

PENS v1.6 – Subscale Scoring

Administration Guidelines:

- Respondents typically rate their level of agreement to each item using a 7-point Likert scale (1= Do Not Agree, 7=Strongly Agree);
- All items are weighted equally in scoring;
- Items are randomized in their order when presented to participants;
- Reverse-scored items are indicated by “(-)”;
- Questions are framed by the following stem:

“Reflect on your play experiences and rate your agreement with the following statements:”

PENS: Competence

Reflect on your play experiences and rate your agreement with the following statements:

1. I feel competent at the game.
2. I feel very capable and effective when playing.
3. My ability to play the game is well matched with the game's challenges.

PENS: Autonomy

Reflect on your play experiences and rate your agreement with the following statements:

1. The game provides me with interesting options and choices
2. The game lets you do interesting things
3. I experienced a lot of freedom in the game

PENS: Relatedness

Reflect on your play experiences and rate your agreement with the following statements:

1. I find the relationships I form in this game fulfilling.
2. I find the relationships I form in this game important.
3. I don't feel close to other players. (-)

Presence/Immersion

1. When playing the game, I feel transported to another time and place.
2. Exploring the game world feels like taking an actual trip to a new place.
3. When moving through the game world I feel as if I am actually there.
4. I am not impacted emotionally by events in the game (-).
5. The game was emotionally engaging.
6. I experience feelings as deeply in the game as I have in real life.
7. When playing the game I feel as if I was part of the story.
8. When I accomplished something in the game I experienced genuine pride.
9. I had reactions to events and characters in the game as if they were real.

PENS: Intuitive Controls:

1. Learning the game controls was easy.
2. The game controls are intuitive.
3. When I wanted to do something in the game, it was easy to remember the corresponding control.