

**Table 7.10** KidsGEQ proposed by Poels et al. (2008)

Kids GEQ Dimensions		Statements (Questionnaire)
#1	Challenge	1.) It was exciting.
		2.) I felt challenged by the game.
		3.) I had to put a lot of effort into the game.
#2	Competence	4.) I felt confident while playing.
		5.) I felt competent/capable.
		6.) I was good at it.
#3	Flow	7.) I paid a lot of attention to the game.
		8.) While playing, I forgot everything around me.
		9.) I felt like I was inside the game.
#4	Immersion	10.) I could use my fantasy in the game.
		11.) I found the game impressive.
		12.) The game was beautiful.
#5	Negative Affect	13.) It was a stupid game.
		14.) I found it tiresome/exhausting.
		15.) I felt bored.
#6	Positive Affect	16.) The game made me laugh from time to time.
		17.) I thought it was fun to play the game.
		18.) I felt good while playing.
#7	Tension	19.) Playing the game did not go as I wanted to.
		20.) The game made me nervous/tense/very uneasy.
		21.) I have grumbled/complained while playing the game.