

Form ID: {{FID}}

Game ID: {{GID}}

Game Name: {{GNAME}}

## Game Feedback Questionnaire

Question	Answer
1. What was your experience of the game?	{{Q_1}}
2. Would you change something in the game? If yes, what would you change?	{{Q_2}}
3. What do you think was the learning purpose of the game?	{{Q_3}}
4. What did you learn?	{{Q_4}}
5. Do you have any other feedback you'd like the designer or publisher to hear?	{{Q_5}}
6. Was there anything in the rules you did not understand? (mechanics)	{{Q_6}}

# Post Test Feedback Questionnaire

Question	Answer
1. How the game maintains the balance between fun and knowledge acquisition?	{{PT_Q_1}} out of 5
2. How much you were engaged into the game?	{{PT_Q_2}} out of 5
3. How do you classify the level of difficulty of the played game?	{{PT_Q_3}} out of 5
4. How do you classify the level of anxiety after playing the game?	{{PT_Q_4}} out of 5
5. How do you classify the level of surprise during playing the game?	{{PT_Q_5}} out of 5
6. How do you classify the level of frustration during playing the game?	{{PT_Q_6}} out of 5
7. How you strongly do you agree that the pre-set objectives have been reached during the game?	{{PT_Q_7}} out of 5
8. How likely you would play this game again?	{{PT_Q_8}} out of 5
9A. How do you classify the level of the instructions' clarity?	{{PT_Q_9}} out of 5
9B. Do you agree that the instructions of the game were clear?	{{PT_Q_10}} out of 5