



User Experience Questionnaire (UEQ) [EN]

Auteur : PEER project **Créé le :** 04/07/2024 **Mis à jour :** 18/12/2025 **Langue :** Anglais

The 26 scales of the questionnaire cover a comprehensive impression of user experience. Both classical usability aspects (efficiency, perspicuity, dependability) and user experience aspects (originality, stimulation) are measured.

Attractiveness

Overall impression of the product. Do users like or dislike it?

Perspiciuity

Is it easy to get familiar with the product and to learn how to use it?

Efficiency

Can users solve their tasks without unnecessary effort? Does it react fast?

Dependability

Does the user feel in control of the interaction? Is it secure and predictable?

Stimulation

Is it exciting and motivating to use the product? Is it fun to use?

Novelty

Is the design of the product creative? Does it catch the interest of users?

Reference: Laugwitz, B., Schrepp, M. & Held, T. (2008). Construction and evaluation of a user experience questionnaire. In: Holzinger, A. (Ed.): USAB 2008, LNCS 5298, pp. 63-76. <https://www.ueq-online.org/>

1. Please assess the product now by ticking one circle per line.

Matrice Likert

annoying

enjoyable

2.

Matrice Likert

Not understandable

Understandable

3.

Matrice Likert

Creative

Dull

4.

Matrice Likert

Easy to learn

Difficult to learn

5.	Valuable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Inferior
6.	Boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Exciting
7.	Not interesting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Interesting
8.	Unpredictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Predictable
9.	Fast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Slow
10.	Inventive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Conventional
11.	Obstructive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Supportive
12.	Good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Bad
13.	Complicated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Easy
14.	Unlikable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Pleasing
15.	Usual	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Leading edge
16.	Unpleasant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Pleasant
17.	Secure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Not secure
18.	Motivating	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Demotivating
19.	Meets expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Matrice Likert Does not meet expectations

20.	Inefficient	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Efficient
									Matrice Likert
21.	Clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confusing
									Matrice Likert
22.	Impractical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Practical
									Matrice Likert
23.	Organized	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cluttered
									Matrice Likert
24.	Attractive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unattractive
									Matrice Likert
25.	Friendly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unfriendly
									Matrice Likert
26.	Conservative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Innovative
									Matrice Likert