

## Task 4 - Mid study evaluation

Page 1

### Task 4 - Mid study evaluation

Questionnaire for MSc thesis study. Last part of task 2.

Project Title:

***Understanding the effects and usability of specific gamification elements in a VR exergame platform.***

If you have any questions, you can contact me at [nikolaaa@stud.ntnu.no](mailto:nikolaaa@stud.ntnu.no).

My supervisor is Mariusz Nowostawski, and his contact information can be reached here: <https://www.ntnu.edu/employees/mariusz.nowostawski>

 Page break

Page 2

Participant ID \*

Please state your anonymous participant ID here. 3 digits, can be seen in-game in the VR application.

 Page break

Page 3

### Experiences and thoughts on study

Rate statements below from 1 (not true) to 6 (very true)

	1 (not true)	2	3	4	5	6 (very true)
I feel like there is too little to do in the VR application *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Completing the tasks in the study has been hard so far *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am concerned about how my data in this study is being used *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I still feel very engaged in the tasks of this study *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I could see myself use this platform in my daily life *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

The games are not challenging enough for me *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The games make me feel physically exerted *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The games feels like an exercise *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The games are boring to play *	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

If you had any **NEGATIVE** experience with the tasks/study so far, please explain.

Examples could be: Not understanding parts of the application/game, how to progress, or specifics of how the application and game are implemented. It can also be personal emotions connected to doing the task today (e.g. feeling low engagement from the task etc)

If you had any **POSITIVE** experiences with the tasks/study so far, please explain.

Examples could be: Feeling happy about personal performance in a task, feeling good about finding out something in the app, engagement in the game, or similar.

Is there anything you are **MISSING** in the application?

If so, please explain or list the things you are missing. Could be quality of life features, gameplay-specific things, or other game elements.

Do you have a **FAVOURITE** part of the application?

If so, please explain what and why here.

Other comments?

If you have any other comments regarding the task, platform, or the study in general, you can write them here.

 Page break

## Survey Submission

You can submit your survey by pressing the **send** button below.

Note: You will not be able to see or change your previous answers after they are submitted.

Thank you for participating and for your time and efforts today!

[See recent changes in Nettskjema](#)