

EXPLORATORY STUDY ON MULTIPLAYER ONLINE BATTLE ARENA (MOBA) GAMES, USABILITY AND GENDER DIFFERENCES IN MALAYSIA PERSPECTIVES

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Abstract

In the era of advanced technology and science, video games have become one of the biggest cultures in human history. As the culture becomes more and more popular, the video gaming community continues growing larger and larger. But though the community is getting larger each day female players may face some discrimination or inequalities in the gaming community or even in the game itself. There is one category of games that are known to discriminating female players and that is Multiplayer Online Battle Arena (MOBA). Therefore, this research to study the relationship between the advantages of MOBA games, usability, and Gender Equality. The research methods will be conducted using questionnaires to have a better understanding of how people feel about the user experience, usability, and gender inequality in the MOBA games community.

Keyword

Gender Inequality, gender discrimination, game usability, gaming experience, Multiplayer Online Battle Arena (MOBA) games

1. INTRODUCTION

In the risen of the computer games era, there are many types of computer games among several choices provided by the different platforms for gamers that used to attract them for paying much attention and stamina sitting in front of the computer, which is called as Multiplayer Online Battle Arena (MOBA) Games. MOBA games are a subgenre of real-time strategy games in which two teams, typically consisting of five players each, compete against each other with each player controlling a single character (Marcal, 2017). However, some highlights about the MOBA games which are built-up or matching up with other strangers as a team and each of the teammate plays an essential role on manipulating their character to destroy the base camp of the opponent to get the victory of the game. Other than that, MOBA games tend to be a tendency in recently because of people are more focus on aiming to get victory in-game and contribute their own ability to strengthen up the entire team. Therefore, fascinate many players to play MOBA games and inspired them for establishing strong teamwork spirit in every their games. Examples of such games are *DOTA2*, *League of Legends (LOL)*, and *Vainglory*. Two of the three most played PC games are MOBA games: *League of Legends* and *DOTA 2* (Dimaranan, 2015).

2. RESEARCH PROBLEM STATEMENT

Back in the days where video games were just a thing peoples do to past time, it is safe to say that video games were popular among boys and were rarely seen girls playing video games at that time. Even until now where video games are becoming E-sport and are what people do for a living just by streaming themselves playing video games. Although the number of female gamers is increased, the community is still not diverse enough to overthrow the idea of “gaming is for boys”. Other than, achieving the ultimate goal of gender equality, having a somewhat balance diversity as your user for a game is important because if you do then you will have the market to target.

3. RESEARCH OBJECTIVES

The objective of this research is to access the worth of Multiplayer Online Battle Arena (MOBA) game by studying the relationship between gender equality in terms of numbers, consistency of gamers playing the game, and the growth that happens to be improved after a long period of gaming. Furthermore, the correlation of genders and experience will be evaluated as well with the aspects of the attractiveness of the games, the layout designs, and user satisfaction in this study.

4. RESEARCH QUESTIONS

- Is there any relationship between Gender Equality and Consistency of gamers and Growth proved after a long period of gaming?
- Will MOBA games recommend growth and development to teenagers in terms of brain development?
- What would gamers prefer in the games, User Interface, Character Designs, or Storylines in the games?

5. RESEARCH HYPOTHESIS/ SUB-OBJECTIVES

- $H1_0$ = There is a correlation between Gender Equality and User Experience.
 $H1_1$ = There is not a correlation between Gender Equality and User Experience.
- $H2_0$ = Male players are more than the female players in MOBA genre games.
 $H2_1$ = Male players are lesser than the female players in MOBA genre games
- $H3_0$ = MOBA games can benefits self-development.
 $H3_1$ = MOBA games cannot benefits self-development.
- $H4_0$ = Gender Discrimination and inequality is experienced or witnessed regularly.
 $H4_1$ = Gender Discrimination and Inequality is not experienced or witnessed regularly

- $H5_0$ = People will think gender is not related to gaming skills and competitiveness.
 $H5_1$ = People will not think gender is not related to gaming skills and competitiveness
- $H6_0$ = People face difficulty when playing MOBA games for the first time.
 $H6_1$ = People did not face difficulty when playing MOBA games for the first time.
- $H7_0$ = Male players tend to choose challenging games over easy games while female players tend to choose easy games over challenging games
 $H7_1$ = Male players tend to choose easy games over challenging games while female players tend to choose challenging games over easy games.

