

Accessibility Survey - Twine of Access

Please complete this survey after playing "Twine of Access". 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**

Your testing setup

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 web browser did you use to play this game?**

Mark only one oval.

Chrome

Firefox

Safari

Microsoft Edge

Other: _____

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

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

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?**

General questions about playing this game

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.**

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

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

Completely inaccessible Completely accessible

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

Questions specific to this game

15. **As you picked up each item, did you notice it appear immediately in the "Inventory" list?**

Mark only one oval.

Yes

No

16. **In the ballroom, could you make the song title change repeatedly via the "Wait and Listen" link?**

Mark only one oval.

Yes

No

17. **Did any of the game's behaviors seem frustrating or difficult to navigate, even if you were able to get through them? If so, describe them.**

Wrap-up

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

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