**Example of Survey Questions:**

You should aim to have about 4-5 questions in your survey for the audience. You don’t want to make them too complicated because they will get bored. However, you want to get decent answers from them in order to help evaluate your product. I would advise giving 2 ‘rating’ questions, 2 ‘yes/no’ questions, and 1 or 2 (definitely no more than 2) ‘writing’ questions.

*Be sure to provide pens/pencils at your exhibition space and photocopy at least 10 surveys.*

**RATING QUESTIONS**

1. Please rate how easy it is to follow my instructions on how to fly a plane.

*1=lowest, 10=highest*

1 2 3 4 5 6 7 8 9 10

1. Please rate the quality of stitching of my dress/shorts/t-shirts.

*1=lowest, 10=highest*

1 2 3 4 5 6 7 8 9 10

**YES/NO QUESTIONS**

1. Given the information, do you think you might consider a trip to (insert place) in India?

YES NO

1. Would you buy my items of clothing?

YES NO

1. If it was made available to you, would you buy my game that I have developed?

YES NO

**WRITTEN QUESTIONS**

1. Would you give any advice on my stitching?

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1. Which character drawing is the most appealing to you and why?

1 2 3

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The question **EVERYONE** should have in their surveys: *(Here are a few examples of how you could phrase it.)*

What might you suggest I could improve on?

What advice can you give for my product?

Is there anything I can do to make my product more accessible?

Overall, can you rate my product with 1 being the lowest and 10 being the highest?

Is there anything you don’t understand about my product?

If you don’t think you would buy my product, what are your reasons?