6. LITERATURE REVIEWS

MOBA games are all started from a fan-made custom map for Blizzard's real-time strategy (RTS) game which is The StarCraft, Aeon of Strike (AoS). These games started during 1998 and were created by a modder called Aoen64. While AoS set the basics, the MOBA genre was born as we know it today when Defense of the Ancients (DOTA) came to the attention of the public. In 2009, Riot Games released League of Legends (LOL) with completely different pricing where they let gamers play it for free. Anyone could download it and play with a rotating selection of heroes and some limitations also applied in the game, extra content has to be purchased in-game, though.

Besides LOL, the second most popular MOBA game as of today (with more than 11 million unique players per month and reaching a peak number of having 1.29 million gamers playing at the same time according to their website) is DOTA 2, which was released in 2013 through Valve's STEAM digital store. Both games are similar in concept but they having different thoughts in execution; League of Legends simplified DOTA while DOTA 2 is often considered as more demanding and strategically complex then LOL although LOL has a larger player base in-game.

In 2014, Super Evil Megacorp decided to take the challenge by developing a MOBA game for mobile devices which is the Vainglory. Vainglory advertises itself as the "no compromise cross-platform MOBA" and comes in as the first primarily mobile MOBA on the best MOBAs list. In 2016, Tencent Games also created Wangzhe Rongyao which apply Chinese culture into their characters and this game is still popular in Asia especially the Chinese society. Moonton also developed a MOBA game for mobile devices which is the Mobile Legends: Bang Bang and released widely in China, Indonesia, and Malaysia. It follows the hallmarks of the best MOBA titles like DOTA 2 and LOL. However, they take the challenge to include Battle Royale Mode in their game which leads them to have the title of The First MOBA to include Battle Royale.

The interest in MOBA games for research increases in parallel to the genre's popularity which motivates us to evaluate the status of the field of MOBA games from another perspective. To the best of our knowledge, this represents the first attempt to do so.

7. RESEARCH METHODOLOGY

The instrument used in this research is the Questionnaire. All the questions in the questionnaire are generated by the research team. The questionnaire is divided into 4 sections which are the Demographic, Gaming Experience, Usability, and the Gender Issues in Game.

The demographic section will ask about some questions that define the character of the respondent like gender, age, occupations, and some related general question like does the respondent play games and how many hours they play per day.

The following will be the Gaming experience section where there are questions focused on the MOBA gaming experience from the participants. Next, the usability in the games from the aspects, reasons, and effects. Last but not least, the Gender Issues section, where the question will ask the participants about some thoughts related to gender issues that are happening or has happened in the games.

The questionnaire used various scales to have more visual and easy analysis from the response. First of all, Nominal Scale will be used for some Yes or No Questions and some Demographic questions such as Genders; where “0” represents “male”, “1” represents “female” or “0” represents “No”, “1” represents “Yes”. The questionnaire also includes the Likert Scale where it will apply on rating questions such as “Please rate how much you like MOBA Games”, from “1” for “Hate it” to “5” for “Love it” and agreement questions like “Do you think that gender is related to competitiveness?”, from “1” for “Strongly Disagree” to “5” for “Strongly Agree”. Multiple choice questions will also be conducted in the questionnaire. Lastly, open-ended questions for the respondent to give feedback about the questionnaire.

No pressure is given to the respondent which will ensure that the Hawthorne effect is not happening that will affect the conclusions.

The questionnaire consists of 23 questions in total separated by 4 sections mentioned above. The total response received is 127. All responses are complete due to the structure of the questionnaire where the null value is not allowed.

8. RESEARCH INSTRUMENT/ DATA COLLECTION

Instrument 1: Questionnaire

The instrument used in this research is the Questionnaire. The questionnaire is divided into 4 sections which are the Demographic, Gaming Experience, Usability, and the Gender Issues in Game.

The demographic section will ask about some questions about gender, ages, and the occupation to separate the participants into a few categories for us to easily analyze the next few parts of our research. The second part will be the Gaming experience where we will have our questions focus on the MOBA type gaming experience from the participants. Whereas in the Third Part, we will ask about the usability in the games from the aspects, reasons, and effects. Last but not least, in the Gender Issues part, we will ask the participants some thoughts about gender issues that happen in the games.

