| User Test: | | | | | | | | | |
|--|---------------------|-----------------------|--------------------|--|--|--|--|--|--|
| | | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Q2: How do you fee | el whe you saw | the miniature set | ? | | | | | | |
| A. Cute | | | | | | | | | |
| B. Familiar | | | | | | | | | |
| C. Interesting | | | | | | | | | |
| D. None | | | | | | | | | |
| | | | | | | | | | |
| Q3: Will you use the | e headphone th | at are prepared w | vith the set? | | | | | | |
| A. Yes | | | | | | | | | |
| B. No | | | | | | | | | |
| | | | | | | | | | |
| Q4. What do you th | nink it is for? | | | | | | | | |
| A. Background Mus | sic | | | | | | | | |
| B. Interactive feedb | oack | | | | | | | | |
| C. Others | | | | | | | | | |
| | | | | | | | | | |
| Q5: Will you want to | o know all this ir | nformation if it wa | s set in an event? | | | | | | |
| A. Yes | | | | | | | | | |
| B. No | | | | | | | | | |
| | | | | | | | | | |
| Q6: In what way yo | ou would prefer t | o get the information | tion. | | | | | | |
| A. People explainin | ng | | | | | | | | |
| B. Printed informati | ion | | | | | | | | |
| C. Prefer not to exp | olain, let player e | explore by themse | elf | | | | | | |
| | | | | | | | | | |
| Q7: Do you think th | nis setup are rela | ated to Kuala Lum | pur culture? | | | | | | |

| Q8: What do you | feel after you und | derstand the detai | ils of the project? | | | |
|--|--------------------|--------------------|---------------------|--|--|--|
| A. Meaningful | | | | | | |
| B. Informative | | | | | | |
| C. Memorable | | | | | | |
| D. Interesting | | | | | | |
| E. Not fun at all | | | | | | |
| F. Others | _ | | | | | |
| | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | |

| User Test: | | | |
|---|--------------------------------|--------------------------|--|
| | | | |
| Q1: Do you get attracted by the miniature set? | | | |
| Yes | | | |
| | | | |
| Q2: How do you feel whe you saw the miniature set? | | | |
| A. Cute | | | |
| B. Familiar | | | |
| C. Interesting - ART | | | |
| D. None | | | |
| | | | |
| Q3: Will you use the headphone that are prepared with the set? | | | |
| A. Yes | | | |
| B. No | | | |
| | | | |
| Q4. What do you think it is for? | | | |
| A. Background Music | | | |
| B. Interactive feedback | | | |
| C. Others: Story | | | |
| | | | |
| Q5: Will you want to know all this information if it was set in an event? | | | |
| A. Yes | | | |
| B. No | | | |
| | | | |
| Q6: In what way you would prefer to get the information. | | | |
| A. People explaining | | | |
| B. Printed information | | | |
| C. Prefer not to explain, let player explore by themself | | | |
| | | | |
| Q7: Do you think this setup are related to Kuala Lumpur culture? | | | |
| In general it is more about Human Peace. We live tgt but we dont share culture; | we appreciate all different cu | ulture, and live as one. | |

| Q8: What do you | feel after you un | derstand the detai | Is of the project? | | | | | | |
|--------------------|--|--------------------|----------------------|-----------------------|-------------------|--------------------|-------------------|---------------------|----------|
| A. Meaningful | | | | | | | | | |
| B. Informative | | | | | | | | | |
| C. Memorable | | | | | | | | | |
| D. Interesting | | | | | | | | | |
| E. Not fun at all | | | | | | | | | |
| F. Others | <u> </u> | | | | | | | | |
| | | | | | | | | | |
| Q9: What do you | Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | |
| If you could build | a whole block the | at show malaysia | contrast in built ar | nd culture it will be | even nicer. Prefe | er human figure in | the built showing | different races liv | ing tgt. |
| | | | | | | | | | |

