

## Reusable low-cost platform for digitizing and preserving traditional participative sports



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## Executive Summary

Among the main objectives, this Deliverable presents the definition of the field trials for each of the Traditional Sports and Games (Basque Pelota and Gaelic sports); the description of the selected contents for the final evaluation; and the development of the evaluation questionnaires for the user experience of the final RePlay prototype. This Deliverable summarizes the work done within Task *T7.1 Definition of the field trials and evaluation methodology* for the final RePlay platform.


The usability study for the RePlay project will adopt the existing models (TAM) to identify the typology of users that may accept, use and even enjoy the RePlay platform in different scenarios. Therefore, it is crucial to assess the impact of the project within the added-value experience with the innovative interaction and preservation prototype.

Evaluation will be based on quantitative and qualitative analysis and the plan will proceed by establishing the criteria against which the RePlay platform will be assessed. On the one hand, the main objective of the quantitative analysis of RePlay is the assessment of the behaviour of the sample regarding the usage of the low-cost technology platform that shall provide access and interpretation of digital content for Traditional Sports and Games. Data will be collected on the basis of one improved questionnaire developed for the usability study of the RePlay platform, including aspects related to different constructors such as the perceived usefulness (PU) of the platform in the three scenarios defined, its perceived ease of use (PEOU) or the perceived added-value. Questionnaires will be translated into Spanish and Basque in order to simplify the evaluation process of the final users. These questionnaires will be devoted to the evaluation of the following aspects, such as the suitability of the hardware (WIMUs and Microsoft Kinects in the sensor fusion-based method); the suitability of the scenarios for the field trials; the relevance of content and services; the effectiveness of the multimedia interfaces; or the willingness to pay for such platform.

Secondly, several guidelines have been defined to capture feedback for external observers. Members of the RePlay consortium will join the tests as external observers, taking pictures and recording the trials as well as taking notes about general observations on the behaviour of the users in each of the three scenarios, such as timing; the number of requests for support; the reaction of other members of the public to the RePlay user; and the interaction of the users with the surrounding environment (mainly in the INTERACT&PRESERVE scenario).


For each Traditional Sport (Basque Pelota, Gaelic sports) and each scenario (PLAY&LEARN; COACH&TRAIN; INTERACT&PRESERVE), a detailed plan for the trials has been produced, including information related to the required RePlay platform in each scenario; distribution of the field trials; and allocation of resources. Once the questionnaires have been filled and the results are digitally stored, the R framework will be used to analyse the collected data.

Then, the Deliverable describes the field trials for the PLAY&LEARN and COACH&TRAIN scenarios for the Basque Pelota; and the PLAY&LEARN and INTERACT&PRESERVE scenarios for the Gaelic Sports. All the field trials include the definition of the scenario and contents; the target groups of people involved; and the definition of the event. The final section describes the development of the evaluation questionnaires which are available in the corresponding Appendixes.

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## Abbreviations

<b>Abbreviation</b>	<b>Description</b>
EJ-GV	Eusko Jaurlaritza- Gobierno Vasco
GAA	Gaelic Athletic Association
TSG	Traditional Sports and Games
TAM	Technology Acceptance Model
PU	Perceived Usefulness
PEOU	Perceived Ease of Use
WIMU	Wearable Inertial Measurement Units

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## 1 Introduction

The main objective of this Deliverable is to provide the methodology and evaluation tools for the final RePlay platform, investigating how to promote the usage of the developed RePlay platform among the defined targeted groups (child, players, coach, museum visitor, museum curator) and also to examine what hinders the usage and the intention to use the RePlay platform.


As defined in Deliverable *D7.1.1 Methodology and field trials for the evaluation plan for the first partially-integrated prototype*, the evaluation of the final RePlay prototype will also be based on the TAM model to evaluate technology acceptance. As in the evaluation of the first partially-integrated prototype, the final RePlay platform will be based on quantitative and qualitative analysis as complementary approaches for the usability analysis. On the one hand, the main objective of the quantitative analysis of RePlay is the assessment of the behaviour of the sample regarding the usage of the low-cost technology platform that shall provide access and interpretation of digital content for Traditional Sports and Games. Data will be collected on the basis of improved questionnaires developed for the usability study of the RePlay platform, including aspects related to different constructors such as the perceived usefulness (PU) of the platform in the three scenarios defined, its perceived ease of use (PEOU) or the perceived added-value.

On the other hand, the evaluation of digitization and access to Traditional Sport and Games data should take into account not only the added-value of the displayed contents, but also the fulfilment of the requirements and desires of users when interacting with the platform. Studying the reactions of users is the preferred way of getting this information within qualitative analysis.

Two types of questionnaires have been improved and extended to be used in the evaluation process. First, questionnaires for the evaluation of the final RePlay platform for the final users (sensor fusion-based: children and teenagers; coaches and players; museum visitors and curators) have been developed. These questionnaires are devoted to the evaluation of the following aspects, such as the suitability of the hardware (WIMUs and Microsoft Kinects in the sensor fusion-based method); the suitability of the scenarios for the field trials; the relevance of content and services; the effectiveness of the multimedia interfaces; or the willingness to pay for such platform. Secondly, several guidelines have been defined to capture feedback for external observers. Members of the RePlay consortium will join the tests as external observers, taking pictures and recording the trials as well as taking notes about general observations on the behaviour of the users in each of the three scenarios, such as timing; the number of requests for support; the reaction of other members of the public to the RePlay user; and the interaction of the users with the surrounding environment (mainly in the INTERACT&PRESERVE scenario).

Then, the Deliverable describes the updated field trials for the PLAY&LEARN and COACH&TRAIN scenarios for the Basque Pelota; and the PLAY&LEARN and INTERACT&PRESERVE scenarios for the Gaelic Sports. All the field trials include the definition of the scenario and contents; the target groups of people involved; and the definition of the event. The final section of the Deliverable focuses on the development of the evaluation questionnaires which are available in the corresponding Appendixes.



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## 2 RePlay evaluation methodology

### 2.1 Definition of the methodology

As defined in Deliverable *D7.1.1 Methodology and field trials for the evaluation plan for the first partially-integrated prototype*, the evaluation of the final RePlay prototype will also be based on the TAM model. As in the previous evaluation, it will be based on quantitative and qualitative analysis and the plan will proceed by establishing the criteria against which the RePlay platform is assessed.

