## Iteration 1 questionnaire

Likert scale ref

http://poincare.matf.bg.ac.rs/~kristina/topic-dane-likert.pdf

There are advantages and disadvantages to every type of research, and they are quite clear with this type. The main advantage of Likert Scale questions is that they use a universal method of collecting data, which means it is easy to understand them. Working with quantitative data, it is easy to draw conclusions, reports, results and graphs from the responses. Furthermore, because Likert Scale questions use a scale, people are not forced to express an either-or opinion, rather allowing them to be neutral should they so choose. Once all responses have been received, it is very easy to analyse them.

Last but not least, it is very quick and easy to run this type of survey and it can be sent out through all modes of communication, including text messages.

1-5 or 1-7 scale

<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.474.608&rep=rep1&type=pdf>

the scale for the questionnaire is also important. Likert scales most commonly use a 1-5 scale however THIS guy recommends a 1-7 as it allows for greater depth.

Valid questionnaire

http://www.jstor.org/stable/3078739?seq=1#page\_scan\_tab\_contents

Ensuring valid responses from the participants is vital to the project.

**Attention filters**

USING A TRICK, QUESTION SAYING DON’T CLICK ANY OF THE ANSWERS BELOW, question has multiple ansers checks if user if paying attention.

**Reverse wording**

Reverse wording changes the direction of the scale by asking the question in a positive (or negative) voice.

The point of reverse wording is that the question is asked twice (in different areas of the survey), once using the positive voice and once using the negative voice. Once the negative version’s scale is reversed, the score should be the same for both versions. His provides validity to the questionnaire by assuring the participants are answering correctly.

There are other approaches such as timing and trap questions but for the need and scale of this project the two methods above will suffice.

Iteration 1

Before playing the game participants were asked to take a player type test. THIS LET ME TAKES NOTES WHILST THEY PLAYED THE GAME. TESTED AFFECTIVA not necessary to question about it. THIS ALSO ALLOWS FOR ASSUMPTIONS TO BE MADE BASED ON OTHER ACADEMIC RESEARECH SUCH AS KILLERS WILL SPAWN SEVERAL ENEMIES AND ENJOY WINING IN AN UNFAIR ENVIROEMTN. Afterwards participants were asked to take a questionnaire some were asked for a short interview going into more depth based on the questionnaire.

wRITE ABOut glitches in games ivisible walls etc not being balanced. Glitches and explotations of games.

Creative Uses of Software Errors: Glitches and Cheats

<http://ssc.sagepub.com/content/25/1/61.abstract>

Mechanics in games, talk about league of legends and how not only they have to balance the skills but the mechanics of the games such as the objectives an map itself. Champions such as Riven and Yasou are balanced when played by a player of medium skill but if a good player played it they could use her mechanics to the full potential which can be seen as imbalanced.

LLegaue also has a banning process to allow player to ban champions that may be imblanced in situations allowing for more balance over all.

Legaue of legends balance

<http://na.leagueoflegends.com/en/news/game-updates/gameplay/data-and-champion-balance-part-1>

League has to be belanced to be an esport. Esport games and very competitive and because of that require perfect balance.