Our Questionnaire used various scales to have more visual and easy analysis from the response. First of all, Nominal Scale will be used for some Yes or No Questions and some Demographic questions such as Genders; which 0: male, 1: female or 0: No, 1: Yes. Likert Scale also will be used in some Rating Questions such as rating how much they like a game, 1: Very Dislike to 5: Like Very Much. Open-ended questions will be asked in the Questionnaire.

No pressure is given to the respondent which will ensure that the Hawthorne effect is not happening that will affect the conclusions.

9. VALIDITY AND RELIABILITY CONSIDERATION

Validity refers to how accurately a method measures what it is intended to measure (Middleton, 2019). Thus, the questions prepared in the questionnaire are only related to the attractiveness of MOBA games, the usability of games, and gender issues in the games to ensure the validity of the research. All of those questions can conclude the level of addiction of both genders in Gamings. Tilo and Christoph (2017) state that Many studies conducted in social science fields such as psychology report that girls and young women display less interest in digital games, have less game-related knowledge, and play less frequently and for shorter durations than do boys and young men (Brown, Hall, Holtzer, Brown, & Brown, 1997; Cassell & Jenkins, 1998a; Lucas & Sherry, 2004; Wright, et al., 2001). therefore, this proves that there is a strong correlation between the attractiveness in games and the number of both different genders involving in computer games.

Moreover, Reliability is defined as to the extent which a research instrument consistently has the same results if it is used in the same situation on repeated occasions (Heale and Twycross, 2015). Hence, the participants will be required to fill in every part of the questions in the questionnaire to ensure consistency of numbers and percentages for every part to be analyzed. Besides that, every question was created in a form of short, easy to read, and understandable for participants as we considered our respondents' ages between 13 to 35. Bilingual also under our consideration where we also translated the questions into Chinese to prevent some respondents who did not grow up understanding the English language. To bring the best performance in our surveys, we pre-tested with our questionnaire and sample responses gathered by our teams will be attached as Appendix II.

10. SAMPLING

The sampling that we choose to do our questionnaire survey is arranged for our data sampling. We shared our surveys most to teenagers with the ages between 13 to 33 and we will classify them based on the categories age, which is Highschool Students (13-17), University Students (18-24), Post-work Society (25-33). The research will mostly take place at Selangor, Kuala Lumpur, and Malaysia.

We will share our surveys to at least 50 netizens for every age category we have set, all of them will be later grouped by based on the interests in playing MOBA games and the time consumed for computer games. Thus, we target at least 250 responses we will achieve for our surveys.

11. RESULTS - DATA ANALYSIS AND DISCUSSION

Measure	Item	Frequency	Percentage
Age	<12	1	0.8%
	13 - 17	2	1.6%
	18 - 24	121	95.3%
	25 - 33	3	2.4%
	>34	0	0.0%

Gender	Male	74	58.3%
	Female	53	41.7%
Occupation	Student	10	7.9%
	Undergraduate Student	105	82.7%
	Postgraduate Student	5	3.9%
	Part-Timer	1	0.8%
	Full Timer	4	3.1%
	Unemployed	2	1.6%
Played games before	Yes	120	94.5%
	No	7	5.5%
Time spent on games per day	0	1	0.8%
	<1	30	23.6%
	1 - 3	64	50.4%
	4 - 6	21	16.5%
	>7	9	7.1%
	Depends	2	1.6%

Table 1: Descriptive Statistics of Respondent Profiles

Demographic characteristics including age, gender, occupations, played games before and time spent on games per day. Statistics of the respondents shows that the majority of the respondent are 18 to 24 years old (95.3%) because most of the respondent are Undergraduate Students (82.7%) from TARUC or Students (7.9%). The majority of the respondent is male (58.3%). From Table 1, we can see that most respondents have played games before (94.5%) and Most of them spent about 1 to 3 hours per day on games (50.4%). Due to our research is based on Gaming experience, most of the respondent must have played games before to answer the other sections of the questionnaire, it is good to see that 94.5% of the respondent fulfill the requirements.