On the one hand, for the quantitative analysis, data will be collected on the basis of one specific questionnaire developed for the usability study of the RePlay platform, including aspects related to different constructors such as the perceived usefulness (PU) of the platform in the three scenarios defined, its perceived ease of use (PEOU) or the perceived added-value. This questionnaire has been revised and updated by the partners in order to include the enhancements and new functionalities of the final RePlay platform.

On the other hand, the evaluation of digitization and access to Traditional Sport and Games data should take into account not only the added-value of the displayed contents, but also the fulfilment of the requirements and desires of users when interacting with the platform. Studying the reactions of users is the preferred way of getting this information within qualitative analysis.

Collected data will be processed and analysed to form a judgement over the technical performance of the platform; usability aspects of the scenarios; and overall conformance to the requirements. Evaluation will focus on two main areas:


- User testing. The aim of the questionnaires is to understand how well users interact with the RePlay platform.
- Performance testing. This testing tries to explain how well the components of the RePlay platform perform against agreed objectives.

### 2.2 Description of the final RePlay prototype

The final RePlay prototype of the sensor fusion-based method will be evaluated in the scenarios described by a sample of children and teenagers in the PLAY&LEARN scenario; coaches and players from clubs for the COACH&TRAIN scenario; and museum curators and visitors in the INTERACT&PRESERVE scenario. On the other hand, the RePlay prototype of the video-based approach will also be evaluated by coaches and museum curators, as these are the users most interested in reconstructing the 3D movements of National Heroes from video-legacy. The testers will provide feedback on the experience and make recommendations for further suggestions when bringing the final platform into the market.

Among the already existing characteristics, the sensor fusion-based RePlay platform will evaluate the following functionalities:

- ✓ PLAY&LEARN scenario
  - Motion comparison
  - Semantic feedback
  - Visualization
- ✓ COACH&TRAIN scenario
  - Motion comparison
  - Semantic feedback
  - 3D reconstruction
  - Visualization
  - Authoring

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- ✓ INTERACT&PRESERVE scenario
  - Story authoring
  - Visualization and interaction

### 2.3 Evaluation criteria

As in the case of the first partially-integrated RePlay platform, the final RePlay platform will be evaluated from a user-based and performance-based perspective. These two criteria are listed below, along with specific sub components:

- ✓ User tests
  - Friendliness of the user interface
  - Usefulness of the provided feedback
  - Usability of the RePlay platform
- ✓ Performance of the prototype
  - Speed of information delivery
  - Number of errors

### 2.4 Evaluation tools

Two types of questionnaires have been improved and extended to be used in the evaluation process:


- ✓ Questionnaires for the evaluation of the final RePlay platform, which have been translated into Spanish and Basque in order to simplify the evaluation process of the final users. These questionnaires are devoted to the evaluation of the following aspects:
  - Suitability of the hardware (WIMUs and Microsoft Kinects in the sensor fusion-based method)
  - Suitability of the scenarios for the field trials
  - Relevance of content and services
  - Effectiveness of the multimedia interfaces
  - Willingness to pay for such platform
- ✓ Guidelines to capture feedback for external observers. As previously done, members of the RePlay consortium will join the tests as external observers, taking pictures and recording the trials as well as taking notes about general observations on the behaviour of the users in each of the three scenarios, such as timing; the number of requests for support; the reaction of other members of the public to the RePlay user; and the interaction of the users with the surrounding environment (mainly in the INTERACT&PRESERVE scenario).

In most of the cases, questionnaires can be electronically provided. They have been implemented using Google Drive to simplify the data acquisition process. Furthermore, the trials will be recorded for further analysis.

### 2.5 General overview of the field trials

After a brief and some instructions about the testing, users will start the experience in each of the scenarios. During the evaluation, users will be encouraged to ask questions concerning the scenario (functionality, usability, etc) to the administrators that will support them and to give the first impressions related to the scenarios.

The following roles and responsibilities have been defined:

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- ✓ Users. They should be willing to give up sufficient time to use and try the RePlay platform under potentially embarrassing situations and provide detailed feedback.
- ✓ Administrators. They are responsible for managing and coordinating the field trials. Administrators will be in charge of the communication with the users as well as of the functionality of the testing platform.
- ✓ External observers. They will accompany users on the field trials and provide ad-hoc support related to the usage of the RePlay platform in each of the scenarios and the evaluation process.

## 2.6 Execution of the assessment


For each Traditional Sport (Basque Pelota, Gaelic sports) and each scenario (PLAY&LEARN; COACH&TRAIN; INTERACT&PRESERVE), a detailed plan for the trials will be produced, including information related to the required RePlay platform in each scenario; distribution of the field trials; and allocation of resources.

Table 2.1 Example of the PLAY&LEARN scenario execution trials for the Basque Pelota.

Day number	Day 1	Day 2	Day 3
Responsible for the trial	Vicomtech-IK4	Vicomtech-IK4	Vicomtech-IK4
Place of the trial	Añorga	Gasteiz-Mendizorroza	Urrugne (France)
RePlay team	Dorleta Ugalde Mikel Rodriguez Kepa Arroitauregi	Mikel Rodriguez Kepa Arroitauregi	Mikel Rodriguez Kepa Arroitauregi
External observer	Jon Goienetxea	Luis Unzueta	Jon Goienetxea
Name of the users			
Schedule of the trial	Meeting, explanation, start of the trial, questionnaires and feedback	Meeting, explanation, start of the trial, questionnaires and feedback	Meeting, explanation, start of the trial, questionnaires and feedback

## 2.7 Analytical software

The R framework will be used to analyse the collected data so that results from the evaluation of the first partially-integrated and final prototype can be easily compared. Although the graphics provided by the framework are quite basic, it is more important to maintain coherence than improving the visualization.

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### 3 Definition of the field trials for the Basque Pelota

#### 3.1 PLAY&LEARN scenario

##### 3.1.1 Scenario and contents

This scenario will be validated at the Pelota Schools (Pilota eskola), non for profit associations that promote different modalities of the Basque Pelota in small towns and villages within the Basque Country. The handball modality has been selected as the only modality to assess this scenario, as it has no instrument to play with and may be easily play in a “home-like” environment. The following skills have been selected for this first evaluation:

- ✓ Right-handed underarm shot (this has been used in the “Match the master” demo)
- ✓ Right-handed volley
- ✓ Left-handed Slice shot

##### 3.1.2 Target groups

The people involved in the final trial of the RePlay platform will belong to Pelota schools. Several Pelota schools distributed in two provinces of the Basque Country and the south of France have been selected in order to include a balanced sample of children and teenagers regarding gender issues and Pelota modalities.

