PROPAGAYDA

Post-Assessment: Utilizing suggestions from *BoardGameGeek*, *The Board Game Designers Guild*, *The Safe Zone Project*, and *TechSmith* the following questions about design, experience, functionality, and social awareness can be utilized by administrated anonymously or by a moderator after play/usability testing of *Propagayda*:

DESIGN (*please circle one of the following responses*)

How would you describe the game's clarity (1 - 4):

1. Cumbersome, hard to see what is going on, and the rules are unclear
2. Somewhat cumbersome
3. Somewhat streamlined
4. Very streamlined, it is easy to see what is going on, rules are very clear

How would you describe the game's flow (1 - 4):

1. Lots of unnecessary procedures, exceptions, and rules
2. Several unnecessary procedures, exceptions, and rules
3. Few unnecessary procedures, exceptions, and rules
4. No unnecessary procedures, exceptions, and rules

How would you describe the game's balance (1 - 4):

1. Very imbalanced, broken, and luck is too much a factor
2. Somewhat imbalanced, broken, and luck is too much a factor
3. Somewhat balanced, functions, and luck and strategy plays a factor
4. Balanced, functions, luck and strategy is balanced

How would you describe the game's length (1 - 4):

1. Too short or too long
2. The game is mostly too short or too long
3. The game is somewhat too short or too long
4. The game 's length is appropriate

How would you describe the game's integration (1 - 4):

1. The mechanics and theme are extremely mismatched
2. The mechanics and theme are somewhat mismatched
3. The mechanics and theme are somewhat matched
4. The mechanics and theme are matched

How would you describe the game's fun (1 - 4):

1. Complete lack of emotional connection, and uninteresting
2. Very few moments of emotional connection, somewhat uninteresting
3. Some moments of emotional connection with some interesting parts
4. Very emotionally connected and interesting

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SOCIAL AWARENESS (*please leave a response and include details as needed*)

What are some different types of sexes?

What are some different types of gender?

What is the difference between sex and gender?

What are some different types of attraction?

What is the difference between sex and attraction?

What are some different types of relationships?

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FUNCTIONALITY (*please rate each by circle a number*)

I think that I would like to play this game frequently (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I found the game unnecessarily complex (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I thought that the game was easy to use (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I think that I would need support of another person to be able to understand this game (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I found the various functions in this game were well integrated (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I thought there was too much inconsistency in this game (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I would imagine that most people would learn to play this game very quickly (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I found the game very cumbersome to use (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I felt very confident using the game (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

I needed to learn a lot of things before I could get going with this game (1-5):

    1 Strongly Disagree   2 Disagree   3 N/A   4 Agree   5 Strongly Agree

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OVERALL EXPERIENCE (*please leave a response and include details as needed*)

What was the game's best feature, aspect, mechanic, etc.?

What was the game's weakest feature, biggest drawback, etc.?

If you were to suggest that one change be made to the game to improve social awareness, what would it be?

What were your first impressions versus your post impressions of playing the game?

Would you play the game again?

Do you think that others would benefit from playing this game?

What are your thoughts after playing the game concerning Sex, Attraction, and Gender?

What is your codename (used for anonymous submission)?