

## Questionnaire To Help Select the Appropriate Videogame – English Version

*The table below presents teachers with a series of questions to consider after selecting their videogame for use in their classroom. The questions are based on the 5 dimensions that affect videogame players as outlined in Gentile (2011). We identified the specific dimension each question relates to at the end of each question.*

<p>Answer the following questions to assess the quality and relevance of the videogame you selected for your class.</p>		
<p>1. Is the amount of play time required at home minimal? (Amount of Play)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>2. Is there a need to inform my students about the healthy usage of videogames and the creation of a suggested time-gram for gameplay time because they will be required to play a large amount of time at home (ex: explaining why it is better to play for shorter periods of time)? (Amount of Play)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>3. Are the visual presentation or game world in the video game more enticing and alluring than the real world (measures potential addictive qualities of the videogame) (Amount of Play)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>4. Are the reward systems used in the videogame appropriate? Does the game offer random reward systems (i.e. addictive, bad reinforcement)? Does the game offer predictable and tangible rewards (i.e. constructive feedback, scaffolding/progressive increase in challenge, sense of mastery in skill, etc.) (Amount of Play)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>5. Is the content of the video game aligned with my course objective? In what way? Be specific. (Content of Gameplay)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		

<p>6. How violent is the story or graphic presentation of the video game (ex: no shooting; incidental violence; a lot of violence, etc.)? (Content of Gameplay)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>7. If the videogame includes violent content, is it a primary objective or is it incidental to the story or objective in the videogame. (ex: incidental violence but focus on collaboration between other characters etc.)? (Content of Gameplay)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>8. Is the context of the game aligned with my course objective (ex: collaboration, developing problem solving abilities etc.)? (Game Context)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>9. Do the graphics and visual presentation have a positive emotional impact on the player? (Game Structure)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>10. Does the video game improve a player's visual skills? (Game Structure)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>11. Does the video game present players with a 3 dimensional virtual space or 2 dimensional virtual space? What skills will this virtual space help players master (i.e. precision, timing, spatial awareness, etc.) (Game Structure)</p>		
<p>Explain Your answer:</p>		
<p>12. Is the game mechanics difficult to master (controller uses too many buttons that are confusing, uses mouse and keyboard only etc.) mouse and keyboard, joystick etc.) (Game Mechanics)</p>		
YES	NO	NOT APPLICABLE
<p>Explain your answer:</p>		
<p>13. Based on all the questions you have answered, do you think your choice of videogame a viable option for your classroom, class content and students?</p>		
<p>Explain your answer:</p>		