

Game Experience Questionnaire

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

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.
- 24. A character behaved in a way that contradicted their known traits (e.g., typical emotions, motivations, or behavior).
- 25. A character acted in a way that felt unusually out of character (e.g., overly calm, logical, or exaggerated).
- 26. A character responded in a way that misunderstood the intent of my actions or dialogue.
- 27. A character used descriptions or expressions that felt inappropriate for the scene.
- 28. A character's behavior or emotions did not align with what had previously occurred.
- 29. A character's dialogue, props, or background did not match the game's time period or setting.
- 30. Out-of-place or incoherent character behavior occurred so frequently that it disrupted my immersion.

31. A character's behavior or dialogue reduced emotional immersion (e.g., broke tension or made it harder to empathize).
32. A specific line or behavior made me less interested in what would happen next in the game.