Game Experience Questionnaire

A Study Conducted by the Human-Computer Interaction Research Lab
@HCIL

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Instructions

Please indicate the extent to which you agree with each statement below by circling a number from 1 (Strongly Disagree) to 5 (Strongly Agree).

1	Strongly Disagree
2	Disagree
3	Neutral
4	Agree
5	Strongly Agree

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1. Basic Attention

1. The game held my attention.

2. I was focused on the game.

3. I put effort into playing the game.

4. I felt that I was trying my best.

2. Temporal Dissociation

5. I lost track of time while playing.

6. I was consciously aware of the real world while playing. *(reverse-scored)*

7. I forgot about my everyday concerns.

8. I was aware of myself in my surroundings. *(reverse-scored)*

9. I noticed events taking place around me. *(reverse-scored)*

10. I felt the urge to stop playing and check what was happening around me. *(reverse-scored)*

3. Transportation

11. I felt separated from the real-world environment.

12. The game felt like an experience rather than an activity.

13. My sense of being in the game was stronger than in the real world.

14. I became so involved I forgot I was using controls.

15. I felt like I was moving through the game according to my own will.

4. Emotional Involvement

16. I felt emotionally attached to the game.

17. I was interested in how the game's events would progress.

18. I was interested in reaching the ending or final state of the simulation.

19. I felt so involved that I wanted to speak to the game directly.

5. Enjoyment

20. I enjoyed the game's chat.

21. I enjoyed playing the game.

22. I would like to play the game again.

6. Character Coherence

23. A character said something that did not match their established personality or tone. *(reverse-scored)*

24. A character maintained a consistent personality.

25. A character behaved in an unnaturally calm, logical, or exaggerated way, which felt awkward. *(reverse-scored)*

26. A character appropriately understood the intent behind my actions or dialogue.

27. A character's behavior or emotions did not align with what had previously occurred. *(reverse-scored)*

28. Out-of-place or incoherent character behavior occurred so frequently that it disrupted my immersion. *(reverse-scored)*

29. A character's behavior or dialogue reduced emotional immersion (e.g., broke tension or made it harder to empathize). *(reverse-scored)*

30. A specific line or behavior made me less interested in what would happen next in the game. *(reverse-scored)*

7. Pilot Study Evaluation

31. The questions in this survey were clear and easy to understand.

32. The response options (1–5 scale) felt appropriate for expressing my opinions.

33. I felt the questionnaire covered all relevant aspects of my gameplay experience.

34. The length of the questionnaire was reasonable.

35. The gameplay task was realistic or similar to what I might experience normally.

36. I understood the instructions given before or during the task.

Open Feedback

Please write any additional comments, confusion you experienced, or suggestions for improvement: