

### 3. In-game GEQ

Please indicate how you felt while playing the game for each of the items, on the following scale:

|    | not at all                           | slightly | moderately | fairly | extremely     |
|----|--------------------------------------|----------|------------|--------|---------------|
|    | 0                                    | 1        | 2          | 3      | 4             |
|    | < >                                  | < >      | < >        | < >    | < >           |
| 1  | I was interested in the game's story |          |            |        | GEQ Core – 3  |
| 2  | I felt successful                    |          |            |        | GEQ Core – 17 |
| 3  | I felt bored                         |          |            |        | GEQ Core – 16 |
| 4  | I found it impressive                |          |            |        | GEQ Core – 27 |
| 5  | I forgot everything around me        |          |            |        | GEQ Core – 13 |
| 6  | I felt frustrated                    |          |            |        | GEQ Core – 29 |
| 7  | I found it tiresome                  |          |            |        | GEQ Core – 9  |
| 8  | I felt irritable                     |          |            |        | GEQ Core – 24 |
| 9  | I felt skilful                       |          |            |        | GEQ Core – 2  |
| 10 | I felt completely absorbed           |          |            |        | GEQ Core – 5  |
| 11 | I felt content                       |          |            |        | GEQ Core – 1  |
| 12 | I felt challenged                    |          |            |        | GEQ Core – 26 |
| 13 | I had to put a lot of effort into it |          |            |        | GEQ Core – 33 |
| 14 | I felt good                          |          |            |        | GEQ Core – 14 |

## 4. GEQ - Social Presence Module

Please indicate how you felt while playing the game for each of the items, on the following scale:

|            |          |            |        |           |
|------------|----------|------------|--------|-----------|
| not at all | slightly | moderately | fairly | extremely |
| 0          | 1        | 2          | 3      | 4         |
| < >        | < >      | < >        | < >    | < >       |

- 1 I empathized with the other(s)
- 2 My actions depended on the other(s) actions
- 3 The other's actions were dependent on my actions
- 4 I felt connected to the other(s)
- 5 The other(s) paid close attention to me
- 6 I paid close attention to the other(s)
- 7 I felt jealous about the other(s)
- 8 I found it enjoyable to be with the other(s)
- 9 When I was happy, the other(s) was(were) happy
- 10 When the other(s) was(were) happy, I was happy
- 11 I influenced the mood of the other(s)
- 12 I was influenced by the other(s) moods
- 13 I admired the other(s)
- 14 What the other(s) did affected what I did
- 15 What I did affected what the other(s) did
- 16 I felt revengeful
- 17 I felt schadenfreude (malicious delight)

## 5. GEQ – post-game module

Please indicate how you felt after you finished playing the game for each of the items, on the following scale:

| not at all | slightly | moderately | fairly | Extremely |
|------------|----------|------------|--------|-----------|
| 0          | 1        | 2          | 3      | 4         |
| < >        | < >      | < >        | < >    | < >       |

- 1 I felt revived
- 2 I felt bad
- 3 I found it hard to get back to reality
- 4 I felt guilty
- 5 It felt like a victory
- 6 I found it a waste of time
- 7 I felt energised
- 8 I felt satisfied
- 9 I felt disoriented
- 10 I felt exhausted
- 11 I felt that I could have done more useful things
- 12 I felt powerful
- 13 I felt weary
- 14 I felt regret
- 15 I felt ashamed
- 16 I felt proud
- 17 I had a sense that I had returned from a journey