

| No | Item                                                                                             | Completely agree | Agree | No idea | Disagree | Completely disagree |
|----|--------------------------------------------------------------------------------------------------|------------------|-------|---------|----------|---------------------|
| 1  | Due to the simplicity of the game environment, I like to use it.                                 |                  |       |         |          |                     |
| 2  | I am very satisfied with learning using gamification.                                            |                  |       |         |          |                     |
| 3  | I tend to use gamification in other subjects.                                                    |                  |       |         |          |                     |
| 4  | I also recommend gamification training methods to others.                                        |                  |       |         |          |                     |
| 5  | I enjoy learning using gamification.                                                             |                  |       |         |          |                     |
| 6  | The effectiveness of using gamification is better than traditional training.                     |                  |       |         |          |                     |
| 7  | From a scientific and educational point of view, the educational content produced was desirable. |                  |       |         |          |                     |
| 8  | Using the gamification method reduces stress in dealing with patients in real situations.        |                  |       |         |          |                     |
| 9  | Gamification enhances self-confidence in dealing with patients.                                  |                  |       |         |          |                     |
| 10 | "Gamification improves my ability to gain a better understanding of educational issues."         |                  |       |         |          |                     |
| 11 | Using gamification to simulate stressful environments such as emergencies is very useful.        |                  |       |         |          |                     |
| 12 | The stages designed in the game were very encouraging.                                           |                  |       |         |          |                     |
| 13 | The gamification method strengthens active learning.                                             |                  |       |         |          |                     |
| 14 | The warnings at each stage of the game had an educational function.                              |                  |       |         |          |                     |
| 15 | Using the gamification method to teach practical skills is very appropriate.                     |                  |       |         |          |                     |
| 16 | gamification method is very good for achieving my learning goals.                                |                  |       |         |          |                     |
| 17 | gamification method creates productivity in learning.                                            |                  |       |         |          |                     |
| 18 | Performing game steps requires technical guidance and support.                                   |                  |       |         |          |                     |
| 19 | The variety of elements in the game makes the teaching/learning process attractive.              |                  |       |         |          |                     |
| 20 | Learning with gamification is flexible.                                                          |                  |       |         |          |                     |
| 21 | Learning through gamification facilitates the understanding of educational content.              |                  |       |         |          |                     |
| 22 | From an educational point of view, the steps designed in the game have good logical coherence.   |                  |       |         |          |                     |
| 23 | The game steps are user-friendly and understandable.                                             |                  |       |         |          |                     |

| No | Item                                                                   | Completely agree | Agree | No idea | Disagree | Completely disagree |
|----|------------------------------------------------------------------------|------------------|-------|---------|----------|---------------------|
| 24 | The game time was not boring at all.                                   |                  |       |         |          |                     |
| 25 | It was easy for me to communicate and interact with the game.          |                  |       |         |          |                     |
| 26 | I had enough skills to do the game steps.                              |                  |       |         |          |                     |
| 27 | In terms of appearance, the quality of the game items was good.        |                  |       |         |          |                     |
| 28 | The sound quality of the game was good.                                |                  |       |         |          |                     |
| 29 | The excitement of the game was good and motivating.                    |                  |       |         |          |                     |
| 30 | The game's stages were favorable in terms of challenge and complexity. |                  |       |         |          |                     |