

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 wanted to achieve the game's goal. (*adjusted for non-competitive games*)
- 19. I felt so involved that I wanted to speak to the game directly.

5. Enjoyment

- 20. I enjoyed the game's graphics and imagery.
- 21. I enjoyed playing the game.
- 22. I would like to play the game again.

6. Character Coherence

- 23. A character claimed to have said something they hadn't.
- 24. A character reacted with distorted or incorrect memories of my actions.
- 25. A character responded illogically.
- 26. A character mentioned people or places not present in the game.
- 27. A character misinterpreted my instructions or questions.
- 28. A character used exaggerated or out-of-place expressions.
- 29. The character's behavior or emotions were inconsistent with earlier context.
- 30. A character's background, props, or lines did not match the game's time setting.
- 31. Incoherent or illogical behavior appeared too frequently and disrupted immersion.
- 32. A character's line or behavior interfered with emotional immersion (e.g., empathy or tension).
- 33. A specific line or behavior reduced my interest in what would happen next.