

## Appendix E CVE Designers Questionnaire and Interview Questions

### E.1 Interview Questions

#### CVE Design & Usability Questionnaire

<p><i>Please circle the correct answer where needed, or give two or three sentence answers where appropriate.</i></p> <p><b>Thank You for Your Time and Feedback, it will be very useful to improve the effectiveness of the Usability reports!</b></p>	
1) At which institute do you work?	<b>NOTT, LANCS, UCL, DIV, THOMS, KPN, TNO, IIS, EPFL, Geneva, ARAX, SICS</b>
2) What is your task in the COVEN Project?	
3) Which COVEN activities are you directly involved in?	
4) What is your particular involvement in the development of the COVEN Platform?	
5) What is your particular involvement in the development of CVEs in general?	
6) How much of Del 3.4 (the results from the COVEN Usability Studies), have you read?	<b>10 %, 20%, 30%, 40%, 50%, 60%, 70%, 80%, 90%, 100%</b>
7) How useful was that information in Del 3.3 for you?	<b>Not useful, not very useful, neutral, reasonably useful, very useful.</b>  1 , 2 , 3 , 4 , 5 .
8) Which particular part(s) of Del 3.4 were most useful to your work in COVEN?	
9) Which particular part(s) of Del 3.4 are most useful to you in general?	
10) How could the information of a usability study such as the ones reported in Del 3.4 be made MORE useful for you?	
<p><i>Please feel free to use the back of this sheet for any additional comments you may have.</i></p>	

**Thank you for filling in this questionnaire! Please return it to Jolanda Tromp.**

## **E.2 Questionnaire for COVEN Designers**

*Do you see yourself as a CVE designer or is there a better way of defining what you do?*

*Can you define CVE design?*

### ***Design choices***

Can you describe to me the last collaborative object you made for a CVE ?

In what way is it collaborative?

Why did you make it like that?

*\* Why do you think that would work?*

*[Only use if enough info:*

*\* Was it similar or different to the objects you usually make? If so how?]*

What is the most effective collaborative object that you have ever made (or experienced)? *(Remember afterwards Ask for a picture on floppy on .gif format)*

In what way was it effective?

Why did you think it was so effective?

### ***Approaching an Assignment***

Imagine that you have this task of creating something for a CVE (use an example from the interview if appropriate) it could be something that you have decided to do or maybe it was set for you by another person. You have this huge task looming ahead of you, so how do you go about tackling it?

- \* *preparation ?*
- \* *reasoning behind approach towards design strategy.*

When you are designing in a CVE do you visualize somebody using the things you make? If so who? If not why is that?

### ***Making a Collaborative Virtual World***

What do you think are the most important differences between designing a CVE and a Single User Virtual Environment?

What do you think are the most important differences between designing a 3 dimensional CVE and a 2 dimensional shared interface?

What is being thought about during the process of design?

- \* *the demand on the machine or network, aesthetics, functionality, ease of use, something else.?*

What is the most testing aspect of CVE design ? And why is that?

To what extent do you think a virtual environment should be like the natural world?

- \* *intuitive object and environmental behaviour*
- \* *the value of physical laws e.g. gravity and collision detection*
- \* *being able to evaluate sensory feedback*
- \* *virtual world potential- when to use added values and restrictions*

*Sources of Inspiration*

As CVEs are new computer applications; are there any guidelines available to you?

What are your opinions on the usefulness of guidelines written for designers to follow?

If you were to use some sort of guidance what is the best form it could take?

What sources of information do you use to spark off design ideas?

- \* *academic and commercial work*
- \* *hobbies and interests*
- \* *media*
- \* *cultural pursuits.*