

THE EFFECT OF STORY ON PLAYER EXPERIENCE - APPENDICES

SCREENSHOTS OF THE TWO VERSIONS

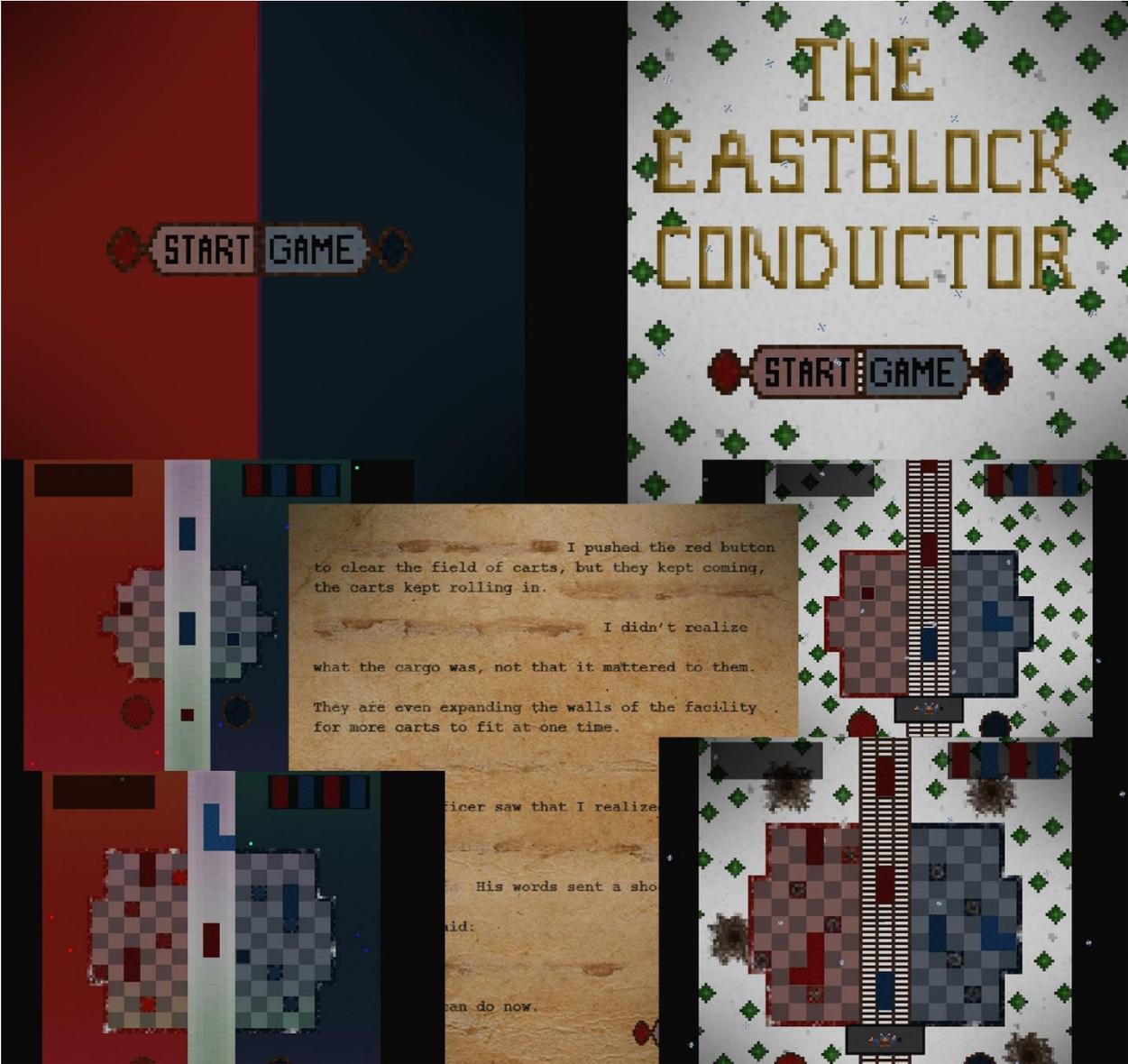


Figure 1: Composition of screenshots of both versions of the game

GAME EXPERIENCE QUESTIONNAIRE

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