

User Response Questionnaire

Please answer the following questions about the game session of *Demeter* that you just finished playing.

Story Structure – concerning the events and characters.

1. The game session had a story-like structure.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

2. The game session had a clear beginning, middle, and end.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

3. The events of the game were logically related to each other.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

4. Earlier events led to later events in a coherent and understandable way.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

5. The other characters' actions seemed to be consistent with their apparent goals and personalities.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

6. Were there any important events that seemed irrelevant to the main storyline? If so, what were they?

7. Please share any other comments you have regarding the game's story structure:

User Agency – concerning your interactions with the game.

1. I knew what actions were possible to performed within the game.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

2. I was able to construct commands that the game understood.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

3. I was sufficiently able to direct my character's actions in the game world—such as moving from place to place, manipulating objects, talking to other characters, etc.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

4. My actions seemed to have a significant impact on the course of the story.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

5. I believe the story would have been different had I performed different actions.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

6. I believe the story would have been better had I performed different actions.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

7. Were there any actions you wanted to perform that were not possible or produced an error? If yes, what were they?

8. Were there any actions you performed that had surprising or unexpected results? If yes, what were they?

Although unexpected, were the results believable consequences of your actions?

9. Were there any actions you performed that you felt should have had a greater impact on the story? If yes, what were they?

10. Please share any other comments you have regarding the control of your character or your influence over the story:

Satisfaction – concerning your overall game experience.

1. I enjoyed playing this game.

5 - strongly agree 4 - agree 3 - neutral 2 - disagree 1 - strongly disagree

2. What was the most enjoyable aspect of this game?

3. What was the least enjoyable aspect of this game?

4. What could have been done differently to improve your experience?