



## Shaper2D Survey (Part 1)

Please take a few minutes to fill this in -- we'd really like to know what you think!

1. What's your name?

First Name

Surname

2. What team are you in?

Select your response ▼

3. What degree program are you in?

Select your response ▼

4. Before this workshop, what was your proficiency in:

MIT: spoken Japanese

MYU: spoken English

Select your response ▼

5. Before this workshop, what was your proficiency in:

MIT: written Japanese

MYU: written English

Select your response ▼

6. How would you describe the quality of communication with your remote team mates?

Select your response ▼

7. How much experience did you have with computers before the workshop?

Select your response ▼

8. What computer software/applications have you used before?  
(check all that apply)

**Windows 95/98/2000**

**Internet Explorer**

**Netmeeting**

**Java Applications**

**AutoCAD**

**Other CAD programs (please describe)**

9. How much experience did you have with shape grammars before the workshop?

Select your response ▼

10. Why did you enroll in this workshop?  
(check all that apply)

**To learn about design and computation**

**To learn about shape grammars**

**To experience remote collaboration**

**To work with students from another universi**

**To learn more about a different culture**

**Other (please describe)**

## 2D Shape Grammars

11. How understandable was Professor Terry Knight's first lecture?

12. What was your experience of doing the shape grammar computation by hand, using tracing paper?

13. What was your understanding of 2D shape grammar concepts after Professor Terry Knight's first lecture?

14. How would you use shape grammars "by hand" again? (check all that apply)

- For a site design problem**
- For other design problems**
- For fun**
- Other (please describe)**

## Shaper2D

15. How understandable was the Shaper2D tutorial?

16. How frequently did you need to refer to the tutorial when learning Shaper2D?

17. How helpful was Shaper2D for developing your understanding of 2D shape grammars?

18. How easy to use was Shaper2D?

19. What is your comment on the speed of Shaper2D?

20. What is your opinion of using Shaper2D in a design context, such as the first assignment? (check all that apply)

- The instant feedback was useful**
- It generated surprising designs**
- It was too restrictive**
- It was frustrating**
- Other (please describe)**

21. How enjoyable was Shaper2D to use?

22. What was your understanding of shape grammar concepts after using Shaper2D?

23. How many hours did you spend after class working on the Shaper2D assignment?

24. Did you collaborate with your remote teammates on the Shaper2D assignment after class?

25. How did you collaborate? (check all that apply)

- Netmeeting Application Sharing**
- Netmeeting Voice Chat**
- Netmeeting Text Chat**
- Netmeeting Whiteboard**
- E-mail**
- ArchNet**
- File attachments/transfer**
- Telephone**
- Other (please describe)**

26. How would you use Shaper2D again? (check all that apply)

- For a site design problem**
- For other design problems**
- For fun**
- Other (please describe)**

27. Did you learn more from doing computations by hand (using tracing paper) or using the computer (using Shaper2D)?

28. Are there any comments you'd like to make about Shaper2D?

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