

**Table S2. Feedback survey**

The feedback survey of the serious game SEGAE is made up of the following statements. When students completed the survey, all statements were randomly mixed and statement classes (e.g., Concentration) were not available.

Give your opinion about the following statements	Strongly disagree	Disagree	Agree	Strongly agree
Concentration				
The game provides content that stimulates my attention.				
I am not distracted from the tasks that the player should concentrate on.				
Generally speaking, I can remain concentrated during the game.				
I become unaware of my surroundings while playing the game.				
Workload in the game is adequate.				
Objectives				
The overall game goals were presented at the beginning of the game.				
The overall game goals were presented clearly.				
I understand the learning goals through the game.				
The goals of each session were presented at the beginning of each scene.				
Feedback				
Cooperation between players is an appropriate way to receive feedback.				
I have received immediate feedback on my actions from the indicators (income, sustainability,etc.).				
Challenge				
I enjoy the game without feeling bored or anxious.				
The more I play the game, the more my skills improve.				
Teachers provide new challenges with an appropriate timing.				
Autonomy				
I feel that I can use strategies freely.				
I feel a sense of control over the game.				
Immersion				
I forget about time passing by while playing the game.				
I experience an altered sense of time.				
I can become involved in the game.				
Interaction				
I strongly collaborate with the other students.				
Cooperation during the game is helpful to learn.				
The game encourages social interactions between players (discussion about strategies, decisions, etc.).				
Knowledge				
The game increases my knowledge.				
I understand the basic ideas of the knowledge taught.				
I try to apply my knowledge in the game.				
The game motivates the player to integrate the agroecology knowledge taught.				
I want to know more about the knowledge taught.				

Additional				
I think that the game was easy to use.				
I think that playing this game was useful to improve my understanding of agroecology.				
I enjoyed playing this game.				
For me this game and the other course materials (lectures, speech and farm visit) are complementary.				
For me working in a group was useful to improve my understanding.				
I would like to use this kind of game more often in my university classes.				
I would have preferred to use the given time to read an education book about agroecology rather than playing the game.				
I needed some time to get familiar with the game.				
I learn about agroecology, as a scientific discipline.				
I will advise students from my university to play this simulation game.				
I learn about agroecology, as an interactive set of agricultural practices.				
I feel cooperative toward the other students.				
I think that without teacher's lectures I would have been able to learn as much content as I did.				
I learn about agroecology, as a societal movement				
I understand the interactions between the actors of the agriculture sector.				
I learn about an integrated vision of agriculture.				
I know a lot of things about other European countries.				
I am aware of the day-to-day life of farms in Europe.				

Give your opinion about the following questions	Free answer
What are the 2 strengths of teachers' presentations during the training week?	
What are the 2 weaknesses of teachers' presentations during the training week?	
What are the 2 strengths of the Serious Game that you have played?	
What are the 2 weaknesses of the Serious Game that you have played?	