Supplementary material

Analysis Scheme

<u>Coder/researcher</u>: …………………………………….

<u>Game</u>: …………………………………………

<u>Mission/level</u>: ……………………………….

<u>Duration play session</u>: ……………………

<u>Difficulty</u>: …………………………………………

Dimensions (games as representation vs. simulation)	**Description**
Audiovisual style (representation)	The graphics and music during the play session.
Story / Narrative (representation)	Story events during the play session, moral values represented in the story, etc.
Characters / Narrative (representation)	Characters present during the play session, emotions felt by and/or through the characters, character interactions, etc.
Moral choices (simulation)	Choices and dilemmas presented during the play session, morality and moral values in choices, impact of choices on story or characters, etc.
Spatial properties of the game world (simulation)	Characteristics of the world map and realism of the environments.
Player interface (simulation)	On-screen information on for instance health, location, status of the character, etc.
Game goals (simulation)	Competitive, explorative, and narrative goals and the importance of one of these during the play session.
Character and ***object structure*** (simulation)	Systems and objects given to players as rewards (e.g., level-up system, certain attributes, experience points).
Balance between ***user input*** and ***pre-programmed rules*** (simulation)	Degree of freedom players have or if players are obliged to follow a pre-programmed sequence of events.
Complexity of controls (simulation)	The mental and physical efforts required to successfully interact with the game, the response speed to input controls, etc.