Cued Recall Debrief Affect Comment Data Sheet

Game Platform: Wii   PS2/EyeToy (circle one)
Game _____
Participant Number   _____
Rater/Evaluator Name: _____
Date and time of session _____

COMMENT	AFFECT	COUNT
Positive Affect		
e.g., This was so great when I hit target by throwing.	Enjoyment	1
TOTAL POSITIVE COMMENTS		
Neutral Affect		
e.g., This was an interesting game.	Not a feeling. A thought.	1
TOTAL NEUTRAL COMMENTS		
Negative Affect		

E.g., I'm feeling frustrated here.	Frustration	1
TOTAL NEGATIVE COMMENTS		