**RESEARCH PROJECT QUESTIONS**

**Title of Project: How should generative AI be used in the development of games?**

**Question 1. What was your overall opinion on the dialogue from the NPCs you interacted with, and did you see a difference between the two versions?**

**Question 2. Were there any unnatural elements to the dialogue or text that didn’t fit the conversations and/or environment?**

**Question 3. Which version had the most natural and thematic dialogue?**

**Question 4. Which version did you prefer?**

**Question 5. Which version do you think is the AI generated one?**

**Question 6. After learning that version 2 is AI generated does this change your opinion on which version you preferred?**