Individual feedback from respondents:

- filtering: In the raw data trainee filter, add an option to sort the list of trainees by ID or by cluster
- Filtering: Add filtering options to events, which are the same as the commands currently offer.
- filtering: Only filtering of graphs was not useful and was quite misleading.
- time-related: Separate the timeline from the sentiment graph. Make it more prominent in the dashboard as it serves for time-based filtering of events.
- time-related: Add statistics about time attributes on the edges (as done in PMTk application)
- time-related: heatmap - icons to show the type of game event or command
- clustering: It was not obvious what clusters mean and why there are exactly 3 of them.
- graph: The user was not able to orientate in the PM graphs, as it contained loops and multiple paths. Animation of the walkthrough would solve this.
- heatmap: Add a spinner to visualize the loading of data.
- sentiment: The user was confused with the sentiment value, its meaning, and what the sentiment chart represents. (Trend/Value)

Direct observations of inquirer:

- Performance process graph was used to answer time related questions. It was sufficient, but more statistical data would be useful.
- Raw data filtering was used to get concrete info about a specific player walkthrough.
- A sentiment chart was used for every exercise.
- Variants view was not frequently used, mainly because the tasks were not about comparing players' walkthroughs.
- Concave hull was useful for a quick assessment of the position in the graph. However, for more details, users must utilize the heatmap view.