

Study: Game Controllers & Experience

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Your assigned ID number

If you do not have this information, please ask the researcher.

Age

How old are you currently, in years?

- Under 18
- 18-24
- 25-34
- 35-44
- 45-54
- 55-64
- 65 or above

What's your highest level of education?

(If you are a current student, this includes the level at which you are studying now.)

- High School (GCSE).
- College/Sixth Form (A-Level).
- Undergraduate Degree.
- Postgraduate Degree.

Which gender do you identify as?

- Male
- Female

Please specify:

Type here

Are you primarily right-handed or left-handed?

- Right-handed
- Left-handed

How often do you play digital games of any sort?

- Everyday
- Once a week
- 2 to 3 times a month
- Once a month

Less than once a month

On which platform(s) do you play games? Please tick all that apply.

- PC (using keyboard-and-mouse)
- PC (using gamepad or other peripheral)
- Xbox 360, using gamepad.
- PlayStation 3, using gamepad.
- Nintendo Wii, using a classic-style controller.
- Other console(s), using a gamepad.

- Nintendo DS/3DS (or older Nintendo handheld.)
- Touchscreen/iPhone/iPad.
- Xbox 360, using Kinect.
- PlayStation 3, using Move.
- Nintendo Wii, using a Wiimote.
- Other type of motion controls. Please specify if possible:

Type here

How often do you play the following types of games?

	Never	Seldom	Sometimes	Often	Frequently
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	Never	Seldom	Sometimes	Often	Frequently
First-Person Shooters (e.g. Call of Duty, Battlefield, Halo, etc)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Other First-Person Games (e.g. puzzle platformers like Portal, exploration like Dear Esther.)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

If you play first-person games, which one of the following types of controller do you prefer to use to play them, if you had to choose?

- Keyboard and mouse
- Gamepad.
- Motion controls (e.g. light-gun, Kinect, Move, Wii etc), or other non-traditional controls.
- I would be equally unfamiliar with any of the above.

Think about the last time(s) you played a first-person game (e.g. Call of Duty, Battlefield, Halo, Portal, Dear Esther etc) using **collector.conditioncontroller**.

How easy did you find it to use the controls (e.g. to navigate, to look at things, to aim, etc)?

*(Please note, this is nothing to do with how easy or difficult you found the game itself - the question is about discovering **how intuitive you found the controller to use.**)*

- I found it extremely difficult to use the controls (or I have never tried playing a first

person game using these controls.)

- I found it quite difficult to use the controls.
- I found it neither difficult nor easy to use the controls.
- I found it quite easy to use the controls.
- I found it extremely easy to use the controls.

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Rate the statements below for **how accurately they reflect the way you generally feel and behave**. Do not rate what you think you should do, or wish you do, or things you no longer do. Please be as honest as possible. There are no right or wrong answers.

I can easily tell if someone else wants to enter a conversation.

- strongly agree slightly agree slightly disagree
- strongly disagree

I really enjoy caring for other people.

- strongly agree slightly agree slightly disagree
- strongly disagree

I find it hard to know what to do in a social situation.

- strongly agree slightly agree slightly disagree
- strongly disagree

I often find it difficult to judge if something is rude or polite.

- strongly agree slightly agree slightly disagree

strongly disagree

In a conversation, I tend to focus on my own thoughts rather than on what my listener might be thinking.

strongly agree slightly agree slightly disagree

strongly disagree

I can pick up quickly if someone says one thing but means another.

strongly agree slightly agree slightly disagree

strongly disagree

It is hard for me to see why some things upset people so much.

strongly agree slightly agree slightly disagree

strongly disagree

I find it easy to put myself in somebody else's shoes.

strongly agree slightly agree slightly disagree

strongly disagree

I am good at predicting how someone will feel.

- strongly agree slightly agree slightly disagree
- strongly disagree

I am quick to spot when someone in a group is feeling awkward or uncomfortable.

- strongly agree slightly agree slightly disagree
- strongly disagree

I can't always see why someone should have felt offended by a remark.

- strongly agree slightly agree slightly disagree
- strongly disagree

I don't tend to find social situations confusing.

- strongly agree slightly agree slightly disagree
- strongly disagree

Other people tell me I am good at understanding how they are feeling and what they are thinking.