| User Test: | | | | | |
|--------------------|----------------------|---------------------|--------------------|--|--|
| | | | | | |
| Q1: Do you get a | ittracted by the mi | niature set? | | | |
| Yes | | | | | |
| | | | | | |
| Q2: How do you | feel when you sav | w the miniature se | et? | | |
| A. Cute | | | | | |
| B. Familiar | | | | | |
| C. Interesting | | | | | |
| D. None | | | | | |
| | | | | | |
| Q3: Will you use | the headphone th | nat are prepared w | vith the set? | | |
| A. Yes | | | | | |
| B. No | | | | | |
| | | | | | |
| Q4. What do you | think it is for? | | | | |
| A. Background M | lusic | | | | |
| B. Interactive fee | dback | | | | |
| C. Others | | | | | |
| | | | | | |
| Q5: Will you wan | t to know all this i | nformation if it wa | s set in an event? | | |
| A. Yes | | | | | |
| B. No | | | | | |
| | | | | | |
| Q6: In what way | you would prefer | to get the informa | tion. | | |
| A. People explain | ning | | | | |
| B. Printed inform | ation | | | | |
| C. Prefer not to e | explain, let player | explore by themse | elf | | |
| | | | | | |
| Q7: Do you think | this setup are rel | ated to Kuala Lun | npur culture? | | |

| More to Malaysia | 1 | | | | | | | |
|--|---|--|--|--|--|--|--|--|
| | | | | | | | | |
| Q8: What do you feel after you understand the details of the project? | | | | | | | | |
| A. Meaningful | | | | | | | | |
| B. Informative | | | | | | | | |
| C. Memorable | | | | | | | | |
| D. Interesting | | | | | | | | |
| E. Not fun at all | | | | | | | | |
| F. Others | _ | | | | | | | |
| | | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | |
| You must take care of the details, arrangement and finishing of this project. I think this is the key of your project. | | | | | | | | |

| User Test: | | | | | | |
|--------------------|---------------------|-----------------------|--------------------|--|--|--|
| | | | | | | |
| Q1: Do you get a | attracted by the m | niniature set? | | | | |
| Yes | | | | | | |
| | | | | | | |
| Q2: How do you | feel when you sa | w the miniature set | :? | | | |
| A. Cute | | | | | | |
| B. Familiar | | | | | | |
| C. Interesting | | | | | | |
| D. None | | | | | | |
| | | | | | | |
| Q3: Will you use | the headphone t | hat are prepared wi | ith the set? | | | |
| A. Yes | | | | | | |
| B. No | | | | | | |
| | | | | | | |
| Q4. What do you | u think it is for? | | | | | |
| A. Background N | Music | | | | | |
| B. Interactive fee | edback | | | | | |
| C. Others :Story | | | | | | |
| | | | | | | |
| Q5: Will you war | nt to know all this | information if it was | s set in an event? | | | |
| A. Yes | | | | | | |
| B. No | | | | | | |
| | | | | | | |
| Q6: In what way | you would prefer | to get the informati | ion. | | | |
| A. People explai | ning | | | | | |
| B. Printed inform | nation | | | | | |
| C. Prefer not to | explain, let player | explore by themse | lf | | | |
| | | | | | | |
| Q7: Do you think | this setup are re | lated to Kuala Lum | pur culture? | | | |
| Yes | | | | | | |

| Q8: What do you feel after you understand the details of the project? | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|
| A. Meaningful | | | | | | | | | |
| B. Informative | | | | | | | | | |
| C. Memorable | | | | | | | | | |
| D. Interesting | | | | | | | | | |
| E. Not fun at all | | | | | | | | | |
| F. Others | _ | | | | | | | | |
| | | | | | | | | | |
| Q9: What do you | Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | |
| It might not reach | t might not reach to many audience because it can only play by one user at a time. But I am not sure what can you do to improve. Maybe built a few more set? | | | | | | | | |

| User Test: | | | | |
|--------------------|-----------------------|---------------------|--------------------|--|
| | | | | |
| Q1: Do you get a | attracted by the m | iniature set? | | |
| Yes | | | | |
| | | | | |
| Q2: How do you | feel when you say | w the miniature se | et? | |
| A. Cute | | | | |
| B. Familiar | | | | |
| C. Interesting | | | | |
| D. None | | | | |
| | | | | |
| Q3: Will you use | the headphone th | nat are prepared v | vith the set? | |
| A. Yes | | | | |
| B. No | | | | |
| | | | | |
| Q4. What do you | think it is for? | | | |
| A. Background N | Music | | | |
| B. Interactive fee | edback | | | |
| C. Others | | | | |
| | | | | |
| Q5: Will you war | nt to know all this i | nformation if it wa | s set in an event? | |
| A. Yes | | | | |
| B. No | | | | |
| | | | | |
| Q6: In what way | you would prefer | to get the informa | tion. | |
| A. People explai | ning | | | |
| B. Printed inform | ation | | | |
| C. Prefer not to | explain, let player | explore by thems | elf | |
| | | | | |
| Q7: Do you think | this setup are rel | ated to Kuala Lun | npur culture? | |
| | | | | |

