

Gameplay Experience Feedback: Scene 3

Thank you for participating in this research study. You have just completed a gameplay scene. Please answer the following questions based on your experience with the scene you **just played**.

There are no right or wrong answers; we are interested in your personal feelings and perceptions. Please rate the following statements on a scale of 1 to 5, where:

- 1 = Strongly Disagree
- 2 = Disagree
- 3 = Neutral
- 4 = Agree
- 5 = Strongly Agree

* Indicates required question

Section A: Immersion and Presence

This section measures how absorbed and present you felt in the game world

1. The audio made me feel like I was physically present in the game world. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

2. I was so focused on the game that I lost track of my surroundings *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. The overall soundscape of the scene was believable. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. The audio design was consistent and helped create a cohesive world. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Section B: Emotional Engagement

This section measures the emotional impact of the sound design

5. The audio effectively created a specific mood or atmosphere (e.g., calm, tense, mysterious). *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. The sound effects made my actions (e.g., jumping, collecting items) feel more satisfying. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. The soundscape was emotionally engaging. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. The audio enhanced the narrative or the events happening on screen. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Section C: Audio-Visual Coherence

This section measures how well the audio matched the visuals.

9. The sounds I heard were a good match for the objects and environment I was seeing. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

10. The timing of the sound effects felt perfectly synchronized with the character's actions. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

11. The ambient (background) sounds were appropriate for the game's setting. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Section D: Overall Quality

This section is your general assessment of the sound design.

12. Overall, the quality of the sound design was high. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

13. The soundscape was interesting and did not feel repetitive. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

14. I would enjoy playing a full game with this style of audio. *

Mark only one oval.

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Part 3: Written Feedback

Please be as specific as possible in your answers.

15. What did you **like most** about the sound design in the scene you just played? *

16. What did you **like least** about the sound design in the scene you just played? *

17. Please use three words to describe the atmosphere created by the audio. *

18. Do you have any other comments about your audio experience in this scene? *

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