Name (Optional):

Age:

Gender:

Gaming experience:

None ~ A lot

On which device do you usually play?

Laptop / Desktop / Tablet / Mobile / Console

Device used:

Laptop, Gaming Laptop, Desktop, Gaming Desktop

**Q1**

Did the world change in any way during gameplay?

Yes/No

**Q2** (If Q1 ==yes )

When did the world change?

A. When killing an enemy B. when attacking C. When moving D. Interacting with checkpoints

**Q3** (If Q1 == yes)

I felt like I was influencing the world during gameplay (Likert scale, 7 points)

Not at all ~ A lot

**Q4**

How responsive was controlling the player-character during gameplay? (Likert scale 7 points)

unresponsive (slow/clunky) ~ responsive (fast/fluid)

**Q5**

The jumping and travel-distance of the player-characters were …. to learn and use during gameplay. (likert scale 7 points)

hard/inconsistent ~ easy/consistent

**Q6**

To what degree did the responsiveness of the player-character hinder your performance during gameplay? (likert scale, 7 points)

Not at all ~ A lot

**Q7**

Playing Vilom Chronicles was ....(Likert)

not intense ~ very intense

**Q8**

Which of the following abilities did you feel like you had to use to complete the level?

(you can select as many as you want)

My ability to:

A. react B. Observe C. Anticipate D. gain knowledge E. Think strategic F. None of these

**Q9**

During gameplay I learned …... about the abilities of the enemies in game. (Likert scale, 7 points)

Nothing ~ A lot

**Q10**

During gameplay I was able to use the knowledge about enemies to defeat them (more easily) (Likert scale, 7 points)

Totally disagree ~ Totally Agree

**Q11**

To what degree was the game satisfying to play? (likert scale, 7 points)

Not satisfying at all ~ very satisfying

**Q12**

The challenge in the game made completing objectives, for example defeating an enemy, satisfying to achieve. (Likert scale, 7 points)

Totally disagree ~ totally agree

**Q13**

To what degree did I experience the gameplay as unfair? (Likert scale, 7 points)

unfair ~ very fair

**Q14**

Would you play more of the game?

Yes/Maybe/No

**Q15**

which of these would you include in a description of the game?

(you can select as many as you want)

a) world altering b) action-packed c) skill-testing d) perception-based

e) combat-platformer

**Q16**

Is there anything you’d like to tell us about your experience/Vilom Chronicles?

Open box:

<https://docs.google.com/forms/d/13-mpZW8-kY5Rj3R0ILGKLZ991m8NPZYf2b0pVpZjQtM/edit?usp=sharing>