Task 2 - Reaction Time Trainer

Task 2 - Reaction Time Trainer Games

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.

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

Page break

Participant ID *

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

Page break

Game experiences

Rate statements below from 1 (not at all) to 6 (very)

	1 (not at all)	2	3	4	5	6 (very)
How fun was today's task? *	◯	◯	◯	◯	◯	◯
How motivated were you to engage in the task today? *	◯	◯	◯	◯	◯	◯
How hard was it to solve today's task? *	◯	◯	◯	◯	◯	◯

If you had a NEGATIVE experience with the application/task today, 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)

[text area]

If you had a POSITIVE experience with the application/task today, 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.

[text area]

Other comments?

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

[text area]

⊟ Page break

Page 4

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!