

GamefulQuest Questionnaire

Serious Game Evaluation Survey

Participant Information

Name: _____

Group: _____

Section I. Likert Scale Items

Instructions

Please indicate the extent to which you agree with each of the following statements based on your experience using the serious game.

Response Scale

1 = Strongly Disagree

2 = Disagree

3 = Neutral

4 = Agree

5 = Strongly Agree

Usability and Interface

1. The game design is attractive and user-friendly (interface, graphics, etc.).
2. It was necessary to learn many things in order to start using the game.
3. Learning to play this game was easy for me.
4. I believe most people can learn to play this game quickly.

5. I think the game is easy to play.
 6. The rules of the game are clear and understandable after watching the instructional video.
 7. The fonts (size and style) used in the game are legible.
 8. The colors used in the game are easy to understand.
 9. The game helps me avoid making mistakes.
 10. When a mistake is made in the game, it is easy to correct it quickly.
 11. When I first saw the game, I had the impression that it would be easy for me to use.
 12. The content and structure of the game give me enough confidence to believe that I can learn something by using it.
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Challenge

13. The game presents appropriate challenges.
 14. The game offers new challenges (obstacles, situations, variations) at an appropriate pace.
 15. The game does not become monotonous in its tasks (i.e., repetitive or boring).
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Competence and Achievement

16. Completing the game's tasks gave me a sense of accomplishment.
 17. Thanks to my personal effort, I have progressed in the game.
 18. I am satisfied with the things I have learned from the game.
 19. I would recommend the game to my friends.
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Enjoyment

20. I enjoyed doing the activity using the serious game.

21. During the game there was something (game elements, competition, etc.) that made me smile.

Immersion

22. There was something interesting at the beginning of the game that caught my attention.

23. While I was focused on the game, time passed quickly.

24. I felt completely immersed in the game's atmosphere, forgetting even what was happening around me.

Educational Value

25. The game's content is relevant to my interests.

26. The game's content is related to the knowledge and content of the course.

27. The use of games is an appropriate learning method for today's topic in this course.

28. I believe that using this game is more appropriate for my learning than other teaching methods used in this course.

Section II. Open-Ended Questions

29. Specify three problems or difficulties you faced while playing the serious game.

30. Describe three interesting aspects of this serious game.

31. What aspects do you think should be improved in the serious game?

32. How did you perceive the topic of Cell Transport before using gamification?

33. How did you feel while playing *Cellular Defense*?

34. Did this experience change your motivation, understanding, or the way you relate what you learned to medical practice? Please explain.

35. How do you think this experience prepares you for your future role as a physician?

Methodological Note

The original instrument consists of **28 Likert-scale items** (numbered **3–30** in the original questionnaire) and **7 open-ended questions** (numbered **31–37**). Items **1** and **2** collect only demographic information (**Name** and **Group**) and, therefore, are not part of the Likert-scale instrument. This version preserves the original structure and content of the questionnaire while incorporating minor revisions to the English wording to improve clarity, readability, and suitability for research and scientific publication context.