### ONCODOC QUESTIONAIRE

#### Circle the answer that is considered appropriate

#### A. Characteristics

- 1. Name
- 2. Gender
  - a) Male
  - b) Female
- 3. Age (WHO)
  - a) <17 year
  - b) 17-25 year (early adolescence)
  - c) 26-35 year (early adulyearood)
  - d) 36-45 year (late adulyearood)
  - e) 46-55 year (early old age)
  - f) 56-65 year (late old age)
  - g) >65 (seniors)
- 4. Work
  - a) Doesn't work
  - b) Entrepreneurial
  - c) Students
  - d) PNS / ASN, TNI / POLRI still in Indonesian
  - e) Private Employees
  - f) Pensioner
- 5. Education (Kemdikbud)
  - a) SD-SLTP (Primary education)
  - b) SLTA (Secondary education)
  - c) S1-S3 (Higher education)
- 6. Expense (bps)
  - a) Up to Rp. 500.000,- per individual
  - b) between Rp 500.001,- to Rp. 750.000,- per individual
  - c) between Rp 750.001,- to Rp. 1.250.000,- per individual
  - d) more than Rp. 1.250.001,- per individual
- 7. Residence
  - a) Residential Areas Are Not Neatly Arranged
  - b) Rural Residential Areas / Villages / Flats
  - c) Urban Residential Areas
  - d) Managed Residential Area (Closed) / Apartment / along the main road

## B. Usability (Bangor A, 2009)

	<b>Questions</b>	Strongly Disagree				g. 1	
No		1		<mark>2</mark>	3	Strongly 4	Agree 5
1	I think that I would like to use this product frequently.	ï	ı			i i	ı
<mark>2</mark>	I found the product unnecessarily complex.	ı				1	L
<mark>3</mark>	I thought the product was easy to use.	ı	ı		1	1	ı
<mark>4</mark>	I think that I would need the support of a technical person to be able to use this product.	i I	•			ì	I
<mark>5</mark>	I found the various functions in the product were well integrated.	ï	ı		l	1	ı
6	I thought there was too much inconsistency in this product		ı	ļ		1	
7	I imagine that most people would learn to use this product very quickly.	ı	ı	ļ		ī	ı
8	I found the product very awkward to use.	L	ı	I			I
<mark>9</mark>	I felt very confident using the product.		I			1	I
10	I needed to learn a lot of things before I could get going with this product.					1	

# C. User experience (Santoso HB et al., 2016)

No		1	2	3	4	5	<mark>6</mark>	7	
1	Annoying	T			Ī			Ī	Enjoyable
2	Not understandable								Understandable
3	Creative								Dull Dull
4	Easy to learn								Difficult to Learn
5	Valueable								Inferior
6	Boring								Exciting
7	Not Interseting								Interesting
8	Unpredictable								Predictable
9	<b>Fast</b>								Slow
10	Inventive								Conventional
11	Obstructive								Supportive
12	Good								Bad
13	Complicated								Pleasing
14	Unlikable								Leading Edge
15	<b>Usual</b>								Terdepan
16	Unpleasant								Pleasant
17	Secure								Not Secure
18	Motivating								Demotivating
19	Meets Expectation								Does not Meet Expectation
20	Inefficient								Efficient
21	Clear								Confusing
22	Impractical								Practical
23	Organized								Cluttered
24	Attractive								Unattractive
25	Friendly								Unfriendly
26	Conservative								Innovative