- ✓ In Gipuzkoa, Añorga Pelota School (41 male and 16 female between 7 and 27 years old including the Handball and Pala modalities).
- ✓ In Araba, Gazteiz clubs (Saramaga) (105 male and 1 female between 6 and 50 years old including the Handball modalities).
- ✓ In the South of France, Urrugne Pelota School. The history of Urrugne and pelota have been closely linked for centuries. The village has always had a trinquet, where a form of real tennis is played and which today belongs today to the Dongaitz family. It is located next to the church. According to tradition, Louis XI, during his stay at the Château d'Urtubie, played real tennis at the trinquet.


The number of males and females will be, as much as possible, equal and should include a broad age range. As it was done with the first partially-integrated prototype, the Miranda Association, who is responsible for Pelota championships for disabled players in Gipuzkoa (Spain), will be contacted to repeat the trial with them.

##### 3.1.3 Definition of the event

It is expected that this scenario will proceed with the trials from the 13<sup>th</sup> to the 19<sup>th</sup> of January 2016 in the Basque Country and south of France. Vicomtech-Ik4 will provide the required equipment for this scenario (one Microsoft Kinect device, a PC and a TV screen). It is estimated that there will be at least one trial a day during three days at different locations, trying to get around 15-20 completed valid questionnaires.

The equipment will be set by Vicomtech-IK4 in each of the clubs. First, one of the coaches from the RePlay team will explain and demonstrate the performance of the platform. Then, the users will freely interact with the platform, restricting the number of trials per person to maximum four times each time.

Once the trial is over for each of the users, questionnaires will available on paper or on a Tablet PC for quicker compilation of the results. Beyond the comprehensive questionnaires which will be used to gather information about the RePlay platform itself, the attractiveness of the experience and the accuracy of the feedback will also be included in the evaluation parameters.

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## 4 Definition of the field trials for the Gaelic sports

### 4.1 PLAY&LEARN scenario

#### 4.1.1 Scenario and contents

This scenario will be validated at Primary Schools in Dublin, Ireland. This scenario will be evaluated for the Gaelic Football and Hurling modalities, covering both a non-instrument based and an instrument based skill. The following skills have been selected with the corresponding modalities:

- ✓ Gaelic Football: Punt Kick
- ✓ Hurling: Strike from the Hand

#### 4.1.2 Target groups

The children involved in this scenario of the final RePlay platform will belong to Primary Schools based on the Dublin region of Ireland. Three schools have been selected as follows in order to include a balanced sample of children regarding gender issues and socio-economic backgrounds.

- ✓ O'Connell Primary School, North Richmond St, Dublin 1
- ✓ Holy Spirit Boys National School, Ballymun, Dublin 11
- ✓ Holy Spirit Girls National School, Ballymun, Dublin 11

The number of male and female will be, as much as possible, equal and should include a broad age range.

#### 4.1.3 Definition of the event

This scenario will proceed with the trials from the 18<sup>th</sup> to the 22<sup>nd</sup> of January 2016. DCU will provide the required equipment for this scenario (one Microsoft Kinect device, a PC and a TV screen). It is estimated that there will be at least one trial at each school during the week, trying to get around 40-50 completed questionnaires.

The equipment will be set by DCU in each of the schools. First, one of the administrators from the RePlay team will explain and demonstrate the performance of the RePlay platform. Then, the users will freely interact with the platform, restricting the number of trials per person to four times each time.

Once the trial is over for each of the users, questionnaires will be distributed on a Tablet PC for quicker compilation of the results. Beyond the comprehensive questionnaires which will be used to gather information about the RePlay platform itself, the attractiveness of the experience and the accuracy of the feedback will also be included in the evaluation parameters.

### 4.2 COACH&TRAIN scenario

#### 4.2.1 Scenario and contents

This scenario will be tested at Croke Park, the GAA Headquarters and National Stadium, situated in Dublin, Ireland. This scenario will be evaluated for the Gaelic Football and Hurling modalities, covering both a non-instrument based and an instrument based skill. The following skills have been selected with the corresponding modalities:

- ✓ Gaelic Football: Punt Kick
- ✓ Hurling: Strike from the Hand

#### 4.2.2 Target groups

The GAA propose the following coaches for the corresponding modalities (Table 4.1). The coaches have yet to confirm their participation, but have been selected on the basis of their technical knowledge of the specific modality and the competency and knowledge in motor skill development.


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Table 4.1 List of coaches and the corresponding modalities.

<b>Coaches and Modalities</b>	
John Tobin	Gaelic Football
Paudie Butler	Hurling

Each coach will work with two-three club players. The GAA will endeavor to identify a corresponding female coach for the Ladies Football and Camogie modalities.

#### 4.2.3 Definition of the event

This scenario will proceed with the trials during the period from the 1<sup>st</sup> to the 5<sup>th</sup> of February 2016. The required equipment for this scenario (four Microsoft Kinect devices, PCs and TV screens, WIMUs) will be provided by the RePlay consortium. It is estimated that there will be at least one trial a day during three days, trying to get around 3-4 completed questionnaires from players and coaches.

The equipment will be set by the RePlay consortium at the Warm-up facilities in Croke Park. There will be two different approaches to test the platform depending on the target users. On the one hand, coaches will focus the assessment of the platform on the Authoring environment and the feedback about the performance of the player. On the other hand, players will analyze the interaction with the platform. In both cases, one of the administrators from the RePlay team will explain and demonstrate the performance of the platform. Then, the users will freely interact with the platform, restricting the time for the coaches to interact with the Authoring Tool.

Once the trial is over for each of the users, questionnaires will be distributed on a Tablet PC for quicker compilation of the results. Beyond the comprehensive questionnaires which will be used to gather information about the RePlay platform itself, the attractiveness of the experience and the accuracy of the feedback will also be included in the evaluation parameters.

### 4.3 INTERACT&PRESERVE scenario

#### 4.3.1 Scenario and contents

This scenario will be validated at the GAA Museum, Croke Park, Dublin, Ireland. This scenario will be evaluated for the Gaelic Football and the Hurling modalities. The content for the evaluation will be prepared and provided prior to the evaluation session based on archive material from GAA and newly created content within the RePlay project.


#### 4.3.2 Target groups

The people involved in this trial of the RePlay platform will be curators of the GAA Museum based in Croke Park, the GAA Headquarters and National Stadium, situated in Dublin, Ireland. A sample of visitors to the museum will also participate.


