**Questionnaire for the evaluation of the quality of games**

Game title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Please, help us improve the game answering the following questions. All information is collected anonymously and will be used only in a summarized way in the context of this game evaluation.

Instructor name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Place and date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Demographic Information** |
| Institution: |  |
| Course/degree: |  |
| Subject: |  |
| Age group: | ⬜ Under 18 years⬜ 18 to 28 years⬜ 29 to 39 years⬜ 40 to 50 years⬜ Over 50 years |
| Gender: | ⬜ Male ⬜ Female |
| How often do you play digital games? | ⬜ Never⬜ Rarely: from time to time⬜ Monthly: at least once a month⬜ Weekly: at least once a week⬜ Daily: every day. |
| How often do you play non-digital games (card or board games, etc.)? | ⬜ Never⬜ Rarely: from time to time⬜ Monthly: at least once a month⬜ Weekly: at least once a week⬜ Daily: every day. |

Please, **select an option** according to how much you agree or disagree with each statement below.

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| **Usability** |
| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| The game design is attractive (interface, graphics, boards, cards, etc.). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The text font and colors are well blended and consistent. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I needed to learn a few things before I could play the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Learning to play this game was easy for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I think that most people would learn to play this game very quickly. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I think that the game is easy to play. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game rules are clear and easy to understand. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The fonts (size and style) used in the game are easy to read. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The colors used in the game are meaningful. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

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| **Player Experience** |
| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| The contents and structure 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. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| 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 players 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 (game elements, competition, etc.) which made me smile. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| There was something interesting at the beginning of the game that captured my attention. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I was so involved in my gaming task that I lost track of time. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I forgot about my immediate surroundings while playing this game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game contents are relevant to my interests. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| It is clear to me how the contents of the game are related to the course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| This game is an adequate teaching method for this course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I prefer learning with this game to learning through other ways (e.g. other teaching methods). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game contributed to my learning in this course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game allowed for efficient learning compared with other activities in the course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| This statement is repeated for each goal of the game.The game contributed to <*verb as level of the learning goal (cognitive, psychomotor, affective)*> <*goal/concept*>.An example in accordance with the learning goals of SCRUMIA (Gresse von Wangenheim et al., 2013):The game contributed to *recall* the concepts from *Sprint Planning*. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

Please list three strong aspects of the game:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Please give three suggestions to improve the game:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Any further comment?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Thanks a lot for your contribution!