- strongly agree
- slightly agree
- slightly disagree
- strongly disagree

I can easily tell if someone else is interested or bored with what I am saying.

- strongly agree
- slightly agree
- slightly disagree
- strongly disagree

Friends usually talk to me about their problems as they say that I am very understanding.

- strongly agree
- slightly agree
- slightly disagree
- strongly disagree

I can sense if I am intruding, even if the other person doesn't tell me.

- strongly agree
- slightly agree
- slightly disagree
- strongly disagree

Other people often say that I am insensitive, though I don't always see why.

- strongly agree
- slightly agree
- slightly disagree

strongly disagree

I can tune into how someone else feels rapidly and intuitively.

strongly agree slightly agree slightly disagree

strongly disagree

I can easily work out what another person might want to talk about.

strongly agree slightly agree slightly disagree

strongly disagree

I can tell if someone is masking their true emotion.

strongly agree slightly agree slightly disagree

strongly disagree

I am good at predicting what someone will do.

strongly agree slightly agree slightly disagree

strongly disagree

I tend to get emotionally involved with a friend's problems.

strongly agree slightly agree slightly disagree

strongly disagree

Page 3

Rate the statements below for **how accurately they reflect the way you generally feel and behave**. Do not rate what you think you should do, or wish you do, or things you no longer do. Please be as honest as possible. There are no right or wrong answers.

I am at my best when doing something that is complex or challenging.

- Very slightly or not at all. A little. Moderately. Quite a bit.
 Extremely.

I frequently seek out opportunities to challenge myself and grow as a person.

- Very slightly or not at all. A little. Moderately. Quite a bit.
 Extremely.

I am the type of person who really enjoys the uncertainty of everyday life.

- Very slightly or not at all. A little. Moderately. Quite a bit.
 Extremely.

I actively seek as much information as I can in new situations.

- Very slightly or not at all. A little. Moderately. Quite a bit.
- Extremely.

I am always looking for experiences that challenge how I think about myself and the world.

- Very slightly or not at all. A little. Moderately. Quite a bit.
- Extremely.

Everywhere I go, I am out looking for new things or experiences.

- Very slightly or not at all. A little. Moderately. Quite a bit.
- Extremely.

I am the kind of person who embraces unfamiliar people, events, and places.

- Very slightly or not at all. A little. Moderately. Quite a bit.
- Extremely.

I view challenging situations as an opportunity to grow and learn.

- Very slightly or not at all. A little. Moderately. Quite a bit.

Extremely.

I prefer jobs that are excitingly unpredictable.

Very slightly or not at all. A little. Moderately. Quite a bit.

Extremely.

I like to do things that are a little frightening.

Very slightly or not at all. A little. Moderately. Quite a bit.

Extremely.

Here are a number of characteristics that may or may not apply to you. Rate the statements below for **how accurately they reflect the way you generally feel and behave**. Do not rate what you think you should do, or wish you do, or things you no longer do. Please be as honest as possible. There are no right or wrong answers.

I see myself as someone who has an active imagination.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who prefers work that is routine.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who is sophisticated in art, music, or literature.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who is curious about many different things.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who is inventive.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little

Agree strongly

I see myself as someone who is original, comes up with new ideas.

Disagree strongly

Disagree a little

Neither agree nor disagree

Agree a little

Agree strongly

I see myself as someone who likes to reflect, play with ideas.

Disagree strongly

Disagree a little

Neither agree nor disagree

Agree a little

Agree strongly

I see myself as someone who is ingenious, a deep thinker.

Disagree strongly

Disagree a little

- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who has few artistic interests.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

I see myself as someone who values artistic, aesthetic experiences.

- Disagree strongly
- Disagree a little
- Neither agree nor disagree
- Agree a little
- Agree strongly

Please DO NOT click "next" just yet.

You are stopping here for a while, and continuing later. Please click "save

and continue later", and hand the iPad to the researcher.

Prior to this session, had you played the 'No Russian' level of this game (Call of Duty: Modern Warfare 2) before?

- Yes, with the same type of controller.
- Yes, but with a different type of controller.
- No, but I have watched someone else play/watched it on YouTube/etc.
- No, I had never played nor seen this level before.

I could laugh about it.

- not at all slightly moderately fairly extremely

I felt successful.

- not at all slightly moderately fairly extremely

It seemed as though I actually took part in the action of the game.

