

SEPR Survey

Pirate Card Game - The Seven Seas of Something

A card game designed for UCAS days for prospective students.

Your email address (**rh1470@york.ac.uk**) will be recorded when you submit this form. Not

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***Required**

1. **Consent: Participation voluntary and all gathered data will be used confidentially for research in our SEPR project. After collection of your data, it will be deleted within week of completion. If you are willing to take part in this survey, select 'I agree' below. * ***

Mark only one oval.

☐ I agree

2. **How long should the game ideally last? ***

Mark only one oval.

☐ 0-10 minutes

☐ 10-20 minutes

☐ 20-30 minutes

☐ 30-40 minutes

☐ 40+ minutes

3. **How long should a mini-game take? ***

Mark only one oval.

☐ < 1 minute

☐ 1-2 minutes

☐ 2-3 minutes

☐ 3+ minutes

4. **What input would you like for sailing? ***

Mark only one oval.

☐ Keyboard

☐ Mouse

☐ Mouse + keyboard

5. **What input would you like for combat? (to choose cards) ***

Mark only one oval.

☐ Mouse

☐ Keyboard

☐ Mouse + keyboard

6. What are the most important factors for you in a game? **Tick all that apply.*

- ☐ Gameplay
- ☐ Storyline
- ☐ Combat
- ☐ Customisation
- ☐ Exploring
- ☐ Other: _____

7. Do you like the idea of resource management to be able to sail between colleges/departments? (e.g. food for your crew) **Mark only one oval.*

- ☐ Yes
- ☐ No

8. Do you like the idea of upgrades to your ship when goals are completed? (e.g. stronger cannons) **Mark only one oval.*

- ☐ Yes
- ☐ No

9. Do you like the idea of a boss at the end of the game? **Mark only one oval.*

- ☐ Yes
- ☐ No

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