

Research Questionnaire

James Collins is leading an investigation into how AI complexity affects player experience during game play. By this stage you should have played a short wave defence game. You will now be asked to complete a questionnaire about your experience, this should take between 5 - 10 minutes. It will include a few questions about personal information, namely, Age and Gender. However, these will all remain completely anonymously and will not be linked to any specific data.

By agreeing to take part in this study you consent to allow the use of the information recorded here to potentially inform future work and to be used for publication in journals and conference proceedings.

All data collected is protected by United Kingdom laws and will be stored securely and destroyed after 2 years.

If you have any queries please do not hesitate to contact James.collins2@me.com. Furthermore, if you have any concerns or complaints regarding the ethical aspects of this study please contact the Falmouth University Research & Development Office at research@falmouth.ac.uk or 01326259247.

Please note if you no longer wish to take part in this study you can withdraw at anytime without penalty or consequences.

*** Required**

1. Do you consent? *

Check all that apply.

☐ I Consent

If you no longer consent feel free to close the questionnaire without filling any further information

General Information

Your information will not be linked to a specific set of results during any further research. It is only required for a statistical analysis.

2. Age

3. Gender

Mark only one oval.

- ☐ Male
- ☐ Female
- ☐ Prefer not to say

Experience With Games

4. How would you describe your experience with games?

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
No Experience	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very Experienced

5. How many hours do you spend playing games a week?*Mark only one oval.*

- ☐ 0-5 hours
- ☐ 6-10 hours
- ☐ 11-15 hours
- ☐ 16-20 hours
- ☐ 21+ hours

Player Experience & AI**6. How much did you enjoy the game?***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	10	
No enjoyment	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Really enjoyed it

7. What's your reasoning for the above answer?

8. Did you feel like the AI showed interesting behavior*Mark only one oval.*

	1	2	3	4	5	6	7	8	9	10	
Boring, predictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Interesting, unpredictable

9. What behavior did you find interesting?

10. Did you feel like the AI was trying to work against you?*Mark only one oval.*

- ☐ Yes
- ☐ No

11. Did you feel like the AI was communicating between each other*Mark only one oval.*☐ Yes☐ No**Immersion****12. While playing the game how aware we're you of your surroundings?***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	10	
No awareness of my surroundings	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely aware of my surroundings

13. How much time do you think you were playing the game for?

14. Would you play the game again?*Mark only one oval.*☐ Yes☐ No**15. How many times did you get annoyed when the avoided a trap you placed?**

Powered by

