Questionnaire for the user study presented in “Point of Equilibrity. A narrative video game on decision-making during the covid-19 pandemic crisis”

How would you manage the Sars-CoV-2 pandemic;

Invitation to play a game and participate in a research survey:  
  
We invite you to take part in the evaluation of a prototype serious game which was developed at the Department  of Cultural Technology and Communication, University of the Aegean in Greece as part of an undergraduate project.  
   
The project "Point of Equilibrity" (PoE) was designed and developed by Aristotelis Magklis and Alexandros Kapralos, and supervised by Dr Angeliki Chrysanthi and Dr Vlasis Kasapakis. PoE is a simulated pandemic management environment where players have to make important decisions that will determine the end of a health crisis while taking into account significant historic and topical events, as well as possible economic, political and social implications.  
  
The aim of the research project which we undertake in collaboration with our partners from Athena Research & Innovation Centre, is to understand whether informed perspectives can influence how people shape opinions and make decisions in the present times of crisis and if so, how? In the context of this experimental research you will have the opportunity to:  
  
1) play Point of Equilibrity  
2) fill in a survey concerning your experience  
  
The total duration in this experience is approximately 30 minutes (unless you wish to play the game over and over again!). Your answers are confidential and will be used exclusively for the purposes of this research. Please, fill in your details in the following form and we will contact you for the survey.  
  
So if you were in charge, how would you manage the Sars-CoV-2 pandemic?

# Demographics and General Questions

1. Country
2. Nationality
3. Your age is...

* Less than 17
* 18-25
* 26-35
* 36-50
* more than 50

1. Gender...

* Male
* Female
* Other
* I'd rather not say...

1. Which of the following statements characterize you the most?

* I often play videogames.
* I occasionally play videogames.
* I have rarely played videogames in my life.
* I have never played videogames in my life.

1. Which of the following phrases would you use to describe your views on the pandemic Covid-19 before the experience? (You can choose more than one answers)

* I don't believe that Sars-CoV-2 exists or/and that the pandemic is created in labs.
* I believe that Sars-CoV-2 exists but I don't support strict measures for managing the pandemic.
* I believe that the pandemic Covid-19 was used as an excuse to enforce certain policies and laws.
* Ι follow the measures as directed by the law but I do not always agree with them.
* I believe that we should follow the measures to contain the spread of the virus.
* Ι follow the measures not only because the law directs it but also because I agree with them

# Personality type and decision making

## B1 Decision making

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| 1 | Do you enjoy making decisions? | 🞆 | 🞆 | 🞆 | 🞆 |
| 2 | Do you rely on 'gut feeling' when making decisions? | 🞆 | 🞆 | 🞆 | 🞆 |
| 3 | Do you like to consult with others? | 🞆 | 🞆 | 🞆 | 🞆 |
| 4 | Are practicalities more important than principles? | 🞆 | 🞆 | 🞆 | 🞆 |
| 5 | Do you decide without considering all the implications? | 🞆 | 🞆 | 🞆 | 🞆 |
| 6 | Do you change your mind about things? | 🞆 | 🞆 | 🞆 | 🞆 |
| 7 | Do you take the safe option if there is one? | 🞆 | 🞆 | 🞆 | 🞆 |
| 8 | Do you avoid making decisions if you can? | 🞆 | 🞆 | 🞆 | 🞆 |
| 9 | Do you plan well ahead? | 🞆 | 🞆 | 🞆 | 🞆 |
| 10 | Do you favour first one option then another? | 🞆 | 🞆 | 🞆 | 🞆 |
| 11 | Do you carry on looking for something better? | 🞆 | 🞆 | 🞆 | 🞆 |
| 12 | Do you find it difficult to think clearly? | 🞆 | 🞆 | 🞆 | 🞆 |
| 13 | Do you make up your own mind about things? | 🞆 | 🞆 | 🞆 | 🞆 |
| 14 | Do you avoid taking advice over decisions? | 🞆 | 🞆 | 🞆 | 🞆 |
| 15 | Do you work out all the pros and cons? | 🞆 | 🞆 | 🞆 | 🞆 |

## B2 Personality type

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| 1 | I don’t mind being the center of attention. | 🞆 | 🞆 | 🞆 | 🞆 |
| 2 | I am not concerned with the problems of others. | 🞆 | 🞆 | 🞆 | 🞆 |
| 3 | I am always prepared | 🞆 | 🞆 | 🞆 | 🞆 |
| 4 | I have very vivid imagination | 🞆 | 🞆 | 🞆 | 🞆 |
| 5 | I am easily stressed | 🞆 | 🞆 | 🞆 | 🞆 |
| 6 | I feel comfortable being with people. | 🞆 | 🞆 | 🞆 | 🞆 |
| 7 | I am not tidy | 🞆 | 🞆 | 🞆 | 🞆 |
| 8 | My mood can change quickly. | 🞆 | 🞆 | 🞆 | 🞆 |
| 9 | I have a rich vocabulary | 🞆 | 🞆 | 🞆 | 🞆 |
| 10 | I dedicate time to others. | 🞆 | 🞆 | 🞆 | 🞆 |
| 11 | I have many new ideas. | 🞆 | 🞆 | 🞆 | 🞆 |
| 12 | I am usually relaxed | 🞆 | 🞆 | 🞆 | 🞆 |
| 13 | I can easily start a conversation. | 🞆 | 🞆 | 🞆 | 🞆 |
| 14 | I make others feel comfortable. | 🞆 | 🞆 | 🞆 | 🞆 |
| 15 | I like to have a fixed schedule. | 🞆 | 🞆 | 🞆 | 🞆 |

