**Appendix 2** Immersion scale adapted from the narrative transportation

|  |
| --- |
| 1. While I was playing, I could easily picture the situations taking place.  2. While I was playing, I knew what was going on around me.  3. I could picture myself in the situations described in the game story.  4. I was mentally involved in the game story while playing it.  5. Even without playing, I could easily imagine the game situations.  6. After finishing the game, I found easy to forget about it.  7. I found myself thinking of ways the game story could have turned out different.  8. I thought of other things while I was playing.  9. The situations of the game story were/are relevant to my everyday life.  10. The situations of the game story have changed my life.  11. While playing, I had a vivid image of the character.  12. At least one of the characters I took care of reminded me of myself.  13. I felt I was part of the game. |