**MEEGA+KIDS  
Questionnaire for evaluating the quality of games in K-12**

Game title: *<Complete before printing>*

We would like you to answer the questions below about your perception of the quality of the game to help us improve it. All data are collected anonymously and will only be used in the context of this research. Some photos may be made as a record of this activity, but will not be published without authorization.

Researcher/Instructor’s name *<Complete before printing>* Place and date: *<Complete before printing>*

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| **Demographic Information** | |
| Instituition | *<Complete before printing>* |
| School year | *<Complete before printing>* |
| Course | *<Complete before printing>* |
| Age |  |
| Gender | ⬜ Boy  ⬜ Girl |
| How often do you play digital games? | ⬜ Never  ⬜ Rarely  ⬜ At least once a month  ⬜ At least once a week  ⬜ Every day |
| How often do you play non-digital games (card or board games, etc.)? | ⬜ Never  ⬜ Rarely  ⬜ At least once a month  ⬜ At least once a week  ⬜ Every day |

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| Please, **select an option** according to how much you agree or disagree with each statement below. | | | | | |
| **Statements** | **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| The game design is attractive (game board, cards, etc.). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The font and colors of the game match. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The size and style of fonts used in the game are easy to read. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The colors used in the game are meaningful. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Learning to play this game was easy for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game rules are clear and easy to understand. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I think that the game is easy to play. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The organization of the content helped me to become confident that I would learn with this game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| This game is appropriately challenging for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game provides new challenges (offers new obstacles, situations or variations) at an appropriate pace. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game does not become monotonous as it progresses (repetitive or boring tasks). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Completing the game tasks gave me a satisfying feeling of accomplishment. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| It is due to my personal effort that I managed to advance in the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| **Statements** | **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| I feel satisfied with the things that I learned from the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I would recommend this game to my colleagues. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I was able to interact with other people during the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game promotes cooperation and/or competition among the players. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I felt good interacting with other players during the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I had fun with the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Something happened during the game that made me smile. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| There was something interesting at the beginning of the game that captured my attention. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I was so involved in the game that I lost track of time. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game’s content is of my interest. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| It is clear to me how the contents of the game are related to the course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I learned content of the course with this game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I prefer learning with this game than through other ways (e.g. expositive lectures given by the teacher). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

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| **Select the correct answer. Each question has a SINGLE correct answer.** |
| *<Incluide multiple-choice questions to assess the achievement of the learning objectives>* |

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| What did you learn playing the game? |  |
| What did you like about the game? |  |
| What do you think was bad? |  |
| Any further comment? |  |

Thanks a lot for your contribution!