

## PLAYER EXPERIENCE INVENTORY

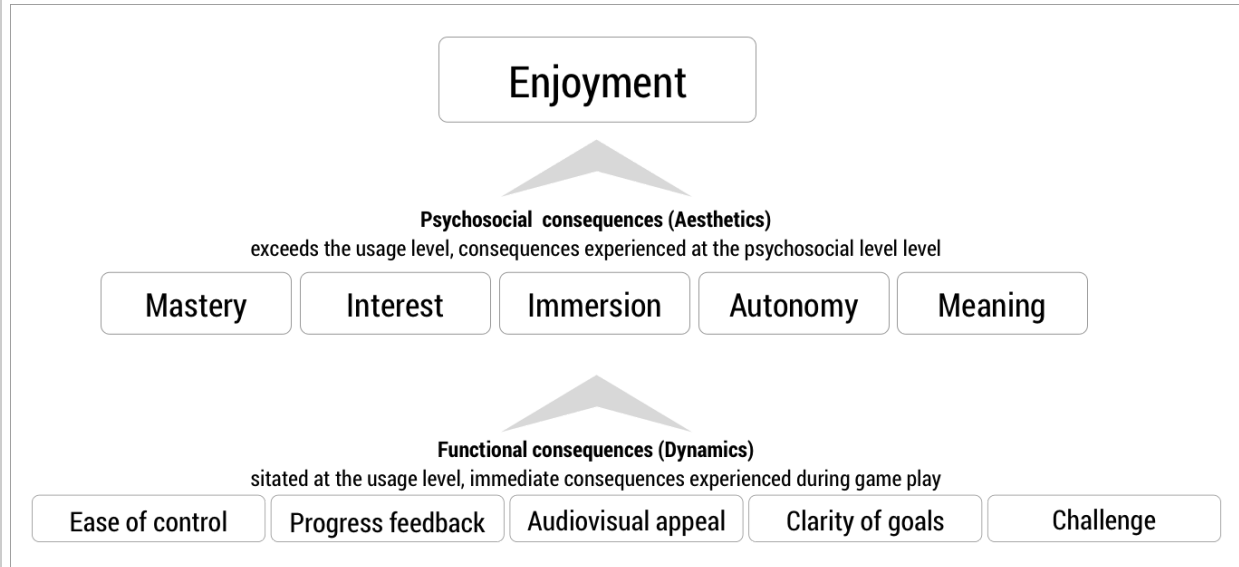


Figure 1. Conceptual model of the Player Experience Inventory

## DIMENSIONS AT THE VALUE LEVEL

### Enjoyment

	I enjoyed playing the game.
	I liked playing the game.
	Playing the game was fun.
<i>new</i>	The game was entertaining.
<i>new</i>	I had a good time playing this game.

## DIMENSIONS AT THE PSYCHO-SOCIAL LEVEL

### Meaning

<i>new</i>	I connected with the game.
	The game resonated with what I find interesting.
	Playing the game was meaningful to me.

	The game felt relevant to me.
<i>new</i>	Playing this game was valuable to me.
<b>Mastery</b>	
	I felt competent when playing the game.
	I felt capable while playing the game.
<i>new</i>	I felt I was good at playing this game.
<i>new</i>	I felt a sense of mastery playing this game.
<i>new</i>	<i>I felt a sense of accomplishment playing this game.</i>
	I felt in control when playing this game.
<b>Immersion</b>	
	I was absorbed by the gameplay.
	I was not thinking about other things while playing the game.
	I lost track of time while playing the game.
<i>new</i>	I was no longer aware of my surroundings while I was playing.
<i>new</i>	I was immersed in the game.
<i>new</i>	I was fully focused on the game.
<b>Autonomy</b>	
<i>new</i>	I felt I could play this game according to my own interests.
<i>new</i>	I felt a sense of freedom about how I wanted to play this game.
<i>new</i>	I felt free to play the game in my own way.
<i>new</i>	I felt like I had choices regarding how I wanted to play this game.
<i>new</i>	// I felt I could play this game according to the strategies that I found most interesting

<b>Interest</b>	
	I felt eager to discover how the game continued.
	I wanted to explore how the game evolved.
	I wanted to discover more in the game.
<i>new</i>	I wanted to find out how the game progressed.
<i>new</i>	The game aroused my curiosity.
<b><i>DIMENSIONS AT THE FUNCTIONAL LEVEL</i></b>	
<b>Ease of control</b>	
	I thought the game was easy to control.
	The game controls were intuitive.
	The actions to control the game were clear to me.
	It was easy to know how to perform in game actions.
<i>new</i>	I quickly grasped how to perform in-game actions.
<b>Challenge (new)</b>	
<i>new</i>	The challenges in the game matched my skill level.
<i>new</i>	The game was challenging but not too challenging.
<i>new</i>	The game was not too easy and not too hard to play.
<i>new</i>	The game provided new challenges at an appropriate pace.
<i>new</i>	The challenges in the game were at the right level of difficulty for me.
<b>Progress feedback (new)</b>	
<i>new</i>	I had a good idea of my status in the game.

<i>new</i>	It was clear to me how I was doing in the game.
<i>new</i>	The game gave clear feedback on my progress towards the goals.
<i>new</i>	I could easily assess how I was performing in the game.
<i>new</i>	The game informed me of my progress in the game.
<b>Audiovisual appeal</b>	
	The audiovisual styling appealed to me.
	I liked the artistic design of the game.
	I enjoyed the way the game was styled.
<i>new</i>	I liked the look and feel of the game.
	I appreciated the aesthetics of the game.
<b>Clarity of Goals</b>	
<i>new</i>	The goals of the game were clear to me.
<i>new</i>	I understood the rules of the game.
<i>new</i>	I grasped the overall goal of the game.
<i>new</i>	The rules of the game were clear to me.
<i>new</i>	I understood the objectives of the game.