

# Accessibility Survey - A Night Below the Opera

Please complete this survey after playing "A Night Below the Opera". You should have either finished the game, or played as much as you can without finishing it.

You may revisit the game as much as needed in order to answer the questions below. (We want to know about how accessible this game is, not quiz you on your memory about it!)

Please complete and submit this survey by February 4, 2019.

Refer to <http://accessibility.iftechfoundation.org> for more information about this survey and the tests in general.

1. **Email address \***

\_\_\_\_\_

2. **Your name**

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## Your testing setup

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The following questions are about the tools and techniques you used to play this game.

3. **What operating system did you play this game on?**

*Mark only one oval.*

- Windows
- Mac
- Linux
- Other: \_\_\_\_\_

4. **What assistive technologies did you use to play this game?**

*Check all that apply.*

- Screen reader
- Braille display
- Screen magnifier
- Dictation software
- Other: \_\_\_\_\_

5. **Are you normally able to hear audio generated by your game-playing setup?**

*Mark only one oval.*

Yes

No

6. **What application did you use to play this game?**

*Mark only one oval.*

Gargoyle

Lectrote

Chrome

Firefox

Safari

Microsoft Edge

Frotz (iOS)

Fabularium (Android)

Other: \_\_\_\_\_

7. **How did you read the text and other media that the game provides? Did you encounter any consistent difficulty with this?**

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8. **How did you input commands to the game? Did you encounter any consistent difficulty with this?**

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9. Is there any other information about your disability, the assistive technology you use, or your game-testing setup that you'd like to tell us about?

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## General questions about playing this game

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10. Were you able to complete the game to your satisfaction?

*Mark only one oval.*

- Yes  
 No

11. Did any of the accessibility challenges pose insurmountable obstacles to you? If so, describe them here.

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12. How did you feel about the accessibility experience as a whole?

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13. On a scale of 1 to 5, how would you rate the overall experience of playing this game, in terms of accessibility?

*Mark only one oval.*

1      2      3      4      5

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Completely inaccessible                  Completely accessible

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14. **What could the developer of the game (or the program you used to play the game) do to improve the game's accessibility?**

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15. **If you did complete the game, which of these endings did you reach?**

*Mark only one oval.*

- "You have tidied."  
 "You have collected."  
 Both of the above  
 I did not complete the game

## **The Washroom**

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Some questions specific to the Washroom area of the game.

16. **Which of the signs in the washroom were you able to read? (For signs in languages you don't know, were you able to perceive that the sign contained writing in the given language?)**

*Check all that apply.*

- English  
 "Font"  
 German  
 Arabic  
 Hebrew  
 Russian  
 Japanese  
 Emoji

17. **Were the emoji on the emoji-sign readable?**

*Mark only one oval.*

- Yes  
 No

18. **Were the boldface and italic words on the font sign distinguishable?**

*Mark only one oval.*

Yes

No

19. **Each time you pulled the lever, were you able to see your total-score counter increase? (This is separate from the "Your score has just gone up by one point" message appearing.)**

*Mark only one oval.*

Yes

No

## **Storage Room**

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Some questions specific to the Storage Room area of the game.

20. **Were you able to examine the crumpled paper, and understand it as a map with a path drawn across it?**

*Mark only one oval.*

Yes

No

21. **Were you able to open the holiday card, and understand the sequence of clicks that it plays?**

*Mark only one oval.*

Yes; I was able to hear the clicks.

Yes; I was able to read the alt-text describing the clicks.

No

## **Smoking room**

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Some questions specific to the Smoking Room area of the game.

22. **Were you able to read the paragraph of text contained in the book?**

*Mark only one oval.*

Yes

No

23. **Were you able to examine the three photographs?**

*Mark only one oval.*

Yes

No

24. **Were you able to understand the console photograph in enough detail to learn the six numbers shown on it?**

*Mark only one oval.*

Yes; I could visually see and understand the numbers.

Yes; I was able to learn about the numbers through the alt-text.

No

## Rear corridor

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Some questions specific to the Rear Corridor area of the game.

25. **Were you able to turn on the slide projector and read the descriptions of the six slides (including the location of the Left Glove of Darkness)?**

*Mark only one oval.*

Yes

No

26. **Were you able to clean the plaque and read the verse printed on it?**

*Mark only one oval.*

Yes

No

## Wrap-up

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27. **Do you have any other comments or questions about your experience testing this game?**

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