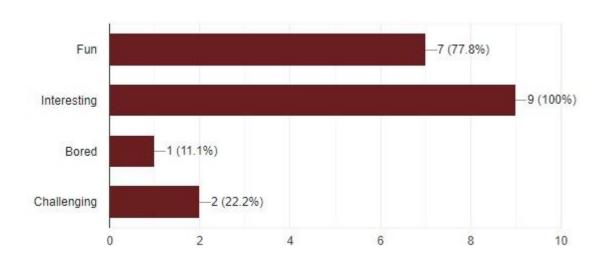
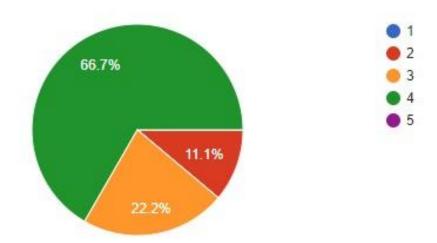
A-maze-in KL City Dynamic Interactive Usertest Feedback

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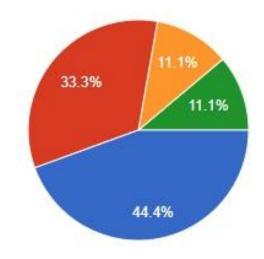
How do you feel about the installation?



What would you rate for the installation?

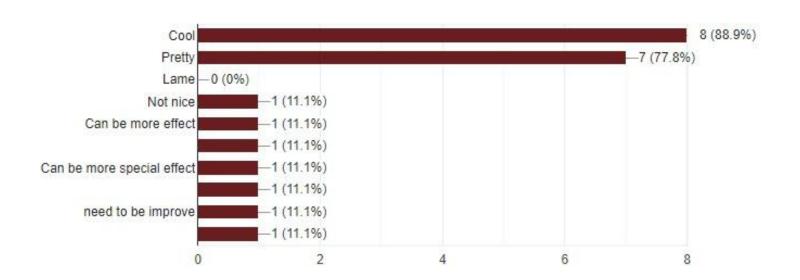


How is the controls of the installation?

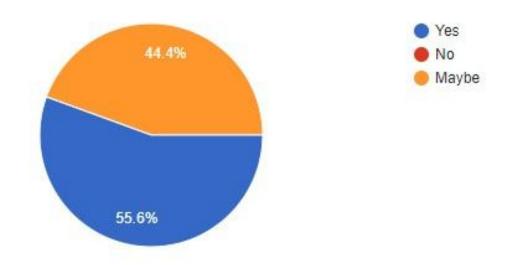


- Easy to control
- Hard to control
- The control is alright but feel a bit fragile
- Control works fine but not stable

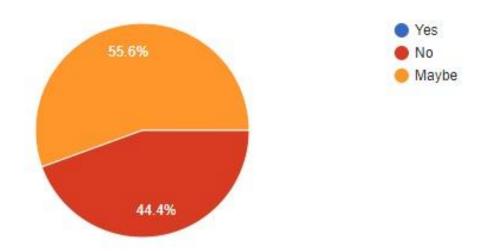
What do you think about the light effect of the installation?



If this installation installed in an event, would you approach it?



After playing with the installation, did you learned more about KL?



Do you feel challenging while playing the installation? Why?

Yes, the road is not really smooth and hard to make it into the hole.

Yes, the control is a little fragile, and the road is not smooth.

Yes, the road is not smooth and the control make me feels like it will break at anytime.

Technically yes, the road is rugged and hard to move the metal ball smoothly.

Yes, the control makes me feel like i am gonna break it, so when i play i feel a bit scare.

Yes, the control obviously is not stable, but overall its really fun to play for me

Yes, the road not smooth, control feels easy to break the installation

Yes, the road need to be more smooth

Yes, the control is scary

What do you think about the overall looks of the maze?

Overall is simple and fun to play

Can improve more since its a bit too raw now.

Nothing catch my eyes to make me feels wanted to approach it.

If you want me to rate i will say it's 2 out of 5. There is nothing special that attract me.

The looks is too empty right now, but I think if added more building will makes it looks better.

Good, but too simple right now. Maybe add more light around the maze?

Too simple and empty

Nice effect but the surround need to improve

Things that will be improve:

- Smoothen the roads
- Add welcoming audio for each locations.
- Add light effect for idle mode when no people playing for attraction
- Paint with wood finish