

Game Experience Questionnaire

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

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July 2025

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. (*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*)