# Appendix A

# Complete Items for Scales/Creativity Tests

Table A.1: Tondello's player traits scale [84].

| Player Traits | # | Items |
|---|---|---|
| Social | 1 | I like to play online with other players.<br>我喜歡與其他玩家一起在線遊玩 |
| | 2 | I like to interact with other people in a game.<br>我喜歡在遊戲中與其他玩家互動 |
| | 3 | I don't like playing with other people. (R)<br>我不喜歡和其他人一起玩遊戲 |
| | 4 | I like games that let me play in guilds or teams.<br>我喜歡能夠組成公會或隊伍的遊戲 |
| | 5 | I often prefer to play games alone. (R)<br>我通常喜歡獨自玩遊戲 |
| Aesthetic | 1 | I like games which make me feel like I am actually in a different place.<br>我喜歡那些讓我感覺自己身歷其境的遊戲 |
| | 2 | I like games with detailed worlds or universes to explore.<br>我喜歡有豐富世界或宇宙可供探索的遊戲 |
| | 3 | I like to spend some time exploring the game world.<br>我喜歡花時間探索遊戲世界 |

| Player Traits | # | Items |
| --- | --- | --- |
| | 4 | I like to customize how my character looks in a game. 我喜歡自訂我的遊戲角色外觀 |
| | 5 | I often feel in awe with the landscapes or other game imagery. 我經常對遊戲中的風景或其他畫面感到驚嘆 |
| Narrative | 1 | I usually skip the story portions or the cutscenes when I am playing. (R) 我玩遊戲時通常會跳過故事部分或過場動畫 |
| | 2 | Story is not important to me when I play games. (R) 當我玩遊戲時，故事對我來說並不重要 |
| | 3 | I enjoy complex narratives in a game. 我喜歡複雜的遊戲敘事 |
| | 4 | I like games that pull me in with their story. 我喜歡那些讓我沉浸於故事情節的遊戲 |
| | 5 | I feel like storytelling often gets in the way of actually playing the game. (R) 我經常覺得遊戲敘事妨礙了實際遊玩過程 |
| Challenge | 1 | I like it when goals are hard to achieve in games. 我喜歡遊戲中的目標具有一定的挑戰性 |
| | 2 | I enjoy highly difficult challenges in games. 我喜歡遊戲中的高難度挑戰 |

| Player Traits | # | Items |
|---|---|---|
| | 3 | I like it when games challenge me.<br><br>我喜歡遊戲帶給我挑戰 |
| | 4 | I usually play games at the highest difficulty setting.<br><br>我通常以最高難度設定玩遊戲 |
| | 5 | I like it when progression in a game demands skill.<br><br>我喜歡遊戲中的進展需要技術來取得 |
| Goal | 1 | I like to complete all the tasks and objectives in a game.<br><br>我喜歡完成遊戲中的所有任務和目標 |
| | 2 | I usually do not care if I do not complete all optional parts of a game. (R)<br><br>我通常不在意自己未完成遊戲中所有的支線內容 |
| | 3 | I like completing games 100%.<br><br>我喜歡以全要素、全成就破關遊戲 |
| | 4 | I feel stressed if I do not complete all the tasks in a game.<br><br>如果我未完成遊戲中的所有任務，我會感到有壓力 |
| | 5 | I like finishing quests.<br><br>我喜歡解任務 |

Notes: The items marked with (R) were reversed for scoring, and the order of scale items was randomized in the experiment.