

## APPENDIX 2

### Game surveys

- Let's Kyoto survey (English version)

1. The game improved my insight in how the food system works:

0                      0                      0                      0                      0  
*Not at all      Barely              A little              A lot              Completely*

2. The role play in the game improved my insight in the roles in the foodsystem:

0                      0                      0                      0                      0  
*Not at all      Barely              A little              A lot              Completely*

3. The game gave me insights in different possible interventions in the local food system and their effects:

0                      0                      0                      0                      0  
*Not at all      Barely              A little              A lot              Completely*

4. If I could add another intervention to the game, it would be the following:

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- The FPC Simulator survey (English version)

1. The game gave me a good idea of what it is like to be in a Food Policy Council:

0                      0                      0                      0                      0  
*Not at all      Barely              A little              Mostly              Completely*

2. After playing the game, I am interested in taking part in a Food Policy Council:

0                      0                      0                      0                      0  
*Not at all      Probably not              A little              Probably              Absolutely*

3. If I would be in a Food Policy Council for Kyoto prefecture, I would want it to do the following things:

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4. I heard new ideas in this workshop:

No

Yes, the following:

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5. The role playing in the game gave me a greater insight into other people's perspective:

0                      0                      0                      0                      0  
*Not at all      Barely              A little              A lot              Completely*