Other  
Answer:

1. Are you currently a pupil or a student?   
   A. Pupil  
   B. Student  
   Answer:
2. Do you have a visual impairment?  
   A. Yes  
   B. No  
   Answer:
3. If so, do you read in braille or in black print?  
   A. Braille  
   B. Black print  
   Answer:

Experience with (audio) games.

1. How many times per month do you play video games?  
   A. Never  
   B. Less than 5 times  
   C. 5 to 10 times  
   D. 10 to 15 times  
   E. More than 15 times  
   Answer:
2. Have you already played an audio-only game before?   
   A. Yes  
   B. No  
   Answer:
3. How many times per month do you play audio-only games?  
   A. Never  
   B. Less than 5 times  
   C. 5 to 10 times  
   D. 10 to 15 times  
   E. More than 15 times  
   Answer:

Experiences with the audio game used for this research.

1. How difficult was the game to play?  
   A. Not difficult  
   B. A little difficult  
   C. Neutral  
   D. Relatively difficult  
   E. Very difficult  
   Answer:
2. Did you perform better when the cues were played in a lower or in a higher tempo?  
   A. I performed better with a lower tempo  
   B. I performed better with a higher tempo  
   C. I did not notice a difference  
   Answer:
3. Why do you think you performed better?  
   Answer:
4. Was the practice round enough to help you to understand the game better?   
   A. Yes, the practice round was enough  
   B. Yes, but I wanted to practice more  
   C. No, I needed to practice more  
   Answer:
5. Were the audio cues annoying to you?  
   A. Yes  
   B. No  
   C. No opinion  
   Answer:
6. Did you get distracted because of the audio cues?  
   A. Yes  
   B. No  
   C. No opinion  
   Answer:
7. Could you easily focus on the game?  
   A. Yes  
   B. No  
   C. No opinion  
   Answer:

This was the end of the questionnaire. Thank you very much for your participation in the research. When you have saved this document, please send a copy to: [s.singh1@uu.nl](mailto:s.singh1@uu.nl).

If you have any further questions about this research, please send an e-mail to: [l.wagensveld@students.uu.nl](mailto:l.wagensveld@students.uu.nl).