| No, because it is | No, because it is common things in Malaysia. | | | | | | | | |
|--|--|--------------------|--------------------|--|--|--|--|--|--|
| Q8: What do you | feel after you und | derstand the detai | Is of the project? | | | | | | |
| A. Meaningful | Q8: What do you feel after you understand the details of the project? A. Meaningful | | | | | | | | |
| B. Informative | | | | | | | | | |
| C. Memorable | | | | | | | | | |
| D. Interesting | | | | | | | | | |
| E. Not fun at all | | | | | | | | | |
| F. Others | | | | | | | | | |
| | | | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | | |
| - | | | | | | | | | |

| User Test: | | | | | | | | | |
|--|------------------|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | | |
| Yes | | | | | | | | | |
| | | | | | | | | | |
| Q2: How do you feel when you saw the miniature set? | ? | | | | | | | | |
| A. Cute | | | | | | | | | |
| B. Familiar | | | | | | | | | |
| C. Interesting | | | | | | | | | |
| D. None | | | | | | | | | |
| | | | | | | | | | |
| Q3: Will you use the headphone that are prepared wit | h the set? | | | | | | | | |
| A. Yes | | | | | | | | | |
| B. No | | | | | | | | | |
| | | | | | | | | | |
| Q4. What do you think it is for? | | | | | | | | | |
| A. Background Music | | | | | | | | | |
| B. Interactive feedback | | | | | | | | | |
| C. Others People talking | | | | | | | | | |
| | | | | | | | | | |
| Q5: Will you want to know all this information if it was | set in an event? | | | | | | | | |
| A. Yes | | | | | | | | | |
| B. No | | | | | | | | | |
| | | | | | | | | | |
| Q6: In what way you would prefer to get the information | on. | | | | | | | | |
| A. People explaining | | | | | | | | | |
| B. Printed information | | | | | | | | | |
| C. Prefer not to explain, let player explore by themself | f | | | | | | | | |
| | | | | | | | | | |
| Q7: Do you think this setup are related to Kuala Lump | our culture? | | | | | | | | |

| More related to N | /lalaysia | | | | | | | | |
|--|---|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| Q8: What do you | Q8: What do you feel after you understand the details of the project? | | | | | | | | |
| A. Meaningful | | | | | | | | | |
| B. Informative | | | | | | | | | |
| C. Memorable | | | | | | | | | |
| D. Interesting | | | | | | | | | |
| E. Not fun at all | | | | | | | | | |
| F. Others | _ | | | | | | | | |
| | | | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | | |
| - | | | | | | | | | |

| User Test: | | | | | | | | |
|--|--|--|--|--|--|--|--|--|
| | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | |
| Yes | | | | | | | | |
| | | | | | | | | |
| Q2: How do you feel when you saw the miniature set | ? | | | | | | | |
| A. Cute | | | | | | | | |
| B. Familiar | | | | | | | | |
| C. Interesting | | | | | | | | |
| D. None | | | | | | | | |
| | | | | | | | | |
| Q3: Will you use the headphone that are prepared w | ith the set? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q4. What do you think it is for? | | | | | | | | |
| A. Background Music | | | | | | | | |
| B. Interactive feedback | | | | | | | | |
| C. Others | | | | | | | | |
| | | | | | | | | |
| Q5: Will you want to know all this information if it was | s set in an event? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q6: In what way you would prefer to get the informat | ion. | | | | | | | |
| A. People explaining | | | | | | | | |
| B. Printed information | | | | | | | | |
| C. Prefer not to explain, let player explore by themse | C. Prefer not to explain, let player explore by themself | | | | | | | |
| | | | | | | | | |
| Q7: Do you think this setup are related to Kuala Lum | pur culture? | | | | | | | |

| Yes | | | | | | |
|--|--------------------|--------------------|--------------------|--|--|--|
| | | | | | | |
| Q8: What do you | feel after you und | derstand the detai | Is of the project? | | | |
| A. Meaningful | | | | | | |
| B. Informative | | | | | | |
| C. Memorable | | | | | | |
| D. Interesting | | | | | | |
| E. Not fun at all | | | | | | |
| F. Others | | | | | | |
| | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | |
| - | | | | | | |

