

My Walking Garden - Post-Play Testing Survey				
Please answer each question below based on your experience playing My Walking Garden on a scale of 1 (strongly disagree) to 5 (strongly agree) by filling in the appropriate cell below.				
1. I think that I would play this game regularly.				
1 (strongly disagree)	2 (disagree)	3 (neither)	4 (agree)	5 (strongly agree)
2. I found the game's rules and mechanics unnecessarily complex.				
1	2	3	4	5
3. I quickly became skillful with it.				
1	2	3	4	5
4. I found the touch controls to be intuitive and easy to remember.				
1	2	3	4	5
5. I found the various functions (buy/resell flower, enable power-up) in the game were well integrated.				
1	2	3	4	5
6. I thought there was too much inconsistency with the difficulty/ quality of events in this game.				
1	2	3	4	5
7. I would imagine that most people would be able to learn how to play this game very quickly.				
1	2	3	4	5
8. I found that the game ran very smoothly and was responsive to the touch controls.				
1	2	3	4	5
9. I felt very confident playing the game.				
1	2	3	4	5
10. I needed to learn a lot of things before I could begin playing comfortably.				
1	2	3	4	5
11. Playing and completing levels made me feel smart.				
1	2	3	4	5
12. I think this game make me happy and feel empowered.				
1	2	3	4	5
13. I think regular play of this game would influence me to walk more often.				
1	2	3	4	5
14. I felt discouraged when I lost items in my garden because of a negative event.				
1	2	3	4	5
15. I felt that the negative events made me want to stop playing the game.				
1	2	3	4	5
16. I felt that the occasional positive event made up for the negative events.				
1	2	3	4	5
17. I felt that it was easy to improve my garden's state after a negative event harmed it.				
1	2	3	4	5
18. I think regular play of this game encourages a healthy lifestyle.				
1	2	3	4	5
19. Is there anything that comes to mind that you recommend we fix or change?				
20. Do you have any other comments or questions about the game?				