Please rate your experience on a scale of 1-5.

- 1 (I do not agree at all.)
- 2
- 3
- 4
- 5 (I fully agree.)

I felt like I was actually there in the environment of the game.

Please rate your experience on a scale of 1-5.

- 1 (I do not agree at all.)
- 2

- 3
- 4
- 5 (I fully agree.)

I found it impressive.

- not at all
- slightly
- moderately
- fairly
- extremely

While playing the game, how often did you feel disgusted, like something is sickening?

(Please note, this is phrased as asking you a question, rather than asking how strongly you agree with a statement.)

- Rarely or Never
- Hardly Ever
- Sometimes
- Often
- Very Often

I felt good.

- not at all
- slightly
- moderately
- fairly
- extremely

I felt completely absorbed.

- not at all slightly moderately fairly extremely

I felt tense.

- not at all slightly moderately fairly extremely

While playing the game, how often did you feel regret, or sorry about something you did?

- Rarely or Never
- Hardly Ever
- Sometimes
- Often
- Very Often

I felt that I was learning.

- not at all slightly moderately fairly extremely

I felt content.

- not at all slightly moderately fairly extremely

I felt like I could move around among the objects in the game.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I was fast at reaching the game's targets.

not at all slightly moderately fairly extremely

I had the impression that I could be active in the environment of the game.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I felt challenged.

- not at all slightly moderately fairly extremely

While playing the game, how often did you feel like something stinks, or put a bad taste in your mouth?

(Please note, this is phrased as asking you a question, rather than asking how strongly you agree with a statement.)

- Rarely or Never
- Hardly Ever
- Sometimes
- Often
- Very Often

While playing the game, how often did you feel like things are so rotten they could make you sick?

(Please note, this is phrased as asking you a question, rather than asking how strongly you agree with a statement.)

- Rarely or Never
- Hardly Ever
- Sometimes
- Often

Very Often

The objects in the game gave me the feeling that I could do things with them.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I felt frustrated.

not at all slightly moderately fairly extremely

I was interested in the game's story.

not at all slightly moderately fairly extremely

I felt skillful.

not at all slightly moderately fairly extremely

I found it tiresome.

- not at all slightly moderately fairly extremely

While playing the game, how often did you feel like you ought to be blamed for something?

(Please note, this is phrased as asking you a question, rather than asking how strongly you agree with a statement.)

- Rarely or Never
 Hardly Ever
 Sometimes
 Often
 Very Often

I felt annoyed.

- not at all slightly moderately fairly extremely

I felt stimulated.

- not at all slightly moderately fairly extremely

I thought about other things.

not at all slightly moderately fairly extremely

I thought it was hard.

not at all slightly moderately fairly extremely

I had to put a lot of effort into it.

not at all slightly moderately fairly extremely

It was aesthetically pleasing.

not at all slightly moderately fairly extremely

I enjoyed it.

not at all slightly moderately fairly extremely

I was good at it.

not at all slightly moderately fairly extremely

It seemed to me that I could do whatever I wanted in the environment of the

game.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I felt happy.

not at all slightly moderately fairly extremely

I lost connection with the outside world.

not at all slightly moderately fairly extremely

I was deeply concentrated in the game.

not at all slightly moderately fairly extremely

I was distracted.

not at all slightly moderately fairly extremely

It felt like a rich experience.

not at all slightly moderately fairly extremely

I felt irritable.

not at all slightly moderately fairly extremely

It was as though my true location had shifted into the environment of the game.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I felt as though I was physically present in the environment of the game.

Please rate your experience on a scale of 1-5.

1 (I do not agree at all.)

2

3

4

5 (I fully agree.)

I was bored by the story.

not at all slightly moderately fairly extremely

I felt strong.

not at all slightly moderately fairly extremely

I forgot everything around me.

not at all slightly moderately fairly extremely

I lost track of time.

not at all slightly moderately fairly extremely

While playing the game, how often did you feel like you did something

wrong?

(Please note, this is phrased as asking you a question, rather than asking how strongly you agree with a statement.)

- Rarely or Never
- Hardly Ever
- Sometimes
- Often
- Very Often

I felt imaginative.

- not at all
- slightly
- moderately
- fairly
- extremely

I felt bored.

- not at all
- slightly
- moderately
- fairly
- extremely

I felt that I could explore things.

