Codebook

Player_ID

Standard Attributes		Value
	Position	1
	Label	Player ID
	Type	String
	Measurement	Nominal

RecordedDate

Standard Attributes		Value
	Position	2
	Label	Registerd date
	Type	Numeric
	Measurement	Scale

SessionDate

Standard Attributes		Value
	Position	3
	Label	On what date (dd/mm/jjjj) did you play the game?
	Type	Numeric
	Measurement	Scale

SessionDuration

Standard Attributes		Value
	Position	4
	Label	Session duration (min)
	Type	Numeric
	Measurement	Scale

Environment

		Value
Standard Attributes	Position	5
	Label	Playing environment
	Type	Numeric
	Measurement	Nominal
Valid Values	1	Physical
	2	Mediated

Age

		Value
Standard Attributes	Position	6
	Label	Age
	Type	Numeric
	Measurement	Scale

Gender

		Value
Standard Attributes	Position	7
	Label	Gender
	Type	Numeric
	Measurement	Nominal
Valid Values	1	Female
	2	Male
	3	Other
	4	Prefer not to answer

Education

		Value
Standard Attributes	Position	8
	Label	Level of education
	Type	Numeric
	Measurement	Ordinal
Valid Values	1	Primary education
	2	Secondary education
	3	MBO
	4	HBO
	5	University

ExpBoardGames

		Value
Standard Attributes	Position	9
	Label	Experience with playing board games
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Far below average
	1	Below average
	2	Average
	3	Above average
	4	Far above average

FreqBoardGames

		Value
Standard Attributes	Position	10
	Label	Frequency of playing board games
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Almost never (less than 3 times per year)
	1	Sometimes (once every few months)
	2	Regularly (1 to 2 times per month)
	3	Often (2 to 4 times per month)
	4	Very often (at least 4 times per month)

OpinionBoardGames

		Value
Standard Attributes	Position	11
	Label	Opinion on playing board games
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Not fun at all
	1	Not so much fun
	2	Neutral
	3	Fun
	4	A lot of fun

FreqDigiComTools

		Value
Standard Attributes	Position	12
	Label	Frequency of using digital communication tools
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Almost never (less than 3 times per year)
	1	Sometimes (once every few months)
	2	Regularly (1 to 2 times per month)
	3	Often (2 to 4 times per month)
	4	Very often (at least 4 times per month)

Perspective

		Value
Standard Attributes	Position	13
	Label	Perspective
	Type	Numeric
	Measurement	Ordinal
Valid Values	1	Social environment's perspective
	2	Parkinson's perspective

Goal1

		Value
Standard Attributes	Position	14
	Label	Improved understanding what it is like to have an invisible symptom
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Goal2

		Value
Standard Attributes	Position	15
	Label	Improved understanding of the concept of cues
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Goal3

		Value
Standard Attributes	Position	16
	Label	Improved understanding of Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Goal4

		Value
Standard Attributes	Position	17
	Label	Game helped to start a conversation about individual symptoms and cues
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Goal5

		Value
Standard Attributes	Position	18
	Label	Social environment is able to help the person with Parkinson better in the future
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Check

		Value
Standard Attributes	Position	19
	Label	I have gained more respect for researchers involved in research into Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalPD1

		Value
Standard Attributes	Position	20
	Label	I expect my fellow players to have an improved understanding what it is like to have an invisible symptom
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalPD2

		Value
Standard Attributes	Position	21
	Label	I expect my fellow players to have an improved understanding of the concept of cues
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalPD3

		Value
Standard Attributes	Position	22
	Label	I expect my fellow players to have an improved understanding of Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalPD4

		Value
Standard Attributes	Position	23
	Label	The game helped me to start a conversation about my own symptoms and cues
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalPD5

		Value
Standard Attributes	Position	24
	Label	I expect my fellow players to be able to help me better in the future
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CheckPD

		Value
Standard Attributes	Position	25
	Label	I have gained more respect for researchers involved in research into Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalSE1

		Value
Standard Attributes	Position	26
	Label	I have an improved understanding what it is like to have an invisible symptom.
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalSE2

		Value
Standard Attributes	Position	27
	Label	I have an improved understanding of the concept of cues
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalSE3

		Value
Standard Attributes	Position	28
	Label	I have an improved understanding of Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalSE4

		Value
Standard Attributes	Position	29
	Label	I have an improved understanding of the specific situation of the patient I know
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

GoalSE5

		Value
Standard Attributes	Position	30
	Label	I expect that in the future I can help the patient I know better
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CheckSE

		Value
Standard Attributes	Position	31
	Label	I have gained more respect for researchers involved in research into Parkinson's disease
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM1

		Value
Standard Attributes	Position	32
	Label	I felt content
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM

		Value
Standard Attributes	Position	33
	Label	I was interested in the game's story
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM4

		Value
Standard Attributes	Position	34
	Label	I thought it was fun
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM5

		Value
Standard Attributes	Position	35
	Label	I was fully occupied with the game
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM6

		Value
Standard Attributes	Position	36
	Label	I felt happy
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM7

		Value
Standard Attributes	Position	37
	Label	It gave me a bad mood
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM8

		Value
Standard Attributes	Position	38
	Label	I thought about other things
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM9

		Value
Standard Attributes	Position	39
	Label	I found it tiresome
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM12

		Value
Standard Attributes	Position	40
	Label	It was aesthetically pleasing
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM13

		Value
Standard Attributes	Position	41
	Label	I forgot everything around me
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM14

		Value
Standard Attributes	Position	42
	Label	I felt good
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM16

		Value
Standard Attributes	Position	43
	Label	I felt bored
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM18

		Value
Standard Attributes	Position	44
	Label	I felt imaginative
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM19

		Value
Standard Attributes	Position	45
	Label	I felt that I could explore things
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM20