# C Quality of the game experience

## A. Engagement and immersion

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| A1 | I was totally absorbed by the experience. | 🞆 | 🞆 | 🞆 | 🞆 |
| A2 | Ι hardly noticed the time passing. | 🞆 | 🞆 | 🞆 | 🞆 |
| A3 | I felt tense and excited. | 🞆 | 🞆 | 🞆 | 🞆 |
| A4 | The experience was too long. | 🞆 | 🞆 | 🞆 | 🞆 |
| A5 | I could not concentrate. | 🞆 | 🞆 | 🞆 | 🞆 |

## B. Affective connection

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| B1 | I felt that I could identify with the story characters and plot. | 🞆 | 🞆 | 🞆 | 🞆 |
| B2 | I was transferred to another world and lost track of time. | 🞆 | 🞆 | 🞆 | 🞆 |
| B3 | Some parts of the story moved me in an emotional level. | 🞆 | 🞆 | 🞆 | 🞆 |
| B4 | Some parts of the story made me feel uncomfortable. | 🞆 | 🞆 | 🞆 | 🞆 |
| B5 | Some parts of the experience seemed relevant to the real world. | 🞆 | 🞆 | 🞆 | 🞆 |

## C. Learning and Cognitive stimulation

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| C1 | The experience expanded my views with new ideas. | 🞆 | 🞆 | 🞆 | 🞆 |
| C2 | I felt challenged and provoked. | 🞆 | 🞆 | 🞆 | 🞆 |
| C3 | It made me think things differently. | 🞆 | 🞆 | 🞆 | 🞆 |
| C4 | The experience did not challenge me mentally. | 🞆 | 🞆 | 🞆 | 🞆 |
| C5 | I will be probably thinking this experience for some time. | 🞆 | 🞆 | 🞆 | 🞆 |

## D. General game experience

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| D1 | The flow of the experience was without issues. | 🞆 | 🞆 | 🞆 | 🞆 |
| D2 | I would try again a similar experience. | 🞆 | 🞆 | 🞆 | 🞆 |
| D3 | I would try this experience with immersive VR equipment. | ~~🞆~~ | ~~🞆~~ | ~~🞆~~ | ~~🞆~~ |
| D4 | I would like to try a similar experience with more choices. | 🞆 | 🞆 | 🞆 | 🞆 |
| D5 | I would have liked to share this experience with a co-player. | 🞆 | 🞆 | 🞆 | 🞆 |

## E. Decision making and perspective taking

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | Completely disagree | Disagree | Agree | Completely agree |
| E1 | I understand better people that are called to make similar decisions in real life. | 🞆 | 🞆 | 🞆 | 🞆 |
| E2 | My actions in the game were based on specific information I received in key points. | 🞆 | 🞆 | 🞆 | 🞆 |
| E3 | My choices in the game were affected by the choices of my previous actions. | 🞆 | 🞆 | 🞆 | 🞆 |
| E4 | The experience affected my perspective and views in real life. | 🞆 | 🞆 | 🞆 | 🞆 |
| E5 | The experience gave me new understanding for people different than me or other cultures different than mine. | 🞆 | 🞆 | 🞆 | 🞆 |
| E6 | The experience gave new meaning to what is currently happening in real life. | 🞆 | 🞆 | 🞆 | 🞆 |

# E. General impressions

1. Which ending did you see in the game?

* The game concludes showing the news on TV, where two journalists and a minister discuss how important it was that the government managed, through the measures, to contain the pandemic and, at the same time, maintain the trust of the citizens.
* After the last press conference, the prime minister goes to his office and receives a letter from one citizen thanking him for the way he managed the pandemic
* The news report that during the elections the prime minister’s party lost, after the unsuccessful communication management during the pandemic
* The news show images of riots. At the council it is discussed that the prime minister should urgently leave the country because the situation is dangerous. The prime minister is at his office, writing his resignation letter.

1. Please record the three aspects of the experience that you most liked.
2. Please record the three aspects of the experience that you least liked
3. Which part of the experience, if any, drew your attention and why?
4. What decision – if any – was the most difficult to make and why?
5. Do you think that the experience changed in any way your views about the pandemic? If so, which aspect and how?