Starter questionnaire

**This questionnaire will be the first step in your journey towards your dream Rig. After this questionnaire is completed, we will reach out to you with some ideas for your setup as well as set up a time to allow you to test out some items in our showroom if you so wish. From there we will utilize our deep industry knowledge to work with you to create your dream simulator.**

**Please answer the following questions to the best of your ability, giving as much detail as possible. if you are unable to complete one of the questions you may leave it blank. Suggestions are given but do not feel limited by them.**

**General**

1. Customer information

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Phone number \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

email address \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

address of installation \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Company (If Applicable) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Which simulation experiences are you interested in? check all that apply. (please complete the below section(s) with the same title as the type(s) of simulator you checked once you have completed all of the questions in the general section.).

Racing

Flight

Space Flight

Other \_\_\_\_\_\_\_\_\_\_\_\_\_\_

If more than one experience was selected, please define to what extent the user would like that experience to be feature in the simulator

1. Please paste a picture of what you envision for your rig if one is available.
2. What is your current knowledge level of computers and simulator equipment?
3. Do you know of any simulator equipment brands that you would like to explore or avoid?
4. Please rate your current knowledge level of simulation software.
5. Do you know of any software that you are interested in using in your simulator? If so, please list it below?
6. Please describe the location of this simulator. (Residential. office breakroom, apartment lounge, arcade setting….)
7. What are the physical dimensions of the room where this simulator will be installed and how much of that room are you willing to devote to this simulator? If possible, include drawing or picture.
8. What are the physical attributes of the room where this simulator will be installed? Please include pictures if possible. (Pictures can be included on a separate page.)
   1. Is this room located in a multifamily building or a single-family home
   2. What type of furniture is currently in the room
   3. What type of flooring is currently in the room
   4. How important is noise level in the room
   5. How tall are the ceilings
   6. Does the room have any hanging light fixtures
   7. Does the room have any decorations or colors that you would like the simulator to match
9. Do any of the users have any mobility concerns that we need to be aware of? (commercial customers may skip this question)
10. Please list the height and approximate weight of all users. (commercial customers may skip this question)
11. What will be the primary use of the simulator (Parties, Training, Competition, Relaxation, Amenity)
12. What are some of the aspects of your simulator that are important to you. (Performance, Realism, immersion, aesthetics, feedback, budget, wow factor….)
13. Are you more interested in VR or 2D (monitors) (regardless of your answer here we will go through this with you in our showroom to assess your comfort with each)
14. What do you see as a reasonable budget.
15. If required, would you rather compromise on your vision of your simulator or on the budget.
16. Do you currently have any peripherals you would like to utilize in your build. (racing wheels, cockpits, flight sticks, button boxes, monitors, vr goggles, computer…) please provide make and model
17. Would you be more interested in investing in a greater number of peripherals or in a higher quality or those peripherals.
18. Is this simulator located in a public space where items could be stolen off of it or is it fairly secure.
19. If you will be proving a computer, please list specs below if possible.
    1. GPU\_\_\_\_\_\_\_\_\_\_\_\_
    2. CPU\_\_\_\_\_\_\_\_\_\_\_\_
    3. Hard Drive  Solid State  Non-Solid State
    4. Power Supply Unit Wattage\_\_\_\_\_\_\_\_
    5. Ram Speed\_\_\_\_\_\_\_\_
    6. Ram Storage\_\_\_\_\_\_\_\_\_\_\_
    7. Case Make\_\_\_\_\_\_\_\_\_ Model \_\_\_\_\_\_\_ OR Height x Length x Width \_\_\_\_\_\_\_\_\_\_\_\_\_\_
20. Do you have any design themes or sentimental items that you would like to be incorporated into your simulator.
21. Do you prefer a flashier or more subdued design
22. Would you like us to decorate the space to match the simulator. If so, what would you see as a reasonable budget for that
23. Will you be using this simulator for streaming
24. Will you be using the computer attached to this simulator to play other video games, if so what genres of games and what other peripherals might you need.
25. Will you be using headphones or would you like a surround sound system
26. Is there anything else we should know before we move into the experience specific section of this questionnaire?

**Racing**

1. What types of racing are you interested in simulating?
2. Do you have any games that you are interested in trying or that your friends participate in?
3. Are you interested in motion simulation?
4. Are you interested in non-motion peripherals designed to increase your immersion (seatbelt tensioners, wind generators, haptic feedback in the seat…)
5. Have you ever participated in any high-performance driving events in person. If so, what kind, how often and what are the aspects of it that you enjoy the most?
6. Are you more interested in relaxed driving or intense competition?
7. Would it be more important to you to finish first or have a greater level of realism?
8. Do you have interest in having your chassis set up for a particular car or would you prefer to have a more generic chassis?
9. How important to you is it that your steering wheel matches your discipline of racing (I.E formula wheel for a formula car, GT-wheel for a Gt car, rally wheel for a rally car?
10. Do you feel that a gear shifter and clutch pedal is necessary?
11. Is there anything I should know about the racing aspects of your dream simulator?

**Flight**

1. What types of flight are you interested in simulating? (Aerobatic, Commercial, Combat, General aviation?
2. Are you interested in Helicopters fixed wing or both?
3. Is there an aircraft or era that you are particularly interested in simulating?
4. Do you have any games that you are interested in trying or that your friends participate in?
5. Would you prefer H.O.T.A.S or yoke controls or both?
6. Would you prefer a twist stick rudder or traditional rudder pedals?
7. Are you interested in motion simulation?
8. Are you interested in non-motion peripherals designed to increase your immersion? (seatbelt tensioners, wind generators, haptic feedback in the seat …)
9. Are you interested in aircraft correct MFDs, navigation units, radio controls and panels.
10. Are you interested in any generic MFDs, navigation units, radio controls and panels.
11. Are you interested in force feedback flight controls
12. Have you ever been on a flight in person so, what kind, what were the aspects of it that you enjoyed the most?
13. Are you more interested in relaxing flight or intense simulation?
14. Do you have interest in having your chassis set up for a particular plane or would you prefer to have a more generic chassis?
15. That your peripherals match your aircraft? (I.E F-18 stick for an f-18, A-10 stick for an a10, yoke for a 747, flight stick for an airbus a380. Center mounted stick for an f-18, side mounted stick for an f-16.
16. Would you be more interested in investing in a greater number of peripherals or in a higher quality of those peripherals?
17. What are some of your favorite specific aircrafts
18. Is there anything I should know about the flight aspects of your dream simulator?

**Plans**

Please select the program that you are interested in pursuing.

Consulting only

Consulting and acquisition of parts

Assembly

Assembly and software

Assembly and full tuning