

Otros cuestionarios estandarizados

Ojo: para que estos cuestionarios sirvan, tienen que estar alineados con el objetivo de la evaluación.

- **Copy** **AttrakDiff**: measuring the attractiveness [Hassenzahl et al. 2003]. [Attrakdiff3](#) is used here.
- **Copy** **GEQ** - Game Experience Questionnaire: [Poels et al. 2007]. Note there are different versions of GEQ exist and the factor structure of the GEQ might not be stable [Law et al. 2018]--please be cautious when applying it. We used the original version with 42 items here.
- **Link** **FSS** - Flow Short State: measuring the flow-inducing aspects of the gameplay. The longer form (Flow State Scale) can be found in this work [Jackson and Marsh, 1996]
- **Copy** **IPQ** - Igroup Presence Questionnaire: measuring the sense of presence experienced in a virtual environment [Schubert et al. 2001]. The questionnaire follows [this](#) webpage.
- **Copy** **PQ** - Presence Questionnaire: measuring the degree to which individuals experience presence in a virtual environment [Witmer 1998].
- **Copy** **ITQ** - Immersive Tendencies Questionnaire: to measure differences in the tendencies of individuals to experience presence [Witmer 1998].
- **Copy** **SUS (Usability)** - System Usability Scale: measuring system usability [Brooke 1996].
- **Copy** **UEQ** - User Experience Questionnaire: measuring the user experience of interactive products [Laugwitz 2008].

<https://github.com/Davin-Yu/CopyQues>

**Qué pasa afuera del
laboratorio?**