

University of
Portsmouth

Study: Mimetic Game Interfaces and Player Experience

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Your assigned ID number

Your assigned condition.

For researcher use only. Please do not alter this.

1

2

3

Age

How old are you currently, in years?

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

What is your gender?

- Male
- Female
- Non-Binary
- Please specify

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.

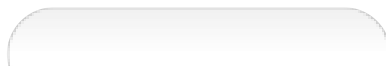
How often do you play digital games of any sort?

- 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 / Mac
- Xbox 360/ Xbox One / PS3 / PS4 (using a gamepad)
- Wii / Wii U (using Wii Remote or GamePad)
- Xbox or PlayStation consoles, using Kinect or Move
- Mobile/Tablet
- Handheld (Nintendo DS/3DS or PlayStation Vita)

Have you used an Oculus Rift virtual reality headset before?



Have you used a Razer Hydra Motion Control device before?

Yes

No

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.

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

- strongly agree slightly agree slightly disagree
 strongly disagree

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

- 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

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

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

- 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

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

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 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 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.

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 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 like to do things that are a little frightening.

- 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 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 prefer jobs that are excitingly unpredictable.

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

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

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You are stopping here for a while, and continuing later.

Please hand the iPad to the researcher.

Please DO NOT click "next" just yet.

Was participant able to complete the game?

Yes No

At the end of the game, did you feel regret, or sorry about something you did?

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

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)

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 (It made no difference)
- 2
- 3
- 4
- 5
- 6
- 7 (It made all the difference)

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.)

At the end of the game, how strongly did you feel like you did something wrong?

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

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)

At the end of the game, how strongly did you feel like you ought to be blamed for something?

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

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.)

To what extent could you feel the emotions of your climbing partner?

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 did you find the game primarily upsetting or repulsive, versus primarily fun?

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

- 1 (Primarily upsetting)

- 2
- 3
- 4
- 5
- 6
- 7 (Primarily fun)

To what extent could you feel the drive or motivations 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)

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)

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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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 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 as if I were looking at my own hand

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

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

It seemed as if I were sensing the movement of my fingers in the location where the virtual fingers moved.

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

- 1 (Totally disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Totally 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 felt as if the virtual hands were my hands

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

- 1 (Totally disagree)
- 2
- 3
- 4
- 5
- 6
- 7 (Totally 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.)

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 as if the virtual hands were part of my body

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

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

7 (Totally agree)

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.)

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.)

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.)

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Climbing in the game was similar to how I would climb 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 I tried to look around, 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)

Trying to look around the environment was similar to how I would look around the environment 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 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 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)

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)

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 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)

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)

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

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 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)

It was difficult to control my character's 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)

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 forgot everything around me.

- not at all slightly moderately fairly extremely

I lost track of time.

- not at all slightly moderately fairly extremely

I felt completely absorbed.

- not at all slightly moderately fairly extremely

I felt that I could explore things.

- 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

It was aesthetically pleasing.

- not at all slightly moderately fairly extremely

I found it impressive.

- not at all slightly moderately fairly extremely

I felt imaginative.

- not at all slightly moderately fairly extremely

It felt like a rich experience.

- not at all slightly moderately fairly extremely

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