

Dancing Boxes - Post study questionnaire

* Indicates required question

Your character animation creations

Tell us how you feel about the results you obtained using our tool.

How satisfied are you with the skeleton animation you created? *

	1	2	3	4	5	
Very unsatisfied	<input type="radio"/>	Very satisfied				

If you want to create skeleton animation, how likely are you to use our tool if it were available in the future? *

	1	2	3	4	5	
Very unlikely	<input type="radio"/>	Very likely				

What kind of animation would you like to create using our tool (if any)? What tools would you choose?

Your answer

Operations in our system

For each statement related to an operation of our system, let us know if you agree or disagree.

Jumping with a pen *

"It is intuitive to understand how to use the system"

E.g. using a 3D software can be non-intuitive since you have to interact with mouse, keyboard and an 2D screen through interface.

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Jumping with a pen *

"I feel this creation process easy to conduct"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Jumping with a pen *

"My manipulation is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Jumping with a pen *

"The created motion is similar to my manipulation"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Jumping with a pen *

"The created motion is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Walking and bowing with a box human *

"It is intuitive to understand how to use the system"

E.g. using a 3D software can be non-intuitive since you have to interact with mouse, keyboard and an 2D screen through interface.

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Walking and bowing with a box human *

"I feel this creation process easy to conduct"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Walking and bowing with a box human *

"My manipulation is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Walking and bowing with a box human *

"The created motion is similar to my manipulation"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Walking and bowing with a box human *

"The created motion is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Lateral raise with an articulated human model *

"It is intuitive to understand how to use the system"

E.g. using a 3D software can be non-intuitive since you have to interact with mouse, keyboard and an 2D screen through interface.

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Lateral raise with an articulated human model *

"I feel this creation process easy to conduct"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Lateral raise with an articulated human model *

"My manipulation is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Lateral raise with an articulated human model *

"The created motion is similar to my manipulation"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Lateral raise with an articulated human model *

"The created motion is similar to the example motion"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Creating your own motion *

"It is intuitive to understand how to use the system (perform the puppetry)"

E.g. using a 3D software can be non-intuitive since you have to interact with mouse, keyboard and an 2D screen through interface.

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Creating your own motion *

"I feel this creation process easy to conduct"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Creating your own motion *

"The created motion revealed my intention"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Creating your own motion *

"The created motion is realistic and natural"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

Creating your own motion *

"I'm confident with creating more motion with the system"

	1	2	3	4	5	
Disagree	<input type="radio"/>	Agree				

What features would you like to have to create character animation? *

Your answer

Which objects do you prefer when creating animations? Why? *

Your answer

Submit

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