#### 4.3.3 Definition of the event

This scenario will proceed with the trials from the 18<sup>th</sup> to the 22<sup>nd</sup> of January 2016. GAA will provide the necessary equipment for the scenario, e.g. desktop stations. It is estimated that there will be at least 10 trials during the period, trying to get around 5-7 completed questionnaires from curators and visitors.

The set-up for this scenario is lightweight so it will be done on one morning. There will be two different approaches to test the platform depending on the targeted users. While curators will focus on the assessment of the authoring tool for generating stories, museum visitors will analyse the interaction with the authored stories. In both cases, one of the persons from the RePlay team will first make a short introduction to the RePlay platform to each of the users. Then, users will freely interact with the platform for a restricted amount of time.

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Questionnaires distributed in electronic form for quicker compilation of the results. Users will be also encouraged to provide informal feedback in order to provide further insight into the answers given in their questionnaires.

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## 5 Conclusions

This Deliverable has presented the theoretical methodology approach for the usability analysis and the definition of the evaluation methodology for the final RePlay platform; the definition of the field trials for each of the Traditional Sports and Games (Basque Pelota and Gaelic sports); the description of the selected contents for the final evaluation; and the development of the evaluation questionnaires for the user experience of the final RePlay prototype.

Two types of questionnaires have been designed to be used in the evaluation process. First, questionnaires for the evaluation of the final RePlay platform for the final users (sensor fusion-based: children and teenagers; coaches and players; museum visitors and curators) have been developed. They will be translated into Spanish and Basque in order to simplify the evaluation process of the final users. These questionnaires are devoted to the evaluation of the following aspects, such as the suitability of the hardware (WIMUs and Microsoft Kinects in the sensor fusion-based method); the suitability of the scenarios for the field trials; the relevance of content and services; the effectiveness of the multimedia interfaces; or the willingness to pay for such platform. Secondly, several guidelines have been defined to capture feedback for external observers. Members of the RePlay consortium will join the tests as external observers, taking pictures and recording the trials as well as taking notes about general observations on the behaviour of the users in each of the three scenarios.

Additionally, the Deliverable describes the field trials for the PLAY&LEARN and COACH&TRAIN scenarios for the Basque Pelota; and the PLAY&LEARN and INTERACT&PRESERVE scenarios for the Gaelic Sports. All the field trials include the definition of the scenario and contents; the target groups of people involved; and the definition of the event. Finally, the final section describes the development of the evaluation questionnaires which are available in the corresponding Appendixes.



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## Appendix A: Questionnaires for the PLAY&LEARN scenario

Two versions of the questionnaire have been developed depending on the age of the users. A simplified version with more graphics has been developed for kids so that they could easily fill the information. This questionnaire will be distributed in printed version.

Furthermore, some questions have been slightly modified depending on the target TSG as there are some terms such as the courts (fronton, Stadium) that should be adapted to each TSG.



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### Some questions about the general experience (adults/Basque Pelota)

Did you understand what the game was about?

No	Yes, but it was very difficult	Yes, but it was bit difficult	I understood it perfectly

Were you able to play alone with the information provided by the platform?

Yes, of course	Yes, but I needed a bit of help	No, someone had to help me

How many skills did you try?

Just one	Two	Three

How many times did you try each skill?

Once	Twice	Three times	More than three times

### Some questions about the game

	No	Not much	Quite a lot	Very much
Did the 3D fronton look like a real one?				
Did the 3D Pelota player look realistic?				
Were all the movements of the 3D Pelota player completely visible during the entire action?				
Did you understand the example of the skill played by the National Hero?				
Did you understand the comparison between your avatar and the one from the 3D Pelota player?				
Was the score what you expected?				
Did you understand what the percentages displayed represented?				
Did you understand the written instructions providing feedback?				
Did you follow the written feedback when playing again the skill?				

If you played the skill more than once, did your score improve on the following trials?

Yes, a lot (more than 10%)	Yes, but not too much (more than 5%)	It was the same	It was a bit worse (around 5%)	It was much worse (more than 10%)

Did you like the overall experience?

No	A bit	More than expected	A lot

Do you feel you know more about the skill you practiced?

Not at all	I have learned something	I have learned a lot

### Some questions about the future

Would you buy the RePlay game to learn playing Pelota?

No	I do not know	Maybe	I would love it

How much would you pay for the game?

Less than 20€	Between 20€ and 40€	Between 40€ and 60€	More than 60€

## Personal profile

### Gender

Male	Female

### Age

16-19 years old	20-25 years old	26-35 years old	36-45 years old	More than 46

### Are you familiarized with the use of New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### How often do you practice sport?

Never	2-3 times a month	Only weekends	2-3 times a week	Everyday

### Do you practice Pelota?

Yes	No

### If the answer is yes, which modality do you practice?

Handball	Pala	Jai-Alai	Other

### If the answer is no, do you play other Traditional Sports or Games?

Yes	No

### Explain which:



## Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the general experience (adults/Gaelic sports)

Did you understand what the game was about?

No	Yes, but it was very difficult	Yes, but it was bit difficult	I understood it perfectly

Were you able to play alone with the information provided by the platform?

Yes, of course	Yes, but I needed a bit of help	No, someone had to help me

How many skills did you try?

Just one	Two

How many times did you try each skill?

Once	Twice	Three times	More than three times

### Some questions about the game

	No	Not much	Quite a lot	Very much
Did the 3D Stadium look like a real one?				
Did the 3D player look realistic?				
Were all the movements of the 3D player completely visible during the entire action?				
Did you understand the example of the skill played by the National Hero?				
Did you understand the comparison between your avatar and the one from the 3D player?				
Was the score what you expected?				
Did you understand what the percentages displayed represented?				
Did you understand the written instructions providing feedback?				
Did you follow the written feedback when playing again the skill?				

If you played the skill more than once, did your score improve on the following trials?

Yes, a lot (more than 10%)	Yes, but not too much (more than 5%)	It was the same	It was a bit worse (around 5%)	It was much worse (more than 10%)

Did you like the overall experience?

No	A bit	More than expected	A lot

Do you feel you know more about the skill you practiced?

Not at all	I have learned something	I have learned a lot

Some questions about the future

Would you buy the RePlay game to learn playing Gaelic football/Hurling/Camogie?

No	I do not know	Maybe	I would love it

How much would pay for the game?

Less than 20€	Between 20€ and 40€	Between 40€ and 60€	More than 60€

## Personal profile

### Gender

Male	Female

### Age

16-19 years old	20-25 years old	26-35 years old	36-45 years old	More than 46

### Are you familiarized with the use of New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### How often do you practice sport?

