

CIS 489

Developing a Research Project – Finalized Study Script

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1. A study script - What will you say before, during, and after a study session. The script should be written with the actual words and actions you ask participants to do.

Before:

"Thank you for your willingness to participate in this study. Today we will be conducting research on a user's experience while playing a video game on a handheld console, like the Nintendo Switch, and PC then comparing that user's experience. "

During:

"For your first task, you will be asked to play the video game "Overcooked 2" on PC. You will be asked to complete the tutorial and the first level. After you have finished level 1, you will be allowed to end the session or continue playing up to level 5."

"For your second task, you will be asked to play the video game "Overcooked 2" on Nintendo Switch. Similarly to the first task, you will be asked to complete the tutorial and the first level. After you have finished level 1, you will be allowed to end the session or continue playing up to level 5. Once the task or your gaming session is completed, you will be asked to complete a questionnaire on your experience."

After:

"Now that your task/ gaming session is completed, you will be asked to complete a questionnaire on your experience on PC. This questionnaire follows the **Player Experience Inventory** theoretical model to measure player experience through 2 types of consequences, each with 5 different constructs."

"Now that your task/ gaming session is completed, you will be asked to complete a questionnaire on your experience on Nintendo Switch. This questionnaire follows the **Player Experience Inventory** theoretical model to measure player experience through 2 types of consequences, each with 5 different constructs."

2. Questions - What demographic information you want/need. Also, question dimensions or categories and get any possible question documented.
 - Could send message in UNA Esports Discord Server to gauge participants

- Could speak with UNA Game Room to possibly present a survey to those who frequent the area, using a population of “video gamers”.
 - **Question 1:** Have you ever played the video game “Overcooked 2”?
 - o Answer 1: Yes
 - If user answers yes, do not prompt with further questions
 - o Answer 2: No
 - o Answer 3: I don’t know
 - **Question 2:** Would you be willing to participate in a user experience study at UNA (Date and Time TBD)?
 - o Answer 1: Yes
 - o Answer 2: No
3. If you need to video or audio record, what type of interactions will you focus on during analysis?
- Should video record with participants permission or at least get audio recording of task completion.

Post-Task Survey Questions:

These survey questions come directly from the [Player Experience Inventory theoretical model.](#)

Section 1 of 11

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For this survey, answer each question based on your experience.

After section 1 Go to section 6 (Audiovisual Appeal)



Section 2 of 11

Ease of Control

⋮
⋮

The extent to which a player finds the actions to control the game clear and intuitive.

It was easy to know how to perform actions in the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

The actions to control the game were clear to me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I thought the game was easy to control.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 3 of 11

Goals and Rules



The extent to which the overall objective and rules are clear to the player.

...

I grasped the overall goal of the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

The goals of the game were clear to me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I understood the objectives of the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

After section 3 Continue to next section



Section 4 of 11

Challenge



The extent to which the specific challenges in the game match the players skill level.

The game was not too easy and not too hard to play.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

The game was challenging but not too challenging.

⋮⋮

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

The challenges in the game were at the right level of difficulty for me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 5 of 11

Progress Feedback

⋮

The extent to which it is clear to the player how well they are doing in the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I could easily assess how I was performing in the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

⋮⋮

The game gave clear feedback on my progress towards the goals.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 6 of 11

Audiovisual Appeal



The extent to which a player appreciates the audiovisual styling of the game.



I enjoyed the way the game was styled.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I liked the look and feel of the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

...

I appreciated the aesthetics of the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 7 of 11

Meaning

X ⋮

A sense of connecting with the game, resonating with what is important.

Playing the game was meaningful to me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

The game felt relevant to me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Playing this game was valuable to me.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 8 of 11

Curiosity



A sense of interest and curiosity roused by the game.

I wanted to explore how the game evolved.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I wanted to find out how the game progressed.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I felt eager to discover how the game continued.

⋮⋮

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Section 9 of 11

Mastery



A sense of competence and mastery derived from playing the game.

I felt I was good at playing this game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I felt capable while playing the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I felt a sense of mastery while playing this game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

After section 9 Continue to next section



Section 10 of 11

Immersion



A sense of immersion and cognitive absorption, experienced by the player.

I was no longer aware of my surroundings while I was playing.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

I was immersed in the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

⋮⋮

I was fully focused on the game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

Strongly Disagree

Autonomy

A sense of freedom and autonomy to play the game as desired.

I felt free to play the game in my own way.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

A horizontal row of ten empty circles, evenly spaced, used as a visual element.

Strongly Disagree

I felt like I had choices regarding how I wanted to play this game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

A horizontal row of ten empty circles, evenly spaced, used as a visual element.

Strongly Disagree

I felt a sense of freedom about how I wanted to play this game.

1 2 3 4 5 6 7 8 9 10

Strongly Agree

A horizontal row of ten empty circles, evenly spaced, used as a visual element.

Strongly Disagree