**The Game Experience Questionnaire**

### reference

IJsselsteijn, W. A., de Kort, Y. A. W., & Poels, K. (2013). *The Game Experience Questionnaire*. Technische Universiteit Eindhoven.

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# Introduction

This document contains the English version of the Game Experience Questionnaire. The development and testing of the Game Experience Questionnaire is described in project Deliverable 3.3.

The Game Experience Questionnaire has a modular structure and consists of :

* 1. The core questionnaire
  2. The Post-game module.

In addition to these modules, a concise in-game version of the GEQ was developed.

All three modules are meant to be administered immediately after the game-session has finished, in the order given above. Part one and two probe the players’ feelings and thoughts while playing the game; Part 3, the post-game module, assesses how players felt after they had stopped playing.

Part 1 is the in-game part of the GEQ. It assesses game experience as scores on seven components: Immersion, Flow, Competence, Positive and Negative Affect, Tension, and Challenge. For a robust measure, we need five items per component. As translation of questionnaire items, no matter how carefully performed, sometimes results in suboptimal scoring patterns, we have added a spare item to all components. After the first use of the translated GEQs, scale analyses will be performed to check whether any item should be discarded or replaced.

Part 2, the post-game module, assesses how players felt after they had stopped playing. This is a relevant module for assessing naturalistic gaming (i.e., when gamers have voluntarily decided to play), but may also be relevant in experimental research.

# Game Experience Questionnaire – In-game

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 |
| < > | < > | < > | < > < > |

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Score** |
| 1 | I felt content |  |
| 2 | I thought it was fun |  |
| 3 | I felt happy |  |
| 4 | It gave me a bad mood |  |
| 5 | I thought about other things |  |
| 6 | I found it tiresome |  |
| 7 | I felt competent |  |
| 8 | I thought it was hard |  |
| 9 | It was aesthetically pleasing |  |
| 10 | I forgot everything around me |  |
| 11 | I felt good |  |
| 12 | I felt bored |  |
| 13 | I enjoyed it |  |
| 14 | I felt annoyed |  |
| 15 | I felt pressured |  |
| 16 | I felt irritable |  |
| 17 | I lost track of time |  |
| 18 | I found it impressive |  |
| 19 | I was deeply concentrated in the game |  |
| 20 | I felt frustrated |  |
| 21 | It felt like a rich experience |  |
| 22 | I lost connection with the outside world |  |
| 23 | I felt the robots reacted appropriately |  |

# 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 |
| < > | < > | < > | < > < > |

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Score** |
| 1 | I felt revived |  |
| 2 | I felt bad |  |
| 3 | I found it hard to get back to reality |  |
| 4 | It felt like a victory |  |
| 5 | I found it a waste of time |  |
| 6 | I felt satisfied |  |
| 7 | I felt disoriented |  |
| 8 | I felt exhausted |  |
| 9 | I felt that I could have done more useful things |  |
| 10 | I felt powerful |  |

# Parameter Behavior

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

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Score** |
| 1 | I felt changing variables effected the game’s outcome |  |
| 2 | I felt some variables had greater effect than others |  |

## Parameter effectiveness

Numbered from least to most effective

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | most | Least |
|  |  | 1 | 10 |
|  |  | < > | < > |

|  |  |
| --- | --- |
| **Parameter Name** | **Effectiveness** |
| Health |  |
| Stamina |  |
| Strength |  |
| Block Chance |  |
| Recovery Rate |  |
| Stamina Recovery |  |
| Health Recovery |  |
| Fitness Level |  |
| Resilience |  |
| Environment Sensor |  |

# Environment Sensor

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

|  |  |  |
| --- | --- | --- |
| **ID** | **Description** | **Score** |
| 1 | Effectiveness |  |

# Additional Comments

# Brief summary of your experience regarding overall experience, attitude to the game and thoughts on environment sensor.

# 

# Scoring guidelines

## Scoring guidelines GEQ In-Game version

The In-game Module consists of seven components, identical to the core Module. However, only two items are used for every component. The items for each are listed below.

Component scores are computed as the average value of its items.

**Competence**: Items 7.

**Sensory and Imaginative Immersion**: Items 9, 18 and 21.

**Flow**: Items 10, 17, 19 and 22.

**Tension**: Items 14 and 20.

**Challenge**: Items 8 and 15.

**Negative affect**: Items 4, 5, 6 and 12.

**Positive affect**: Items 1, 2, 9, 11 and 13.

## Scoring guidelines GEQ Post-game Module

The post-game Module consists of four components; the items for each are listed below. Component scores are computed as the average value of its items.

**Positive Experience**: Items 1, 4, 8 and 10.

**Negative experience**: Items 2, 5 and 9.

**Tiredness**: Items 8 and 11.

**Returning to Reality**: Items 3 and 7.