Never	2-3 times a month	Only weekends	2-3 times a week	Everyday

### Do you practice Pelota?

Yes	No

### If the answer is yes, which modality do you practice?

Handball	Pala	Jai-Alai	Other

### If the answer is no, do you play other Traditional Sports or Games?

Yes	No

### Explain which:



Reusable low-cost platform for digitizing and preserving traditional participative sports

Some questions about the “video game” (kids/Basque Pelota)

Did you understand what the game was about?

No	It was a bit difficult	It was quite easy	I understood it perfectly





How many skills did you try?

Just one	Two	Three

How many times did you try each skill?

Once	Twice	Three times	More than three times

Some questions about the game

	 Nothing	 A bit	 Quite	 A lot
Did the 3D fronton look like a real one?				
Did the 3D Pelota player look like a real one?				
Did you understand what you had to mimic?				
Could you see the whole movement of the 3D Pelota player?				
Did you understand the comparison between your avatar and the one from the 3D Pelota player?				
Was the score what you expected?				
Did you understand the numbers in the score?				
Did you read the instructions written at the bottom of the screen?				
Did you follow the instructions when playing again the skill?				
Did you like the RePlay game?				



Would you buy a game to help learning Pelota?

No	I do not know	Maybe	I would love it



Some questions about you







I am...

 boy	 girl

I am...

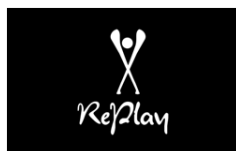
8-10 years old	11-12 years old	13-14 years old	15-16 years old

I know how to use ...

	A bit	Well 	Very well 	Master 
 A computer				
 A SmartPhone				
 A PSP or Wii				

We have at least one at home ...

 Computer	 SmartPhone	 PSP or Wii	 Television



Reusable low-cost platform for digitizing and preserving traditional participative sports

Some questions about the “video game” (kids/Gaelic sports)

Did you understand what the game was about?

No	It was a bit difficult	It was quite easy	I understood it perfectly





How many skills did you try?

Just one	Two

How many times did you try each skill?

Once	Twice	Three times	More than three times

Some questions about the game



	 Nothing	 A bit	 Quite	 A lot
Did you the 3D Stadium look like a real one?				
Did the 3D player look like a real one?				
Did you understand what you had to mimic?				
Could you see the whole movement of the 3D player?				
Did you understand the comparison between your avatar and the one from the player?				
Was the score what you expected?				
Did you understand the numbers in the score?				
Did you read the instructions written at the bottom of the screen?				
Did you follow the instructions when playing again the skill?				
Did you like the RePlay game?				

Would you buy a game to help learning Hurling/Camogie or Gaelic Football?

No	I do not know	Maybe	I would love it

Some questions about you







I am...

 boy	 girl

I am...


8-10 years old	11-12 years old	13-14 years old	15-16 years old

I know how to use ...

	A bit	Well 	Very well 	Master 
 A computer				
 A SmartPhone				
 A PSP or Wii				

We have at least one at home ...

 Computer	 SmartPhone	 A PSP or Wii	 Television

	Title		WorkPackage
	Methodology and field trials for the evaluation plan		WP7 INTEGRATE
	Version	Date	Author
	V6.0	30/11/2015	EJ-GV, VICOM, GAA

## Appendix B: Questionnaires for the COACH&TRAIN scenario

Two versions of the questionnaire have been developed depending on the profile of the target users (coach, player). The questionnaires will be distributed in electronic form. Furthermore, some questions have been slightly modified depending on the target TSG as there are some terms such as the courts (fronton, Stadium) that should be adapted to each TSG.



Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the overall tool (coach/Basque Pelota)

Did you understand what the main objective of RePlay platform was?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

Did you understand how the tool worked?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

### Some questions about the authoring tool

Please, evaluate the usefulness of the data that is managed by the authoring tool

	Useless	A little useful	Quite useful	Very useful
Data about the Pelota players (name, height, weight, gender, birthdate, picture, position)				
Data about the activities (name, description, difficulty level, demo videos)				
Data about the statistics				
Data about the feedback				
Data about the skills (name, colour code)				
Data about the National Heroes (videos, name)				

Did you add any information to the authoring tool?

Yes	No

If yes, were you able to complete and browse all the data?

Not at all	It was a bit difficult	It was quite easy	I did it perfectly

Would you add more information to the authoring tool?

Yes	No

If yes, about which of the following categories may that data belong? Write the type of data in the corresponding box

Clubs and teams	Players	Skills	Feedback

### Some questions about the capturing platform

Was the overall capturing system reliable during the time you used it?

Yes, it did not crash	No, it crashed once/twice	No, it crashed continuously

Did you need to calibrate and synchronize the Microsoft Kinect devices?

Yes	No

If the answer is yes, how did you find the process?

It was very difficult	It was a bit difficult	It was quite easy	It was very easy

How would you rate the instructions for the process?

Very precise and easy to understand	Very precise but difficult to understand	Easy to understand but not very precise	Neither precise nor easy to understand

Did you find the amount of devices and sensors inhibiting?

No	A little bit	Much	Too much

Do you feel that there should be more space for the players to practice?

No	A bit more	Much more

## Some questions about the feedback

	No	Not much	Quite a lot	Very much
Did you understand the comparison between the movement of the player and the one from the National Hero?				
Did the animation of the 3D avatar match the physical movements the player performed?				
Was the textual feedback easy to understand?				
Did it really reflect your opinion about the way the skill was performed?				
Do you think the visual feedback helps more than the textual feedback?				
Were the motion feature plots easy to understand?"				

What type of feedback did you like most?

Textual feedback	3D avatar animation	Motion feature plots

Would you like to be able to set the motion feature importance weights and to choose which numerical results/graphs for each individual skill to be shown at the end of the trial?

No	Maybe	Yes

Was the time period after performing the skill until having the feedback too long?

No	A bit long	Yes, too long

Was the received score and feedback from the RePlay platform realistic on the basis of your knowledge about the skill and the player?

No	Not very realistic	Quite realistic	Definitely

Was the received feedback visualized in a meaningful way?

No	A bit difficult to understand	Quite easy to understand	Definitely

Did the received feedback help you proposing improvements to the player?

No	Yes	Yes, but more feedback is needed

### Some questions about the reconstruction of the player

Did the animation of the 3D reconstructed player that was presented to you match the physical movements the player performed?

