

Perceived Controller Naturalness T2

* Erforderlich

1. The game controls seemed natural *

Markieren Sie nur ein Oval.

1	2	3	4	5	6	7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

2. The actions used to interact with the game environment were similar to the actions that would be used to do the same things in the real world *

Markieren Sie nur ein Oval.

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. The game interface was not realistic *

Markieren Sie nur ein Oval.

1	2	3	4	5	6	7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. The game environment was manipulated in a lifelike manner *

Markieren Sie nur ein Oval.

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. The actions I performed with the controller were closely connected to the actions happening in the game environment *

Markieren Sie nur ein Oval.

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6. The actions used to control the game seemed natural **Markieren Sie nur ein Oval.*

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. The way in which I controlled my character felt realistic **Markieren Sie nur ein Oval.*

1	2	3	4	5	6	7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. The controller itself made the game seem more realistic **Markieren Sie nur ein Oval.*

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9. It was much more difficult to control my character than I expected it to be **Markieren Sie nur ein Oval.*

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10. I felt like the controller was an extension of my body **Markieren Sie nur ein Oval.*

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11. When I tried to hit the puck, the controls made it seem realistic **Markieren Sie nur ein Oval.*

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12. The controller allowed me to do everything I needed to, to be successful in the game **Markieren Sie nur ein Oval.*

1	2	3	4	5	6	7
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Bereitgestellt von

