The Game Experience Questionnaire

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Human Technology Interaction

Abstract

This document contains the English version of the Game Experience Questionnaire. The development and testing of the Game Experience Questionnaire is described in project Deliverable 3.3.

The Game Experience Questionnaire has a modular structure and consists of:
1. The core questionnaire
2. The Social Presence Module
3. The Post-game module.

In addition to these modules, a concise in-game version of the GEQ was developed. All three modules are meant to be administered immediately after the game-session has finished, in the order given above. Part one and two probe the players’ feelings and thoughts while playing the game; Part 3, the post-game module, assesses how players felt after they had stopped playing.

Part 1 is the core part of the GEQ. It assesses game experience as scores on seven components: Immersion, Flow, Competence, Positive and Negative Affect, Tension, and Challenge. For a robust measure, we need five items per component. As translation of questionnaire items, no matter how carefully performed, sometimes results in suboptimal scoring patterns, we have added a spare item to all components. After the first use of the translated GEQs, scale analyses will be performed to check whether any item should be discarded or replaced.

Part 2, the social presence module, investigates psychological and behavioural involvement of the player with other social entities, be they virtual (i.e., in-game characters), mediated (e.g., others playing online), or co-located. This module should only be administered when at least one of these types of co-players were involved in the game.

Part 3, the post-game module, assesses how players felt after they had stopped playing. This is a relevant module for assessing naturalistic gaming (i.e., when gamers have voluntarily decided to play), but may also be relevant in experimental research.

The In-game version of the GEQ is a concise version of the core questionnaire. It has an identical component structure and consists of items selected from this module. The in-game questionnaire is developed for assessing game experience at multiple intervals during a game session, or play-back session. This should facilitate the validation of continuous and real-time indicators some of the partners in the FUGA project are developing.

Fingerprint

Keywords

Game experience, Digital games, digital gaming, Questionnaires
Abstract: Despite lacking a formal peer-reviewed publication, the Game Experience Questionnaire (GEQ) is widely applied in games research, which might risk the proliferation of erroneous study implications. This concern motivated us to conduct a systematic literature review of 73 publications, analysing how and why the GEQ and its variants have been employed in current research. Besides inconsistent reporting of psychometric properties, we found that misleading citation practices with regards to the source, rationale and number of items reported were prevalent, which in part seem to stem from 2. the game experience questionnaire. Wijnand IJsselsteijn and his colleagues tend to come from a human factors and usability perspective. However, when it comes to studying video games and the game experience, they rightly note that we must go beyond the now traditional concepts of user-centered design and user testing. Indeed, some researchers justified their decision to not use the GEQ, based on their observation that "the GEQ and its validation has not been published in its entirety except for overview articles" ([8], p.1071). Systematic Review and Validation of the Game Experience Questionnaire (GEQ) – Implications for Citation and Reporting Practice. Preprint. Aug 2018. I am currently doing a research about computer games and in my experiment set up I need to asses each players gaming experience via Gaming Experience Questionnaire (GEQ). Is there any place I can obtain a sample GEQ and the scoring criteria?

begingroup$ Where have you seen this questionnaire before? Is there a paper that references it or uses it?

endgroup$ – Josh de Leeuw Aug 27 '15 at 18:21 add a comment | 0. active oldest votes. Browse other questions tagged experimental-psychology video-games or ask your own question. asked. 3 years, 5 months ago.