Not accurately	Accurately	Very accurately

Did the 3D virtual player look like the real player?

Definitely	Yes, but should be improved a bit	Yes, should be largely improved	No

Was the time period required to watch the 3D reconstruction too long?

No	Quite fast	A bit long	Yes, too long

### Some questions about the use of the RePlay platform in your Pelota School

Do you think the current RePlay platform is useful for coaches?

No	A little bit	Quite a lot	Definitively

Generally speaking, do you think the provided feedback is useful and enough for a coach?

Neither useful nor enough	Useful but not enough	Enough but not useful	Useful and enough

Do you think that using the RePlay platform will increase the quality of training?

No	Not much	Quite	Yes

Do you think players you train in the Pelota schools would like to have a platform like RePlay as a complement to the current way of training?

No	Not much	Quite a lot	Definitively



Would you use the RePlay platform in your Pelota School?

No	Maybe	Yes

If the answer is no, can you explain briefly why?



## Personal profile

### Gender

Male	Female

### Age

20-25 years old	25-30 years old	30-35 years old	➤ 35 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### How many teams do you train?

One team	Two teams	Three teams	More than three teams

### What is the range of ages you train? (you can select multiple options)

6-10 years old	11-15 years old	16-20 years old	Older than 20 years old

### Do you train both genders?

Yes	Only men	Only women

### How long have you been training players?

Less than one year	One-two years	Two-five years	More than five years

### Which disciplines of Pelota do you train?

Handball	Pala	Jai-Alai	Other



## Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the overall experience (player/Basque Pelota)

Did you understand what the main objective of RePlay platform was?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

Did you understand how the tool worked?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

### Some questions about the sensors

	No	Not much	Quite a lot	Very much
Was it easy to place the sensors on the body and the instrument (only for Pala and Jai-Alai)?				
Did it take you a lot for time to configure the sensors?				
Did you find it comfortable to perform the skill when wearing the sensors?				
Was it difficult to get used to the sensors?				
Were you worried about breaking the worn sensors?				

Did any of the sensors fall off during the experience? If the answer is yes, write the number of times this happened.

No, none	Yes, from the body	Yes, from the instrument

If the sensors fell from the body, where did they fell from?

Arms	Legs	Torso

### Some questions about the capturing platform

Was the overall capturing system reliable during the time you used it?

Yes, it did not crash	No, it crashed once	No, it crashed continuously

Did you need to calibrate and synchronize the Microsoft Kinect devices?

Yes	No

If the answer is yes, how did you find the process?

It was very difficult	It was a bit difficult	It was quite easy	It was very easy

How would you rate the instructions for the process?

Very precise and easy to understand	Very precise but difficult to understand	Easy to understand but not very precise	Neither precise nor easy to understand

Were you worried about breaking the Microsoft Kinects?

No	Not much	Quite a lot	Very much

Do you feel that you need more space to perform?

No	I do not know	Maybe	Definitely

Some questions about the software

	No	Not much	Quite a lot	Very much
Did you like the 3D frontón?				
Did you understand the skill you had to mimic?				
Did you like the 3D Pelota player?				
Was the score what you expected?				
Did you understand the comparison between the movement you performed and the movement of the National Hero?				
Did you like the 3D avatar?				

## Some questions about the feedback

	No	Not much	Quite a lot	Very much
Was the textual feedback easy to understand?				
Did it really reflect your opinion about the way the skill was performed?				
Did you understand the comparison between the movement of the player and the one from the National Hero?				
Did your 3D animation of the avatar match your physical movements?				
Do you think the visual feedback helps more than the textual feedback?				

What type of feedback would you like most?

Textual feedback	3D skeleton animation	Motion feature plots

Was the time period after performing the skill until having the feedback too long?

No	A bit long	Yes, too long

Was the received score and feedback from the RePlay platform realistic concerning your own performance?

No	Not very realistic	Quite realistic	Definitely

Was the received feedback visualized in a meaningful way?

No	A bit difficult to understand	Quite easy to understand	Definitely

If you have used the platform more than once, was the feedback regarding your previous trials helpful?

No	A little bit	Quite much	Yes

Did the received feedback help you understand further improvements?

No	A little bit	Quite much	Yes	Yes, but also other forms of feedback

## Some questions about the 3D reconstruction

Did the animation of your 3D reconstruction that was presented to you match your physical movements?

Not accurately	Quite accurately	Very accurately

Did the 3D virtual player look like you?

Definitely	Yes, but a bit of improvement	Yes, but large improvement	No

What was the quality of the 3D reconstruction of your head?

Not accurate at all	Quite accurate	Very accurate

Did the 3D reconstruction of your head improve when adding the pre-scanned 3D model of your head?

Definitely	Yes, quite	Only a bit	No

Was the time period required to watch the 3D reconstruction too long?

No	Fast enough	A bit long	Yes, too long

## Some questions about the use of the RePlay platform in your Pelota School

Would you use the RePlay platform to be trained in your Pelota School in addition to your current training sessions?

No	I do not know	Maybe	Definitely

Do you think the current RePlay platform is useful for players when training?

No	A little bit	Quite a lot	Definitely

Generally speaking, do you think the provided feedback is useful and enough for a player?

No	Useful but not enough	Enough but not useful	Useful and enough

Do you think that using the RePlay platform will increase the quality of your performance?

No	I do not know	Maybe	Yes

## Personal profile

### Gender

Male	Female

### Age

16-19 years old	20-25 years old	26-35 years old	➤ 35 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### Which modality of Pelota do you practice?

Handball	Pala	Jai-Alai	Other

### For how long have you been practising this modality?

One year	Two-three years	Four-five years	More than five years

### How often do you practice?

Everyday	3-4 times a week	Twice a week	Once a week





Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the overall tool (coach/Gaelic sports)

Did you understand what the main objective of RePlay platform was?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

Did you understand how the tool worked?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

### Some questions about the authoring tool

Please, evaluate the usefulness of the data that is managed by the authoring tool

	Useless	A little useful	Quite useful	Very useful
Data about the Gaelic sports players (name, height, weight, gender, birthdate, picture, position)				
Data about the activities (name, description, difficulty level, demo videos)				
Data about the statistics				
Data about the feedback				
Data about the skills (name, colour code)				
Data about the National Heroes (videos, name)				

Did you add any information to the authoring tool?

Yes	No

If yes, were you able to complete and browse all the data?

Not at all	It was a bit difficult	It was quite easy	I did it perfectly

Would you add more information to the authoring tool?

