

## Multimedia Appendix 2: Descriptive statistics of participants' satisfaction level in each game case

### 1. Games played by both groups (Figure 2)

Game elements	Homescapes		Fruit Ninja		Long Journey of Life	
	M (SD)	n	M (SD)	n	M (SD)	n
Font size	3.74 (1.20)	35	4.50 (0.56)	36	3.76 (1.06)	29
Button size	4.17 (0.89)	35	4.33 (0.72)	36	4.20 (0.96)	30
Sound	4.09 (0.78)	35	4.36 (0.64)	36	4.06 (1.00)	31
Information amount	3.89 (0.83)	35	4.20 (0.72)	35	4.07 (1.00)	29
Button interaction	3.83 (0.89)	35	4.26 (0.61)	35	4.21 (0.86)	29
Agility	4.12 (0.82)	33	4.20 (0.87)	35	4.33 (0.68)	27
Resource/item	3.74 (1.12)	35	4.37 (0.65)	35	3.96 (0.84)	28
Objective	4.14 (1.00)	35	4.61 (0.55)	36	3.97 (1.00)	30
Word comprehension	3.86 (1.06)	35	4.42 (0.60)	36	4.10 (0.94)	29
Mood/character/ story	4.06 (0.87)	35	4.23 (0.81)	35	4.10 (1.18)	29
Setting to start	4.11 (0.83)	35	4.30 (0.85)	37	4.22 (0.85)	27
Advertising/payment	3.65 (0.89)	26	3.81 (1.15)	32	4.00 (1.07)	15
Overall satisfaction	3.40(1.14)	35	3.46 (1.35)	39	3.29 (1.31)	34

### 2. Games played by middle-aged group (Figure 3)

Game elements	Brawl Stars		Sally's Law		Good Pizza, Great Pizza	
	M (SD)	n	M (SD)	n	M (SD)	n
Font size	4.21 (1.05)	14	4.53 (0.70)	19	4.20 (1.30)	5
Button size	3.79 (1.05)	14	4.21 (1.03)	19	4.20 (1.30)	5
Sound	3.79 (1.05)	14	4.21 (0.71)	19	4.40 (0.89)	5
Information amount	3.79 (0.97)	14	3.95 (0.97)	19	4.20 (0.84)	5
Button interaction	3.64 (1.08)	14	4.00 (0.88)	19	4.00 (1.00)	5
Agility	3.31 (0.85)	13	3.42 (1.17)	19	3.80 (1.10)	5
Resource/item	4.00 (0.88)	14	3.94 (0.80)	18	4.20 (0.84)	5
Objective	4.43 (0.65)	14	4.11 (0.88)	19	4.20 (0.84)	5
Word comprehension	3.71 (0.91)	14	4.26 (0.87)	19	4.60 (0.55)	5
Mood/character/story	3.93 (1.07)	14	4.05 (0.91)	19	4.00 (1.00)	5
Setting to start	4.71 (0.47)	14	4.63 (0.60)	19	4.75 (0.50)	4
Advertising/payment	4.14 (0.90)	7	4.10 (0.99)	10	4.20 (0.45)	5
Overall satisfaction	2.82 (1.07)	17	2.85 (1.18)	20	3.10 (1.20)	10

### 3. Games played by older adult group (Figure 4)

Game elements	Game case					
	Word Tower - World Trip		Go-stop Plus		Lonely One: Hole-in-one	
	M (SD)	n	M (SD)	n	M (SD)	n
Font size	4.60 (0.60)	20	3.57 (1.62)	7	4.24 (0.97)	17
Button size	4.55 (0.51)	20	4.57 (0.79)	7	4.06 (0.83)	17
Sound	4.55 (0.60)	20	4.43 (1.13)	7	4.47 (0.62)	17
Information amount	4.30 (1.03)	20	4.43 (0.79)	7	4.29 (0.47)	17
Button interaction	4.35 (0.81)	20	4.29 (0.76)	7	3.65 (1.00)	17
Agility	4.44 (0.86)	18	4.14 (1.21)	7	4.06 (0.85)	16
Resource/item	4.20 (1.06)	20	4.00 (0.82)	7	4.00 (0.71)	17
Objective	4.50 (0.69)	20	4.86 (0.38)	7	4.29 (0.69)	17
Word comprehension	4.50 (0.83)	20	4.71 (0.49)	7	4.29 (0.59)	17
Mood/character/story	4.30 (0.92)	20	4.14 (1.46)	7	4.24 (0.75)	17
Setting to start	4.25 (0.97)	20	4.29 (0.76)	7	4.00 (1.12)	17
Advertising/payment	3.90 (1.37)	20	3.71 (1.11)	7	4.41 (1.00)	17
Overall satisfaction	4.15 (1.04)	20	3.75 (1.22)	12	3.74 (0.87)	19