

Quality Factor	Dimensions	Q.No	Questions	Mean	SD
Usability	Aesthetics	1	The game design is attractive (interface, graphics, cards, boards, etc.).	4	0
Influence	Attitudinal/Behavioural Change	2	The theme of the game influenced my actions in real-time	3.75	0.4330127019
Influence	Attitudinal/Behavioural Change	3	After playing the game, I intended to use sanitizers more frequently in my day-to-day life.	3.75	0.4330127019
Influence	Attitudinal/Behavioural Change	4	After playing the game, I intended to follow social distancing more often in my day-to-day life	3.75	0.4330127019
Influence	Attitudinal/Behavioural Change	5	After playing the game, I intended to more frequently use masks in my day-to-day life	4	0.7071067812
Influence	Attitudinal/Behavioural Change	6	After playing the game, I intended to visit a doctor immediately when I find symptoms of Covid-19	3.75	0.4330127019
Influence	Attitudinal/Behavioural Change	7	I was able to empathize with all professions after playing the game	4	0.7071067812
Player Experience	Accessibility	8	The fonts (size and style) used in the game are easy to read.	3.75	0.4330127019
Player Experience	Accessibility	9	The visual representation of avatars used in the game is meaningful	3.75	0.8291561976
Player Experience	Confidence	10	When I first looked at the game, I had the impression that it would be easy for me.	4	0.7071067812
Player Experience	Challenge	11	The game does not become monotonous as it progresses (repetitive or boring tasks).	3.75	0.4330127019
Player Experience	Challenge	12	The game provides new challenges (offers new obstacles, situations or variations) at an appropriate pace.	4.25	0.4330127019
Player Experience	Challenge	13	This game is appropriately challenging for me.	3.75	0.4330127019
Player Experience	Fun	14	Something happened during the game (game elements, competition, etc.) which made me smile.	3.25	0.4330127019
Player Experience	Fun	15	I had fun with the game.	3.75	0.4330127019

Player Experience	Focussed Attention	16	There was something interesting at the beginning of the game that captured my attention.	3.5	0.5
Usability	Learnability	17	I think that most people would learn to play this game very quickly.	3.75	0.8291561976
Usability	Learnability	18	Learning to play this game was easy for me.	4.25	0.4330127019
Influence	Learning Outcome	19	I understood the importance of taking vaccines in controlling Covid-19	4.25	0.4330127019
Influence	Learning Outcome	20	I understood the importance of increased safety measures to be taken for newer strains of Covid-19	4	0
Influence	Learning Outcome	21	I could perceive that stronger strains need increased efforts to be controlled	4	0
Influence	Learning Outcome	22	Do you agree that collaborative efforts are required to control Covid-19?	4.25	0.4330127019
Usability	Operability	23	The game rules are clear and easy to understand.	3.75	0.4330127019
Usability	Operability	24	I think that the game is easy to play.	4	0.7071067812
Player Experience	Relevance	25	The game contents are relevant to my interests.	3.75	0.4330127019
Player Experience	Satisfaction	26	I would recommend this game to my colleagues.	3.75	0.4330127019
Player Experience	Satisfaction	27	I feel satisfied with the things that I learned from the game.	3.5	0.5
Player Experience	Satisfaction	28	It is due to my personal effort that I managed to advance in the game.	3.75	0.4330127019
Player Experience	Satisfaction	29	Completing the game tasks gave me a satisfying feeling of accomplishment.	3.75	0.4330127019
Player Experience	Social Interaction	30	I was able to interact with other players during the game.	4.25	0.4330127019
Player Experience	Social Interaction	31	The game promotes collaboration among the players.	4.25	0.4330127019
Player Experience	Social Interaction	32	I felt good interacting with other players during the game.	4.25	0.4330127019