		Value
Standard Attributes	Position	46
	Label	I enjoyed it
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM22

		Value
Standard Attributes	Position	47
	Label	I felt annoyed
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM24

		Value
Standard Attributes	Position	48
	Label	I felt irritable
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM25

		Value
Standard Attributes	Position	49
	Label	I lost track of time
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Totally disagree
	4	Totally agree

CM27

		Value
Standard Attributes	Position	50
	Label	I found it impressive
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM28

		Value
Standard Attributes	Position	51
	Label	I was deeply concentrated in the game
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM29

		Value
Standard Attributes	Position	52
	Label	I felt frustrated
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM30

		Value
Standard Attributes	Position	53
	Label	It felt like a rich experience
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

CM31

		Value
Standard Attributes	Position	54
	Label	I lost connection with the outside world
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP1

		Value
Standard Attributes	Position	55
	Label	I empathized with the other (s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP2

		Value
Standard Attributes	Position	56
	Label	My actions depended on the other(s) actions
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP3

		Value
Standard Attributes	Position	57
	Label	The other's actions were dependent on my actions
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP4

		Value
Standard Attributes	Position	58
	Label	I felt connected to the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP5

		Value
Standard Attributes	Position	59
	Label	The other(s) paid close attention to me
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP6

		Value
Standard Attributes	Position	60
	Label	I paid close attention to the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP7

		Value
Standard Attributes	Position	61
	Label	I felt jealous about the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP8

		Value
Standard Attributes	Position	62
	Label	I found it enjoyable to be with the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP9

		Value
Standard Attributes	Position	63
	Label	When I was happy, the other(s) was (were) happy
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP10

		Value
Standard Attributes	Position	64
	Label	When the other(s) was (were) happy, I was happy
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP11

		Value
Standard Attributes	Position	65
	Label	I influenced the mood of the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP12

		Value
Standard Attributes	Position	66
	Label	I was influenced by the other(s) moods
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP13

		Value
Standard Attributes	Position	67
	Label	I admired the other(s)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP14

		Value
Standard Attributes	Position	68
	Label	What the other(s) did affected what I did
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP15

		Value
Standard Attributes	Position	69
	Label	What I did affected what the other(s) did
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP16

		Value
Standard Attributes	Position	70
	Label	I felt revengeful
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

SP17

		Value
Standard Attributes	Position	71
	Label	I felt schadenfreude (malicious delight)
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG1

		Value
Standard Attributes	Position	72
	Label	I felt revived
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG2

		Value
Standard Attributes	Position	73
	Label	I felt bad
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG3

		Value
Standard Attributes	Position	74
	Label	I found it hard to get back to reality
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG4

		Value
Standard Attributes	Position	75
	Label	I felt guilty
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG5

		Value
Standard Attributes	Position	76
	Label	It felt like a victory
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG6

		Value
Standard Attributes	Position	77
	Label	I found it a waste of time
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG7

		Value
Standard Attributes	Position	78
	Label	I felt energised
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG8

		Value
Standard Attributes	Position	79
	Label	I felt satisfied
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG9

		Value
Standard Attributes	Position	80
	Label	I felt disoriented
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG10

		Value
Standard Attributes	Position	81
	Label	I felt exhausted
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG11

		Value
Standard Attributes	Position	82
	Label	I felt that I could have done more useful things
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG12

		Value
Standard Attributes	Position	83
	Label	I felt powerful
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG13

		Value
Standard Attributes	Position	84
	Label	I felt weary
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG14

		Value
Standard Attributes	Position	85
	Label	I felt regret
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG15

		Value
Standard Attributes	Position	86
	Label	I felt ashamed
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG16

		Value
Standard Attributes	Position	87
	Label	I felt proud
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

PG17

		Value
Standard Attributes	Position	88
	Label	I had a sense that I had returned from a journey
	Type	Numeric
	Measurement	Ordinal
Valid Values	0	Totally disagree
	1	Disagree
	2	Neutral
	3	Agree
	4	Totally agree

Sensory_and_Imaginative_Immersion

		Value
Standard Attributes	Position	89
	Label	Sensory and Imaginative Immersion
	Type	Numeric
	Measurement	Scale

Flow

		Value
Standard Attributes	Position	90
	Label	Flow
	Type	Numeric
	Measurement	Scale

Tension_Annoyance

		Value
Standard Attributes	Position	91
	Label	Tension / Annoyance
	Type	Numeric
	Measurement	Scale

Positive_affect

		Value
Standard Attributes	Position	92
	Label	Positive affect
	Type	Numeric
	Measurement	Scale

Negative_affect

		Value
Standard Attributes	Position	93
	Label	Negative affect
	Type	Numeric
	Measurement	Scale

Psychological_Involvement___Empathy

		Value
Standard Attributes	Position	94
	Label	Psychological Involvement – Empathy
	Type	Numeric
	Measurement	Scale

Psychological_Involvement___Negative_ Feelings

		Value
Standard Attributes	Position	95
	Label	Psychological Involvement – Negative Feelings
	Type	Numeric
	Measurement	Scale

Behavioural_Involvement

		Value
Standard Attributes	Position	96
	Label	Behavioural Involvement
	Type	Numeric
	Measurement	Scale

Positive_Experience

		Value
Standard Attributes	Position	97
	Label	Positive Experience
	Type	Numeric
	Measurement	Scale

Negative_experience

		Value
Standard Attributes	Position	98
	Label	Negative Experience
	Type	Numeric
	Measurement	Scale

Tiredness

		Value
Standard Attributes	Position	99
	Label	Tiredness
	Type	Numeric
	Measurement	Scale

Returning_to_Reality

		Value
Standard Attributes	Position	100
	Label	Returning to Reality
	Type	Numeric
	Measurement	Scale