Yes	No

If yes, about which of the following categories may that data belong? Write the type of data in the corresponding box

Clubs and teams	Players	Skills	Feedback

Some questions about the capturing platform

Was the overall capturing system reliable during the time you used it?

Yes, it did not crash	No, it crashed once/twice	No, it crashed continuously

Did you need to calibrate and synchronize the Microsoft Kinect devices?

Yes	No

If the answer is yes, how did you find the process?

It was very difficult	It was a bit difficult	It was quite easy	It was very easy

How would you rate the instructions for the process?

Very precise and easy to understand	Very precise but difficult to understand	Easy to understand but not very precise	Neither precise nor easy to understand

Did you find the amount of devices and sensors inhibiting?

No	A little bit	Much	Too much

Do you feel that there should be more space for the players to practice?

No	A bit more	Much more

## Some questions about the feedback

	No	Not much	Quite a lot	Very much
Did you understand the comparison between the movement of the player and the one from the National Hero?				
Did the animation of the 3D avatar match the physical movements the player performed?				
Was the textual feedback easy to understand?				
Did it really reflect your opinion about the way the skill was performed?				
Do you think the visual feedback helps more than the textual feedback?				
Were the motion feature plots easy to understand?"				

What type of feedback did you like most?

Textual feedback	3D avatar animation	Motion feature plots

Would you like to be able to set the motion feature importance weights and to choose which numerical results/graphs for each individual skill to be shown at the end of the trial?

No	Maybe	Yes

Was the time period after performing the skill until having the feedback too long?

No	A bit long	Yes, too long

Was the received score and feedback from the RePlay platform realistic on the basis of your knowledge about the skill and the player?

No	Not very realistic	Quite realistic	Definitely

Was the received feedback visualized in a meaningful way?

No	A bit difficult to understand	Quite easy to understand	Definitely

Did the received feedback help you proposing improvements to the player?

No	Yes	Yes, but more feedback is needed

### Some questions about the reconstruction of the player

Did the animation of the 3D reconstructed player that was presented to you match the physical movements the player performed?

Not accurately	Accurately	Very accurately

Did the 3D virtual player look like the real player?

Definitely	Yes, but should be improved a bit	Yes, should be largely improved	No

Was the time period required to watch the 3D reconstruction too long?

No	Quite fast	A bit long	Yes, too long

### Some questions about the use of the RePlay platform in your club

Do you think the current RePlay platform is useful for coaches?

No	A little bit	Quite a lot	Definitively

Generally speaking, do you think the provided feedback is useful and enough for a coach?

Neither useful nor enough	Useful but not enough	Enough but not useful	Useful and enough

Do you think that using the RePlay platform will increase the quality of training?

No	Not much	Quite	Yes

Do you think players you train in the clubs would like to have a platform like RePlay as a complement to the current way of training?

No	Not much	Quite a lot	Definitively

Would you use the RePlay platform in your club?

No	Maybe	Yes

If the answer is no, can you explain briefly why?



## Personal profile

### Gender

Male	Female

### Age

20-25 years old	25-30 years old	30-35 years old	➤ 35 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### How many teams do you train?

One team	Two teams	Three teams	More than three teams

### What is the range of ages you train? (you can select multiple options)

6-10 years old	11-15 years old	16-20 years old	Older than 20 years old

### Do you train both genders?

Yes	Only men	Only women

### How long have you been training players?

Less than one year	One-two years	Two-five years	More than five years

### Which disciplines of Gaelic sports do you train?

Gaelic football	Hurling	Camogie	Other



## Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the overall experience (player/Gaelic sports)

Did you understand what the main objective of RePlay platform was?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

Did you understand how the tool worked?

No	Yes, but it was quite difficult	Yes, although it was a bit difficult	Yes

### Some questions about the sensors

	No	Not much	Quite a lot	Very much
Was it easy to place the sensors on the body and the instrument (only for Hurling and Camogie)?				
Did it take you a lot for time to configure the sensors?				
Did you find it comfortable to perform the skill when wearing the sensors?				
Was it difficult to get used to the sensors?				
Were you worried about breaking the worn sensors?				

Did any of the sensors fall off during the experience? If the answer is yes, write the number of times this happened.

No, none	Yes, from the body	Yes, from the instrument

If the sensors fell from the body, where did they fell from?

Arms	Legs	Torso

### Some questions about the capturing platform

Was the overall capturing system reliable during the time you used it?

Yes, it did not crash	No, it crashed once	No, it crashed continuously

Did you need to calibrate and synchronize the Microsoft Kinect devices?

Yes	No

If the answer is yes, how did you find the process?

It was very difficult	It was a bit difficult	It was quite easy	It was very easy

How would you rate the instructions for the process?

Very precise and easy to understand	Very precise but difficult to understand	Easy to understand but not very precise	Neither precise nor easy to understand

Were you worried about breaking the Microsoft Kinects?

No	Not much	Quite a lot	Very much

Do you feel that you need more space to perform?

No	I do not know	Maybe	Definitely

Some questions about the software

	No	Not much	Quite a lot	Very much
Did you like the 3D field?				
Did you understand the skill you had to mimic?				
Did you like the 3D player?				
Was the score what you expected?				
Did you understand the comparison between the movement you performed and the movement of the National Hero?				
Did you like the 3D avatar?				



## Some questions about the feedback

	No	Not much	Quite a lot	Very much
Was the textual feedback easy to understand?				
Did it really reflect your opinion about the way the skill was performed?				
Did you understand the comparison between the movement of the player and the one from the National Hero?				
Did your 3D animation of the avatar match your physical movements?				
Do you think the visual feedback helps more than the textual feedback?				

What type of feedback would you like most?

Textual feedback	3D skeleton animation	Motion feature plots

Was the time period after performing the skill until having the feedback too long?

No	A bit long	Yes, too long

Was the received score and feedback from the RePlay platform realistic concerning your own performance?

No	Not very realistic	Quite realistic	Definitely

Was the received feedback visualized in a meaningful way?

No	A bit difficult to understand	Quite easy to understand	Definitely

If you have used the platform more than once, was the feedback regarding your previous trials helpful?

No	A little bit	Quite much	Yes

Did the received feedback help you understand further improvements?

No	A little bit	Quite much	Yes	Yes, but also other forms of feedback

## Some questions about the 3D reconstruction

Did the animation of your 3D reconstruction that was presented to you match your physical movements?

Not accurately	Quite accurately	Very accurately

Did the 3D virtual player look like you?

