

Participant Number _____

AI Model _____

Pre-Survey

1. On a scale of 1-5 (1 being least interested, 5 being most interested) how interested in video games are you?

1 2 3 4 5

2. How interested are you in strategic board games (Chess, Risk, etc.)?

1 2 3 4 5

3. On a scale of 1-5 (1 being not familiar, 5 being very familiar), how familiar are you with role-playing games (RPGs)?

1 2 3 4 5

For this survey, you will play 5 rounds of a video game against the same opponent. To play the game, players choose their actions from a list of options. The game is controlled using the Up/Down arrow keys and Enter. Up and Down move the cursor through the list, and Enter selects the action. There are four possible actions: Attack, Strong Attack, Parry, and Heal.

Attack – Does 5 points of damage to the opponent.

Strong Attack – Does 7 points of damage to the opponent, but has a chance of missing entirely.

Parry – Enter a guard stance. If the opponent does a normal attack on their next turn, the attack is countered dealing 3 points of damage to the opponent.

Heal – Recover 4 points of damage to the player. This option can only be selected twice per round.

Both player and opponent start at 25 HP (hit points). The round ends when one player falls below 0 HP.

Post-Survey

1. On a scale of 1-5 (1 being not fun, 5 being very fun) how fun did you find the game?

1 2 3 4 5

2. On a scale of 1-5 (1 being not understandable, 5 being very understandable), how understandable were the controls?

1 2 3 4 5

3. On a scale of 1-5 (1 being very defensive, 5 being very offensive), how aggressive/passive was your playstyle?

1 2 3 4 5