

Masks exit questionnaire

Masks research study exit questionnaire, open-ended questions

#	Question
1	What was the most frustrating moment or aspect of the game experience?
2	What was your favorite moment or aspect of the game experience?
3	Was there anything you wanted to do that you couldn't?
4	If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?
5	What were you doing in the experience?
6	What was your role?
7	Why did you choose this particular role?
8	How would you describe this game to your friends and family?
9	Did you talk to your parents about playing this game?
10	Did your participation in this game interfere with other activities?
11	Did your parents mind that game sessions took 3 hours to complete?
12	Why did you agree to participate in this study?
13	Was it because of the pay, or were there any other reasons?
14	Did you ever feel uncomfortable during any of the game sessions? If so, why?
15	During the games, did you discuss your symptoms with any other players? <ul style="list-style-type: none">• What were these discussions like?• What specifically did you discuss?
16	How did participating in these games make you feel?
17	Would you be interested in continuing playing this game or other games like it in the future, outside of this study?