- not at all
- slightly
- moderately
- fairly
- extremely

I felt restless.

not at all slightly moderately fairly extremely

When I tried to shoot or attack, the controls made it seem realistic.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

I felt like the controller was an extension of my body.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6

7 (Strongly agree)

The actions used to interact with the game environment were similar to the actions that would be used to do the same things in the real world.

Please rate your experience on a scale of 1-7.

1 (Strongly disagree)

2

3

4

5

6

7 (Strongly agree)

The manner in which I used the controller in this game seemed natural.

Please rate your experience on a scale of 1-7.

1 (Strongly disagree)

2

3

4

5

6

7 (Strongly agree)

The way in which I controlled my character with the controller itself made the game seem more realistic.

Please rate your experience on a scale of 1-7.

1 (Strongly disagree)

2

3

4

5

6

7 (Strongly agree)

The game controls seemed natural.

Please rate your experience on a scale of 1-7.

1 (Strongly disagree)

2

3

4

- 5
- 6
- 7 (Strongly agree)

The actions I performed with the controller were closely connected to the actions that resulted in the game environment.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

Trying to dodge attacks was similar to how I would dodge attacks in real life.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2

- 3
- 4
- 5
- 6
- 7 (Strongly agree)

The controller allowed me to do everything I needed to, to be successful in the game.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

Shooting and attacking in the game was similar to how I would shoot and attack in real life.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

When playing the game, my hands and arms felt very much like they would if I were to attack someone in real life.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

The way in which I moved my body to control my character felt realistic.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

It was difficult to control my character and his behaviour in the game.

Please rate your experience on a scale of 1-7.

- 1 (Strongly disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Strongly agree)

To what extent did you feel detached or engaged with the game?

Please rate your experience on a scale of 1-7.

- 1 (Completely detached)
- 2
- 3
- 4
- 5
- 6
- 7 (Completely engaged)

To what extent did you find the game primarily repulsive, versus primarily fun/arousing?

Please rate your experience on a scale of 1-7.

- 1 (Primarily repulsive)
- 2
- 3
- 4
- 5
- 6

7 (Primarily fun)

Did you think the focus of the game developers was on causing moral indignation, or on depicting a violent fantasy?

Please rate your experience on a scale of 1-7.

1 (Causing moral indignation)

2

3

4

5

6

7 (Depicting violent fantasy)

After playing this scene, would you like to play more of the game?

Please rate your experience on a scale of 1-7.

1 (Not at all)

2

3

4

5

- 6
- 7 (Very much so)

To what extent were you focused mainly on 'style' (e.g. gameplay, visuals, the controls etc) than events?

Please rate your experience on a scale of 1-7.

- 1 (Mainly on 'style')
- 2
- 3
- 4
- 5
- 6
- 7 (Mainly on events.)

Did playing the level primarily evoke feelings or thoughts?

Please rate your experience on a scale of 1-7.

- 1 (Primarily feelings)
- 2
- 3
- 4

- 5
- 6
- 7 (Primarily thoughts)

Did it make a difference for your experience of the game that you knew that the events depicted were fictional?

Please rate your experience on a scale of 1-7.

- 1 (Not at all)
- 2
- 3
- 4
- 5
- 6
- 7 (Very much so)

To what extent could you feel the drive of your character?

Please rate your experience on a scale of 1-7.

- 1 (Not at all)
- 2
- 3

- 4
- 5
- 6
- 7 (To a great extent)

To what extent could you feel the emotions of the victims?

Please rate your experience on a scale of 1-7.

- 1 (Not at all)
- 2
- 3
- 4
- 5
- 6
- 7 (To a great extent)

Did you find the game stylistically beautiful?

For example, in terms of visuals, gameplay, and controls. *Please rate your experience on a scale of 1-7.*

- 1 (Not at all stylistically beautiful.)
- 2

- 3
- 4
- 5
- 6
- 7 (Very stylistically beautiful.)

How plausible did you find the events to be?

Please rate your experience on a scale of 1-7.

- 1 (Completely implausible)
- 2
- 3
- 4
- 5
- 6
- 7 (Very plausible)

How tense did you find the events in the game?

Please rate your experience on a scale of 1-7.

- 1 (Not at all tense)

2

3

4

5

6

7 (Extremely tense)

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