| User Test: | | | | | | | | |
|--|--------------------|--|--|--|--|--|--|--|
| | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | |
| Yes | | | | | | | | |
| | | | | | | | | |
| Q2: How do you feel when you saw the miniature se | ?? | | | | | | | |
| A. Cute | | | | | | | | |
| B. Familiar | | | | | | | | |
| C. Interesting | | | | | | | | |
| D. None | | | | | | | | |
| | | | | | | | | |
| Q3: Will you use the headphone that are prepared w | ith the set? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q4. What do you think it is for? | | | | | | | | |
| A. Background Music | | | | | | | | |
| B. Interactive feedback | | | | | | | | |
| C. Others | | | | | | | | |
| | | | | | | | | |
| Q5: Will you want to know all this information if it was | s set in an event? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q6: In what way you would prefer to get the informat | ion. | | | | | | | |
| A. People explaining | | | | | | | | |
| B. Printed information | | | | | | | | |
| C. Prefer not to explain, let player explore by themse | lf . | | | | | | | |
| | | | | | | | | |
| Q7: Do you think this setup are related to Kuala Lum | pur culture? | | | | | | | |

| Yes, its very mea | 'es, its very meaningful. | | | | | | | | |
|--|---|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| Q8: What do you | Q8: What do you feel after you understand the details of the project? | | | | | | | | |
| A. Meaningful | | | | | | | | | |
| B. Informative | | | | | | | | | |
| C. Memorable | | | | | | | | | |
| D. Interesting | | | | | | | | | |
| E. Not fun at all | | | | | | | | | |
| F. Others | _ | | | | | | | | |
| | | | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | | |
| Finish up the who | Finish up the whole setup. Jia you. | | | | | | | | |

| User Test: | | | | | | | | |
|--|--|--|--|--|--|--|--|--|
| | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | |
| Yes | | | | | | | | |
| | | | | | | | | |
| Q2: How do you feel when you saw the miniature set | ?? | | | | | | | |
| A. Cute | | | | | | | | |
| B. Familiar | | | | | | | | |
| C. Interesting | | | | | | | | |
| D. None | | | | | | | | |
| | | | | | | | | |
| Q3: Will you use the headphone that are prepared w | ith the set? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q4. What do you think it is for? | | | | | | | | |
| A. Background Music | | | | | | | | |
| B. Interactive feedback | | | | | | | | |
| C. Others | | | | | | | | |
| | | | | | | | | |
| Q5: Will you want to know all this information if it was | s set in an event? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q6: In what way you would prefer to get the informat | ion. | | | | | | | |
| A. People explaining | | | | | | | | |
| B. Printed information | | | | | | | | |
| C. Prefer not to explain, let player explore by themse | C. Prefer not to explain, let player explore by themself | | | | | | | |
| | | | | | | | | |
| Q7: Do you think this setup are related to Kuala Lum | pur culture? | | | | | | | |

| Yes | | | | | | |
|--|--------------------|--------------------|--------------------|--|--|--|
| | | | | | | |
| Q8: What do you | feel after you und | derstand the detai | ls of the project? | | | |
| A. Meaningful | | | | | | |
| B. Informative | | | | | | |
| C. Memorable | | | | | | |
| D. Interesting | | | | | | |
| E. Not fun at all | | | | | | |
| F. Others | | | | | | |
| | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | |
| Maybe can put m | nore colour in the | | | | | |

| User Test: | | | | |
|--------------------|---------------------|---------------------|--------------------|--|
| | | | | |
| Q1: Do you get a | attracted by the m | iniature set? | | |
| So so | | | | |
| | | | | |
| Q2: How do you | feel when you sa | u the miniature se | ± et? | |
| A. Cute | | | | |
| B. Familiar | | | | |
| C. Interesting | | | | |
| D. None | | | | |
| | | | | |
| Q3: Will you use | the headphone t | nat are prepared v | vith the set? | |
| A. Yes | | | | |
| B. No | | | | |
| | | | | |
| Q4. What do you | u think it is for? | | | |
| A. Background N | Music | | | |
| B. Interactive fee | edback | | | |
| C. Others | | | | |
| | | | | |
| Q5: Will you war | nt to know all this | nformation if it wa | s set in an event? | |
| A. Yes | | | | |
| B. No | | | | |
| | | | | |
| Q6: In what way | you would prefer | to get the informa | tion. | |
| A. People explai | ning | | | |
| B. Printed inform | nation | | | |
| C. Prefer not to | explain, let player | explore by thems | elf | |
| | | | | |
| Q7: Do you think | this setup are re | ated to Kuala Lun | npur culture? | |

