Sample Questionnaire

Note: It is semi-structured for an interview and questions might be added at the moment.

1st DEMOGRAPHIC SURVEY (Before Gameplay)
Age:
Gender:
no response/ female/ male

2nd DEMOGRAPHIC SURVEY (Before Gameplay)
Highest level of education completed:
no response/ high school (or equivalent)/ associate’s degree (or equivalent)/ bachelor’s degree (or equivalent)/ master’s degree (or equivalent)/ Ph.D. (or equivalent)

How long have you known your partner?
Less than a month/ less than 6 months/ less than 1yr/ less than 5 yrs./ more than 5yrs

Relationship with your partner?
Friends/ in a relationship/ Engaged/ Spouse/ Stranger/ Acquaintance/ any other/ none

How long you have been in this relationship?

SURVEY QUESTIONS (Before gameplay)
Which genre of games do you usually prefer?
Action/ Adventure/ Arcade/ First-Person shooter/ Puzzle/ any other/ none

How often do you play video games?
Daily/ every few days/ weekly/ every few weeks/ every few months/ less often than every few months

Have you ever played Portal 2 before (Yes/ No)?

Have you finished the game (Yes/ No)?

Have you played in the co-op mode (Yes/ No)?

Have you finished the co-op mode (Yes/ No)?

If yes, how recent was the last time you played it?
In this month/ in the last 6 months/ in the last one year/ any other (please specify)

Xbox 360 controller (Before Gameplay)

When was the first time you ever used a Microsoft Xbox 360 controller?
Last few days/ last few weeks/ last few months/ last year/ last 5 years/ last 10 years/ never

How recent was the last time you used a Microsoft Xbox 360 controller?
Last few days/ last few weeks/ last few months/ last year/ last 5 years/ last 10 years/ never
After the Gameplay

1. Were you quickly able to understand how to communicate with your partner? *(after every game)*
   
   1/2/3/4/5 (1 being the quickest)

   Game 1:
   Game 2:
   Game 3:
   Game 4:

2. How well did you communicate? *(after every game)*

   1/2/3/4/5 (5 being the best)

   Game 1:
   Game 2:
   Game 3:
   Game 4:

3. Which mode of communication according was most effective while playing the game?
   Chat (ping)/voice /gestures

4. Did you have all the required information needed to play the game?
   1/2/3/4/5 (5 means you understood very well)

Interview Questions

1. What did you find particularly easy or difficult during the gameplay? Explain.
2. Which communication mechanism according to you was the most effective and why?
3. Do you think knowing your partner for long helped you playing the game in a better way? How?
4. What was your main focus while playing the game?
**NASA TLX Assessment after the Session (before the gameplay)**

**NASA Task Load Index**

Hart and Staveland’s NASA Task Load Index (TLX) method assesses workload on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

<table>
<thead>
<tr>
<th>Name</th>
<th>Task</th>
<th>Date</th>
</tr>
</thead>
</table>

**Mental Demand**

How mentally demanding was the task?

Very Low | Very High

**Physical Demand**

How physically demanding was the task?

Very Low | Very High

**Temporal Demand**

How hurried or rushed was the pace of the task?

Very Low | Very High

**Performance**

How successful were you in accomplishing what you were asked to do?

Perfect | Failure

**Effort**

How hard did you have to work to accomplish your level of performance?

Very Low | Very High

**Frustration**

How insecure, discouraged, irritated, stressed, and annoyed were you?

Very Low | Very High
NASA TLX Assessment after the Session (after game 1)

**NASA Task Load Index**

Hart and Staveland's NASA Task Load Index (TLX) method assesses workload on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

<table>
<thead>
<tr>
<th>Name</th>
<th>Task</th>
<th>Date</th>
</tr>
</thead>
</table>

**Mental Demand**  How mentally demanding was the task?  
Very Low | Very High

**Physical Demand**  How physically demanding was the task?  
Very Low | Very High

**Temporal Demand**  How hurried or rushed was the pace of the task?  
Very Low | Very High

**Performance**  How successful were you in accomplishing what you were asked to do?  
Perfect | Failure

**Effort**  How hard did you have to work to accomplish your level of performance?  
Very Low | Very High

**Frustration**  How insecure, discouraged, irritated, stressed, and annoyed were you?  
Very Low | Very High
NASA TLX Assessment after the Session (after game 2)

**NASA Task Load Index**

Hart and Staveland's NASA Task Load Index (TLX) method assesses work load on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

<table>
<thead>
<tr>
<th>Name</th>
<th>Task</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Mental Demand**
How mentally demanding was the task?

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Physical Demand**
How physically demanding was the task?

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Temporal Demand**
How hurried or rushed was the pace of the task?

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Performance**
How successful were you in accomplishing what you were asked to do?

<table>
<thead>
<tr>
<th>Perfect</th>
<th>Failure</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Effort**
How hard did you have to work to accomplish your level of performance?

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Frustration**
How insecure, discouraged, irritated, stressed, and annoyed were you?

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
NASA TLX Assessment after the Session (after game 3)

**NASA Task Load Index**

Hart and Staveland's NASA Task Load Index (TLX) method assesses work load on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

<table>
<thead>
<tr>
<th>Name</th>
<th>Task</th>
<th>Date</th>
</tr>
</thead>
</table>

- **Mental Demand**
  - How mentally demanding was the task?
  - Very Low to Very High

- **Physical Demand**
  - How physically demanding was the task?
  - Very Low to Very High

- **Temporal Demand**
  - How hurried or rushed was the pace of the task?
  - Very Low to Very High

- **Performance**
  - How successful were you in accomplishing what you were asked to do?
  - Perfect to Failure

- **Effort**
  - How hard did you have to work to accomplish your level of performance?
  - Very Low to Very High

- **Frustration**
  - How insecure, discouraged, irritated, stressed, and annoyed were you?
  - Very Low to Very High
NASA TLX Assessment after the Session (after game 4)

**NASA Task Load Index**

Hart and Staveland's NASA Task Load Index (TLX) method assesses work load on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

<table>
<thead>
<tr>
<th>Name</th>
<th>Task Description</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mental Demand</td>
<td>How mentally demanding was the task?</td>
<td></td>
</tr>
<tr>
<td>Physical Demand</td>
<td>How physically demanding was the task?</td>
<td></td>
</tr>
<tr>
<td>Temporal Demand</td>
<td>How hurried or rushed was the pace of the task?</td>
<td></td>
</tr>
<tr>
<td>Performance</td>
<td>How successful were you in accomplishing what you were asked to do?</td>
<td></td>
</tr>
<tr>
<td>Effort</td>
<td>How hard did you have to work to accomplish your level of performance?</td>
<td></td>
</tr>
<tr>
<td>Frustration</td>
<td>How insecure, discouraged, irritated, stressed, and annoyed were you?</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Very Low</th>
<th>Very High</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>