Definitely	Yes, but a bit of improvement	Yes, but large improvement	No

What was the quality of the 3D reconstruction of your head?

Not accurate at all	Quite accurate	Very accurate

Did the 3D reconstruction of your head improve when adding the pre-scanned 3D model of your head?

Definitely	Yes, quite	Only a bit	No

Was the time period required to watch the 3D reconstruction too long?

No	Fast enough	A bit long	Yes, too long

## Some questions about the use of the RePlay platform in your club

Would you use the RePlay platform to be trained in your club in addition to your current training sessions?

No	I do not know	Maybe	Definitely

Do you think the current RePlay platform is useful for players when training?

No	A little bit	Quite a lot	Definitely

Generally speaking, do you think the provided feedback is useful and enough for a player?

No	Useful but not enough	Enough but not useful	Useful and enough

Do you think that using the RePlay platform will increase the quality of your performance?

No	I do not know	Maybe	Yes



## Personal profile

### Gender

Male	Female

### Age

16-19 years old	20-25 years old	26-35 years old	➤ 35 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
PSP/Wii						
Simulators						

### Which modality of Gaelic sports do you practice?


Gaelic sports	Hurling	Camogie	Other

### For how long have you been practising this modality?

One year	Two-three years	Four-five years	More than five years

### How often do you practice?

Everyday	3-4 times a week	Twice a week	Once a week

	Title		WorkPackage
	Methodology and field trials for the evaluation plan		WP7 INTEGRATE
	Version	Date	Author
	V6.0	30/11/2015	EJ-GV, VICOM, GAA

## Appendix C: Questionnaires for the INTERACT&PRESERVE scenario

Two questionnaires (one for the museum curator and one for the visitors) have been developed for this scenario. Although the evaluation will mainly focus on the assessment of the authoring tool by the curators, it may be feasible to gain some feedback from visitors.



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### Some questions about the overall tool (museum curator)

Did you understand what the main objective of the RePlay platform was?

No	It was a bit difficult	It was quite easy	I understood it perfectly

Did you understand what you had to do?

No	It was a bit difficult	It was quite easy	I understood it perfectly

### Some questions about the authoring tool

Did the overall authoring tool feel easy to use?

No	It was a bit difficult	It was quite easy	It was very easy

Did the system interactions behave as you would have expected them to?

No	Some of the times	Most of the times	Yes

Was the overall authoring tool reliable during the time you used it?

Yes, it did not crash	No, it crashed once or twice	No, it crashed continuously

Was the time period after interacting with the platform until the experience was created too long?

No	A bit long	Yes, too long

### Some questions about the stories

Did you like the way the available stories are displayed?

No	Somewhat	It is OK	Yes, very much

Was it easy to find the story you wanted to modify?

No	It was a bit difficult	It was quite easy	It was very easy

Was the relationship between items and stories clear?

No	Only after using the application for a while	Yes, immediately

Do you think further explanations are needed about the different fields available when creating or editing a story?

No	Maybe	Definitely

Rate the difficulty of the different functionalities related to stories

	Very difficult					Very easy
	1	2	3	4	5	6
Create new story						
Edit properties of an existing story						
Find items in a story						
Add new items to a story						
Remove items from a story						
Compose the narrative						

Did the user interface align with the workflow you normally follow when creating a new exhibit in the museum?

No	Not much	More or less	Completely

If not, could you please explain why:

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## Some questions about the use of the RePlay platform in your museum

Would you use the RePlay authoring tool in your museum?

No	Maybe	Yes

Do you think the current RePlay platform is useful for museum curators?

No	A little bit	Quite a lot	Definitively

Do you think the current RePlay stories are useful for museum visitors?

No	A little bit	Quite a lot	Definitively

Do you think that using the RePlay platform will increase the number of visitors to the museum?

No	A little bit	Quite a lot	Definitively

Would you be willing to pay for the RePlay authoring tool?

No	Maybe (depending on the functionalities)	Yes

If the answer is yes, how much would you pay?

Less than 500€	500-1000€	1000-2000€	More than 2000€

On which device would you prefer to use the authoring tool?

Standard PC	Mobile PC	Tablet or iPad	Smartphone

On which device would you prefer to the user to interact with the experience you have created while in the museum? (Please order from 1 (the most preferred) to 4)

Workstation PC	Kiosk	Large screen	Tablet or iPad	Smartphone



## Personal profile

### Gender

Male	Female

### Age

Less than 20 years	20-25 years old	25-35 years old	➤ 35 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
Tablets						
Web						

### For how long have you been curating for museums?

One year	Two-three years	Four-five years	More than five years

### Have you used digital curation tools before?

Yes	No



Reusable low-cost platform for digitizing and preserving traditional participative sports

### Some questions about the overall experience (museum visitor)

Did you understand what the RePlay platform was about?

No	It was a bit difficult	It was quite easy	I understood it perfectly

Did you understand what you had to do during the evaluation session?

No	It was a bit difficult	It was quite easy	I understood it perfectly

### Some questions about the application

	No	Not really	Quite a lot	Yes
Did you enjoy using the application?				
Was the overall interface easy to use?				
Did you like the overall design of the application? (aesthetical point of view)				
Did you like the overall design of the application? (functional point of view)				
Did the buttons and options you chose work as you expected?				
Did the application respond quickly enough to your actions?				
Was it easy to figure out what you had to do and where to click in order to use the application?				
Were you happy with the tools to select a story to explore from the available ones?				
Was the navigation within a story easy?				
Could you explore the related stories to the main one?				
Were the related stories interesting for you?				
Could you easily go back to the main story?				
Did you know where you were within a story?				

Did the RePlay application help you to learn more about the Traditional Gaelic sports?

No	A little	Yes

Please, explain what you learned

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Did the RePlay application increase your excitement about the Traditional Gaelic sports?

No	Yes

Would you use such an application during your museum visit?

No	Unlikely	Probably	Certainly

How much would you pay for an application like this?

Nothing	Less than 1€	Between 1€ and 3€	More than 3€

Would you use such an application online if it were part of the museum website or of a campaign?

No	Unlikely	Probably	Certainly

## Personal profile

### Gender

Male	Female

### Age

< 18 years old	18-25 years old	25-40 years old	40-55 years old	> 55 years old

### Are you experienced with using New Technologies? (value from 1 to 6)

	Little					Very
	1	2	3	4	5	6
Computer games						
Smart Phones						
Tablets						
Web						

### Have you ever used an interactive device in a museum before?

Yes	No