



Questionnaire for Video Survey

Game's Beta Version Evaluation





Instructions

Video evaluation is a method used to evaluate the Beta versions of a game during the game development process.

Experts would make the first assessment of a game based on raw video materials, detailed descriptions, and other provided materials. Based on the video reviews, a game is polished and revised into its final version.

Video Overview:

The video should consist of raw footage of the game. It should portray a clear concept of the game and demonstrate its playability. The video content has to provide information enough in order to provide the evaluators with the necessary information to evaluate the game.

Components to showcase when developing the video:

- Game type: physical / digital
- All game components and physical parts (if any)
- Play mode: singular/multiple player game / the number of players needed
- Accessibility of the game for people with disabilities



Video Evaluation Survey

1. Derived from SUS (System Usability Scale)

This form is a short version of the SUS methodology. It cannot be fully applied so it is designed to test the usability of a system and in the video context there's no chance of interaction.

Please, select an option according to how much you agree or disagree with each statement in each of the sections below.

Statements	Video Content	Select an option as your evaluation				
		Strongly disagree	Disagree	Neither disagree nor agree	Agree	Strongly agree
I think that I would like to use this game frequently	Excerpt					
I found the game unnecessarily complex	Game play description					
I found the various functions / stages in this game were well integrated	Complete gam					
I would imagine that most people would learn to play this game very quickly	Excerpt & Mechanics					



2. Questions “after” each Gaming Experience watched.

Group two is considered to evaluate the gaming experience. Even if it’s not possible to play all the games, the evaluator has to be able to get involved in the experience and answer as it’s been playing.

2.1. Ad-hoc Game Experience Questionnaire

This questionnaire aims at gathering valuable feedback about extra relevant aspects of/about the game, like: playability, attractiveness, complexity, involvement, storyline, awakened interest, etc.

Please, select an option according to how much you agree or disagree with each statement in each of the sections below.

Statements	Video Content	Select an option as your evaluation				
		Strongly disagree	Disagree	Neither dis/ agree	Agree	Strongly agree
The game design is attractive (User Interface, visual materials, space, sounds,...).	Excerpt					
The game rules are clear and easy to understand	Game rules					
The game objectives are clear and easy to understand	Game objectives					
The game captured my attention rapidly	Gameplay					
The game evolution (content, phases, storyline) is coherent	Complete game					
The game storyline can be easily understood	Storytelling					
I think the game provide delightful surprises (e.g. hidden stories, rewards, unexpected events...)	Many parts					
The game is unique or original	Excerpt					
I liked the game	Excerpt					
The game is not only a game but also a fully gamified design	Complete game					



2.2. Specific Ad-hoc Questions [Optional]

1. Please, Please, list two/ three strong aspects or benefits of the game:

2. Please, Please, list two/ three weak aspects or limitations of the game:

3. Please, add any further comment or suggestion: _____

2.3. Questionnaire on Socio-Economic Aspects

Statements	Video content	Select an option as your evaluation				
		Strongly disagree	Disagree	Neither dis/ agree	Agree	Strongly agree
The game experience looks related or closely linked to the associated touristic place (Site description)	Site description					
The game experience boosted my interested in knowing more about the related touristic place (Relationship of the game to the site)	Relationship of the game to the site					
I am satisfied with the things I learned about the touristic place thanks to the game (Site information given in the game)	Site information given in the game					
The game can be played by everyone. Content (Excerpt) Dexterity (NO)	Excerpt					
The game is adequate for players of different ages. Content (Excerpt) Dexterity (NO)	Excerpt					
I think most people will enjoy playing this game. (Excerpt)	Excerpt					



The game is appropriate for users with audiovisual accessibility needs. (Game mechanics & equipment)	Game mechanics & equipment					
The game is appropriate for users with physical (e.g. mobility) accessibility needs. (Game mechanics & equipment)	Game mechanics & equipment					
The game requires expensive or very specific material to play it. (Equipment description)	Equipment description					
The game is environmentally friendly. (Inform explicitly)	Inform explicitly					
The game indirectly involves performing healthy exercise. (General overview)	General overview					
I would buy, or pay to experience, games like this one (within reasonable costs). (Estimated cost)	Estimated cost					
I am likely to recommend this game to others. (Excerpt)	Excerpt					



3. Questions after all Gaming Experience

After having experienced all vídeos, evaluators will need to fill in a final questionnaire to assess their level of satisfaction, as well as the awakened interest and potential of gamification of touristic destinations.

Questions after all Gaming Experience						
Statements	Video content	Select an option as your evaluation				
		Strongly disagree	Disagree	Neither dis/ agree	Agree	Strongly agree
I think the availability of these kinds of games becomes a useful tool to get richer knowledge about touristic destinations.	Excerpt and destination description					
The availability of these kinds of games about touristic destinations can help in attracting tourists.	Excerpt and destination description					

