

GUESS-18 Scoring Guidelines

The GUESS-18 is an 18-item psychometrically validated gaming scale that assesses nine aspects of video game satisfaction including: Usability/Playability, Narratives, Play Engrossment, Enjoyment, Creative Freedom, Audio Aesthetics, Visual Aesthetics, Personal Gratification, and Social Connectivity. This scale is a shortened version of GUESS (Phan, Keebler, & Chaparro, 2016) which consists of 55 items. The GUESS-18 can be applied to assess many different types of video games and be used to assist in interviewing or debriefing users on their gaming experience.



The GUESS-18 uses a seven-point Likert scale with a response anchor at each rating point (e.g., 1 = Strongly Disagree, 5 = Somewhat Agree, and 7 = Strongly Agree). Statements can be randomized or presented as in Table 5 and Appendix B. The ratings within each subscale are averaged to obtain a subscale score and the composite score of video game satisfaction can be obtained by summing subscale scores together. For the composite score, the minimum value is 9 and the maximum value is 63. One item on the GUESS-18 will need to be reverse coded (i.e., “I feel bored while playing the game” in the Enjoyment subscale).

For further questions or inquiries, please contact Joseph Keebler (keeblerj@erau.edu) or Barbara Chaparro (chaparb1@erau.edu).

Phan, M. H., Keebler, J. R., & Chaparro, B. S. (2016). The development and validation of the game user experience satisfaction scale (GUESS). *Human Factors*, 58(8), 1217-1247.

The Game User Experience Satisfaction Scale-18 (GUESS)

Instructions: Based on your experience playing this game, please rate the following statements on a scale from “Strongly Disagree” to “Strongly Agree”.

	Statements	Strongly Disagree	Disagree	Somewhat Disagree	Neither Agree nor Disagree	Somewhat Agree	Agree	Strongly Agree
1	I find the controls of the game to be straightforward.							
2	I find the game's interface to be easy to navigate.							
3	I am captivated by the game's story from the beginning.							
4	I enjoy the fantasy or story provided by the game.							
5	I feel detached from the outside world while playing the game.							
6	I do not care to check events that are happening in the real world during the game.							
7	I think the game is fun.							
8	I feel bored while playing the game.							
9	I feel the game allows me to be imaginative.							

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	Statements	Strongly Disagree	Disagree	Somewhat Disagree	Neither Agree nor Disagree	Somewhat Agree	Agree	Strongly Agree
10	I feel creative while playing the game.							
11	I enjoy the sound effects in the game.							
12	I feel the game's audio (e.g., sound effects, music) enhances my gaming experience.							
13	I am very focused on my own performance while playing the game.							
14	I want to do as well as possible during the game.							
15	I find the game supports social interaction (e.g., chat) between players.							
16	I like to play this game with other players.							
17	I enjoy the game's graphics.							
18	I think the game is visually appealing.							