

# Reaction Time Survey

The Reaction Time Project aims to gather data on reaction time and other potentially relevant variables, as suggested by students at the start of the semester. This data will be utilized for future statistical analysis in STAT 425.

## Instructions:

1. Use any device to complete the Reaction Time Test at <https://humanbenchmark.com/tests/reactiontime>.
2. Please practice the test 1-2 times before formally playing the game.
3. Respond to the following questions to detail your condition **while playing the game**.
4. Your name and email will be collected ONLY for data collection purposes. Confidential information will be removed when sharing data for analysis.

\* Required

\* This form will record your name, please fill your name.

## Reaction Time and Participant Demographics

### 1. Your reaction time in milliseconds (ms)

- 1. Enter a numerical response ranging from 0 to 700, inclusive.
- 2. Provide a number only, without specifying the unit.

\*

### 2. Class \*

- ☐ Freshman
- ☐ Sophomore
- ☐ Junior
- ☐ Senior
- ☐ Graduate student (Master's)
- ☐ Graduate student (PhD)

3. **Age**

Enter a numeric response between 0 and 99 inclusive. \*

## Sleep and Fatigue Assessment

**4. Average daily sleep time (for the last 7 days)**

Enter a numeric response between 0 and 24 inclusive.

\*

**5. Last night's sleep time**

Enter a numeric response between 0 and 24 inclusive. \*

**6. Number of hours has been awake continuously** until the gameplay

Enter a numeric response between 0 and 24 inclusive. \*

**7. Level of Fatigue** (during the gameplay) \*

- ☐ Not fatigued at all
- ☐ Slightly Fatigued
- ☐ Moderately fatigued
- ☐ Very fatigued
- ☐ Extremely fatigued

**8. Level of Stress** (during the gameplay) \*

- ☐ Very Low
- ☐ Low
- ☐ Moderate
- ☐ High
- ☐ Very High

## Environmental Assessment

9. **Experience distractions** during gameplay \*

☐ Yes

☐ No

10. **The noise level in your surroundings, with 1 being extremely quiet and 10 being extremely loud,** during gameplay \*

11. **Surrounding temperature** during gameplay \*

☐ Very Cold

☐ Cold

☐ Neutral

☐ Warm

☐ Very Warm

## Activity Participation Frequency

**12. Frequency of playing video games that require quick reactions**

Please select one of the following options: \*

- ☐ Daily
- ☐ Several times a week
- ☐ Once a week
- ☐ Several times a month
- ☐ Rarely
- ☐ Never

**13. Frequency of playing sports relevant to reaction practice** (such as baseball, tennis, football, badminton, basketball, soccer, etc.) Please select one of the following options: \*

- ☐ Daily
- ☐ Several times a week
- ☐ Once a week
- ☐ Several times a month
- ☐ Rarely
- ☐ Never

**14. Average number of hours spent on exercise per week**

Provide a number (in hours) only, without specifying the unit. \*

## Consumption of Caffeine and Alcohol

15. **Consumed any caffeinated beverages (such as coffee, energy drinks) within the last 3 hours? \***

☐ Yes

☐ No

16. **Consumed any alcoholic beverages within the last 5 hours? \***

☐ Yes

☐ No

## Vision, Handedness, and Personality Profile

### 17. **Visual acuity after correction** (with glasses or contact lenses) \*

- ☐ **Excellent** (No issues with clarity or focus): My vision is crystal clear without any difficulty.
- ☐ **Good** (Minor issues, but overall clear): I experience slight blurriness or minor focus issues.
- ☐ **Average** (Some noticeable issues): I have noticeable difficulties with clarity or focus.
- ☐ **Poor** (Significant issues affecting visibility): My vision is significantly impaired, affecting visibility.
- ☐ **Very Poor** (Severe impairment): I am unable to see clearly, and visibility is severely impacted.

### 18. **Hand primarily use for writing and other manual tasks** \*

- ☐ Right hand
- ☐ Left hand
- ☐ Ambidextrous (both hands equally)

### 19. **Dominant hand used** during gameplay? \*

- ☐ Yes
- ☐ No

### 20. **How cautious would you describe yourself?** \*

- ☐ Not cautious at all
- ☐ Slightly cautious
- ☐ Moderately cautious
- ☐ Very cautious
- ☐ Extremely cautious

## Device and Operating System Usage

21. **Input device used** for the gameplay \*

- ☐ Mouse
- ☐ Trackpad
- ☐ Touch screen
- ☐ Game controller
- ☐ Keyboard
- ☐ Other (please specify)

22. **Device or operating system used** for the gameplay \*

- ☐ Smartphone - Android
- ☐ iPhone (Smartphone - IOS)
- ☐ Tablet - Android
- ☐ iPad (Tablet - IOS)
- ☐ Laptop - Windows
- ☐ Laptop - macOS
- ☐ Laptop - Linux
- ☐ Desktop computer - Windows
- ☐ Desktop computer - macOS
- ☐ Desktop computer - Linux
- ☐ Chromebook
- ☐ Other (Please specify)

23. **Wi-Fi connection stable?** \*

- ☐ Stable
- ☐ Unstable



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