

1. Story Structure

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

What was the single most memorable or noteworthy event from the game session you just played?

Please briefly describe the event. What made it memorable?

Concerning the events and characters...

	Strongly agree	Agree	Neutral	Disagree	Strongly disagree	N/A
The events of the game had a story-like structure.	()	()	()	()	()	()
The game session had a clear beginning, middle, and end.	()	()	()	()	()	()
The events of the game were logically related to each other.	()	()	()	()	()	()
Earlier events led to later events in a coherent and understandable way.	()	()	()	()	()	()
The other characters' actions seemed to be consistent with their apparent goals and personalities.	()	()	()	()	()	()

Were there any important events that seemed irrelevant to the main storyline?

() Yes

() No

If you answered Yes to the previous question:

Which events seemed irrelevant?

[Optional] Please share any other comments you have regarding the game's story structure.

You may also add here any clarifications regarding your answers above.

NEXT

2. User Agency

Concerning your interactions with the game...

	Strongly agree	Agree	Neutral	Disagree	Strongly disagree	N/A
I knew what actions were possible to perform within the game.	()	()	()	()	()	()
I was able to construct commands that the game understood.	()	()	()	()	()	()
I was sufficiently able to direct my character's actions in the game world, such as move from place to place, manipulate objects, talk to other characters, etc.	()	()	()	()	()	()
My actions seemed to have a significant impact on the course of the story.	()	()	()	()	()	()
I believe the story would have been	()	()	()	()	()	()

different had I performed different actions.

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

How frequently did you encounter the following situations?

	Never	Rarely	Occasionally	Frequently	Most of the time	N/A
I entered a command that caused an error message or that the game obviously did not understand.	()	()	()	()	()	()
I entered a command that the game seemed to understand but that did not have the effect I intended in the story world.	()	()	()	()	()	()
I entered a command that did something significant in the story world.	()	()	()	()	()	()
I entered a command that did something significant in the story world, but this action then failed to influence the other characters or subsequent events to the degree that I think it should have.	()	()	()	()	()	()

Were there any actions you performed that had unexpected, surprising, or amusing results?

If so, please briefly describe one or more examples. Although unexpected, were the results still believable consequences of the action you performed?

On the previous page, you described the most memorable event of the game as follows:

[User's answer to "What was the single most memorable or noteworthy event from the game session you just played?" inserted here.]

Based on your impressions of the game so far, how likely do you guess the following to be?

	Definitely	Very likely	Likely	Neutral / I don't know	Unlikely	Very unlikely	Definitely not	N/A
This event occurred as the direct result of an action I performed in the game.	()	()	()	()	()	()	()	()
If I played the game again, I could cause this event to happen again.	()	()	()	()	()	()	()	()
If I played the game again, I could avoid this event or prevent it from happening again.	()	()	()	()	()	()	()	()

[Optional] Please share any other comments you have regarding your ability to direct your character's actions in the game.

You may also add here any clarifications regarding your answers above.

NEXT

Satisfaction

Concerning your overall game experience...

	Strongly agree	Agree	Neutral	Disagree	Strongly disagree	N/A
I enjoyed playing this game.	()	()	()	()	()	()

What was the LEAST enjoyable aspect of this game?

What was the MOST enjoyable aspect of this game?

[Optional] Anything else?

If you have any other comments to share about the game or this survey that didn't seem to fit elsewhere, please enter them here.

If this is your first time through this survey, you will be taken back to the game to play a second time after hitting Submit.

SUBMIT

Thank You!

You've made to the end!

Thank you so much for your time! I really appreciate your help in completing my research.

You have been playing a version of *Demeter* in which certain features were disabled for research purposes. The normal/full version is a little better (though not by much). To learn more about the research involved, visit the [Argax Project](#).

If you want to receive a short summary of the final results of this study, you can [enter your email address](#). (To preserve your anonymity, this is handled elsewhere so that your email address is not associated with your responses here.)

