

How different kinds of progression systems in video games attract different types of Players

Research survey:

Participant Information:

Full Name:

Occupation:

Player Type Test:

Please take the following Test and write down your results in percent:

<https://matthewbarr.co.uk/bartle/>

Killer	%
Achiever	%
Socialiser	%
Explorer	%

Demo evaluation:

Please rank the systems showcased in the demo based on how much you liked them.

“1.” represents the most liked and “5.” the least.

1.:

2.:

3.:

4.:

5.:

Use of Data:

The collected data will be used for research purposes. Should any problems with the given information arise, a message containing what parts of the should be changed or deleted will suffice to ensure the desired action is taken.