| No, it is just a cute miniature, But still interesting to see. | | | | | | | |
|--|--------------------|--------------------|--------------------|--|--|--|--|
| | | | | | | | |
| Q8: What do you | feel after you und | derstand the detai | Is of the project? | | | | |
| A. Meaningful | | | | | | | |
| B. Informative | | | | | | | |
| C. Memorable | | | | | | | |
| D. Interesting | | | | | | | |
| E. Not fun at all | | | | | | | |
| F. Others | _ | | | | | | |
| | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | |
| - | | | | | | | |

| User Test: | | | | | | | | |
|--|--------------------|--|--|--|--|--|--|--|
| | | | | | | | | |
| Q1: Do you get attracted by the miniature set? | | | | | | | | |
| Yes | | | | | | | | |
| | | | | | | | | |
| Q2: How do you feel when you saw the miniature se | ?? | | | | | | | |
| A. Cute | | | | | | | | |
| B. Familiar | | | | | | | | |
| C. Interesting | | | | | | | | |
| D. None | | | | | | | | |
| | | | | | | | | |
| Q3: Will you use the headphone that are prepared w | ith the set? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q4. What do you think it is for? | | | | | | | | |
| A. Background Music | | | | | | | | |
| B. Interactive feedback | | | | | | | | |
| C. Others | | | | | | | | |
| | | | | | | | | |
| Q5: Will you want to know all this information if it was | s set in an event? | | | | | | | |
| A. Yes | | | | | | | | |
| B. No | | | | | | | | |
| | | | | | | | | |
| Q6: In what way you would prefer to get the informat | ion. | | | | | | | |
| A. People explaining | | | | | | | | |
| B. Printed information | | | | | | | | |
| C. Prefer not to explain, let player explore by themse | lf . | | | | | | | |
| | | | | | | | | |
| Q7: Do you think this setup are related to Kuala Lum | pur culture? | | | | | | | |

| Yes, it actually sh | now Malaysia Cult | ure. | | | |
|---------------------|--------------------|---------------------|--------------------|---------------------|--------------------|
| | 5 1 6 | | | | |
| Q8: What do you | feel after you und | derstand the detai | is of the project? | | |
| A. Meaningful | | | | | |
| B. Informative | | | | | |
| C. Memorable | | | | | |
| D. Interesting | | | | | |
| E. Not fun at all | | | | | |
| F. Others | _ | | | | |
| | | | | | |
| Q9: What do you | suggest us to imp | prove on this proje | ect? To make it m | ore fun, interestin | g and interactive. |
| - | | | | | |

| User Test: | | | | | |
|--------------------|-----------------------|---------------------|--------------------|--|--|
| | | | | | |
| Q1: Do you get a | attracted by the mi | niature set? | | | |
| Yes | | | | | |
| | | | | | |
| Q2: How do you | feel when you sav | w the miniature se | t? | | |
| A. Cute | | | | | |
| B. Familiar | | | | | |
| C. Interesting | | | | | |
| D. None | | | | | |
| | | | | | |
| Q3: Will you use | the headphone th | nat are prepared w | vith the set? | | |
| A. Yes | | | | | |
| B. No | | | | | |
| | | | | | |
| Q4. What do you | u think it is for? | | | | |
| A. Background N | Music | | | | |
| B. Interactive fee | edback | | | | |
| C. Others | | | | | |
| | | | | | |
| Q5: Will you war | nt to know all this i | nformation if it wa | s set in an event? | | |
| A. Yes | | | | | |
| B. No | | | | | |
| | | | | | |
| Q6: In what way | you would prefer | to get the informat | tion. | | |
| A. People explai | ning | | | | |
| B. Printed inform | nation | | | | |
| C. Prefer not to | explain, let player | explore by themse | elf | | |
| | | | | | |
| Q7: Do you think | this setup are rela | ated to Kuala Lum | pur culture? | | |

| Yes | | | | | | | | |
|--|---|--------------------|--------------------|--|--|--|--|--|
| | | | | | | | | |
| Q8: What do you | feel after you und | derstand the detai | Is of the project? | | | | | |
| A. Meaningful | | | | | | | | |
| B. Informative | | | | | | | | |
| C. Memorable | | | | | | | | |
| D. Interesting | | | | | | | | |
| E. Not fun at all | | | | | | | | |
| F. Others | _ | | | | | | | |
| | | | | | | | | |
| Q9: What do you suggest us to improve on this project? To make it more fun, interesting and interactive. | | | | | | | | |
| You should inclu | ou should include more traditional snacks and food packaging, that will help to make it looks like vintage Kedai Runcit more. | | | | | | | |