TU/e EINDHOVEN UNIVERSITY OF TECHNOLOGY

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TU/e technische universiteit eindhoven

FUGA - Fun of Gaming

GAME EXPERIENCE QUESTIONNAIRE

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1. Introduction

This document contains the English version of the Game Experience Questionnaire. The development and testing of the Game Experience Questionnaire is described in project Deliverable 3.3.

The Game Experience Questionnaire has a modular structure and consists of :

1. The core questionnaire
2. The Social Presence Module
3. The Post-game module.

In addition to these modules, a concise in-game version of the GEQ was developed.

All three modules are meant to be administered immediately after the game-session has finished, in the order given above. Part one and two probe the players' feelings and thoughts while playing the game; Part 3, the post-game module, assesses how players felt after they had stopped playing.

Part 1 is the core part of the GEQ. It assesses game experience as scores on seven components: Immersion, Flow, Competence, Positive and Negative Affect, Tension, and Challenge. For a robust measure, we need five items per component. As translation of questionnaire items, no matter how carefully performed, sometimes results in suboptimal scoring patterns, we have added a spare item to all components. After the first use of the translated GEQs, scale analyses will be performed to check whether any item should be discarded or replaced.

Part 2, the social presence module, investigates psychological and behavioural involvement of the player with other social entities, be they virtual (i.e., in-game characters), mediated (e.g., others playing online), or co-located. This module should only be administered when at least one of these types of co-players were involved in the game.

Part 3, the post-game module, assesses how players felt after they had stopped playing. This is a relevant module for assessing naturalistic gaming (i.e., when gamers have voluntarily decided to play), but may also be relevant in experimental research.

The In-game version of the GEQ is a concise version of the core questionnaire. It has an identical component structure and consists of items selected from this module. The in-game questionnaire is developed for assessing game experience at multiple intervals during a game session, or play-back session. This should facilitate the validation of continuous and real-time indicators some of the partners in the FUGA project are developing.

2. Game Experience Questionnaire – Core Module

Please indicate how you felt while playing the game for each of the items,
on the following scale:

not at all	slightly	moderately	fairly	extremely
0	1	2	3	4
< >	< >	< >	< >	< >

1 I felt content
2 I felt skilful
3 I was interested in the game's story
4 I thought it was fun
5 I was fully occupied with the game
6 I felt happy
7 It gave me a bad mood
8 I thought about other things
9 I found it tiresome
10 I felt competent
11 I thought it was hard
12 It was aesthetically pleasing
13 I forgot everything around me
14 I felt good
15 I was good at it
16 I felt bored
17 I felt successful
18 I felt imaginative
19 I felt that I could explore things
20 I enjoyed it
21 I was fast at reaching the game's targets
22 I felt annoyed
23 I felt pressured
24 I felt irritable
25 I lost track of time
26 I felt challenged
27 I found it impressive
28 I was deeply concentrated in the game
29 I felt frustrated
30 It felt like a rich experience
31 I lost connection with the outside world
32 I felt time pressure

33 I had to put a lot of effort into it

3. In-game GEQ

Please indicate how you felt while playing the game for each of the items,
on the following scale:

not at all	slightly	moderately	fairly	extremely
0	1	2	3	4
< >	< >	< >	< >	< >

1	I was interested in the game's story	GEQ Core – 3
2	I felt successful	GEQ Core – 17
3	I felt bored	GEQ Core – 16
4	I found it impressive	GEQ Core – 27
5	I forgot everything around me	GEQ Core – 13
6	I felt frustrated	GEQ Core – 29
7	I found it tiresome	GEQ Core – 9
8	I felt irritable	GEQ Core – 24
9	I felt skilful	GEQ Core – 2
10	I felt completely absorbed	GEQ Core – 5
11	I felt content	GEQ Core – 1
12	I felt challenged	GEQ Core – 26
13	I had to put a lot of effort into it	GEQ Core – 33
14	I felt good	GEQ Core – 14

4. GEQ - Social Presence Module

Please indicate how you felt while playing the game for each of the items,
on the following scale:

not at all	slightly	moderately	fairly	extremely
0	1	2	3	4
< >	< >	< >	< >	< >

1 I empathized with the other(s)
2 My actions depended on the other(s) actions
3 The other's actions were dependent on my actions
4 I felt connected to the other(s)
5 The other(s) paid close attention to me
6 I paid close attention to the other(s)
7 I felt jealous about the other(s)
8 I found it enjoyable to be with the other(s)
9 When I was happy, the other(s) was(were) happy
10 When the other(s) was(were) happy, I was happy
11 I influenced the mood of the other(s)
12 I was influenced by the other(s) moods
13 I admired the other(s)
14 What the other(s) did affected what I did
15 What I did affected what the other(s) did
16 I felt revengeful
17 I felt schadenfreude (malicious delight)

5. GEQ – post-game module

Please indicate how you felt after you finished playing the game for each of the items, on the following scale:

not at all	slightly	moderately	fairly	Extremely
0	1	2	3	4
< >	< >	< >	< >	< >

1 I felt revived
2 I felt bad
3 I found it hard to get back to reality
4 I felt guilty
5 It felt like a victory
6 I found it a waste of time
7 I felt energised
8 I felt satisfied
9 I felt disoriented
10 I felt exhausted
11 I felt that I could have done more useful things
12 I felt powerful
13 I felt weary
14 I felt regret
15 I felt ashamed
16 I felt proud
17 I had a sense that I had returned from a journey

6. Scoring guidelines

Scoring guidelines GEQ Core Module

The Core GEQ Module consists of seven components; the items for each are listed below.

Component scores are computed as the average value of its items.

Competence: Items 2, 10, 15, 17, and 21.

Sensory and Imaginative Immersion: Items 3, 12, 18, 19, 27, and 30.

Flow: Items 5, 13, 25, 28, and 31.

Tension/Annoyance: Items 22, 24, and 29.

Challenge: Items 11, 23, 26, 32, and 33.

Negative affect: Items 7, 8, 9, and 16.

Positive affect: Items 1, 4, 6, 14, and 20.

Scoring guidelines GEQ In-Game version

The In-game Module consists of seven components, identical to the core Module. However, only two items are used for every component. The items for each are listed below.

Component scores are computed as the average value of its items.

Competence: Items 2 and 9.

Sensory and Imaginative Immersion: Items 1 and 4.

Flow: Items 5 and 10.

Tension: Items 6 and 8.

Challenge: Items 12 and 13.

Negative affect: Items 3 and 7.

Positive affect: Items 11 and 14.

Scoring guidelines GEQ Social Presence Module

The Social Presence Module consists of three components; the items for each are listed below.

Component scores are computed as the average value of its items.

Psychological Involvement – Empathy: Items 1, 4, 8, 9, 10, and 13.

Psychological Involvement – Negative Feelings: Items 7, 11, 12, 16, and 17.

Behavioural Involvement: Items 2, 3, 5, 6, 14, and 15.

Scoring guidelines GEQ Post-game Module

The post-game Module consists of four components; the items for each are listed below.

Component scores are computed as the average value of its items.

Positive Experience: Items 1, 5, 7, 8, 12, 16.

Negative experience: Items 2, 4, 6, 11, 14, 15.

Tiredness: Items 10, 13.

Returning to Reality: Items 3, 9, and 17.