			Gender Equality	User Experience
Spearman's rho	Gender Equality	Correlation Coefficient	1.000	0.2191**
		Sig. (2-tailed)		.000
		N	127	127
	User Experience	Correlation Coefficient	0.2191**	1.000
		Sig. (2-tailed)	.000	
		N	127	127

**. Correlation is significant at the 0.05 level (2 tailed).

Table 2: Correlation between Gender Equality and User Experience

Table 2 shows that the correlation between Gender Equality and User Experience is 0.2191 which is a weak positive relation. It shows that User Experience is hardly related to Gender Equality which barely accepts the first hypothesis: There is a correlation between Gender Equality and User Experience.

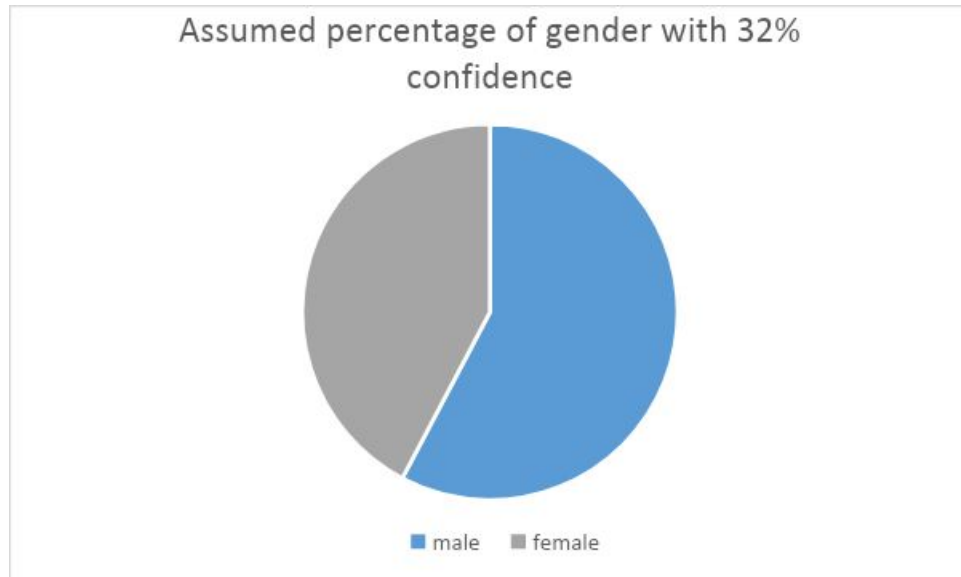


Figure 1: Assumed percentage of gender with 32% confidence

Figure 1 shows that the assumed percentages of gender in-the game with 32% confidence. Questions are asking the respondent to assume the percentages of the gender they encounter in-the game and asking the respondent whether they know the gender of the player in-the game. Based on these 2 variables conclude the above figure. 58% of the players are assumed to be male which accepts the second hypothesis: There will be more male players than the female player in MOBA genre games.

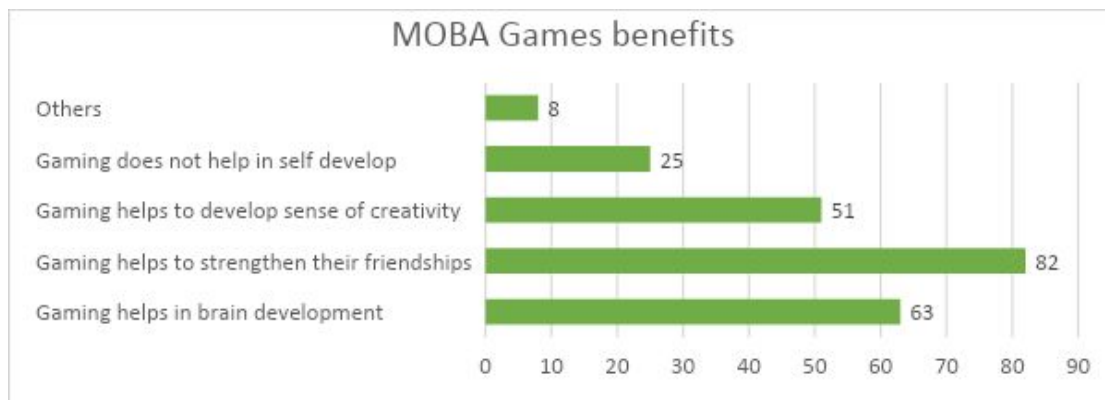


Figure 2: MOBA Games benefits

In figure 2 shows that the response towards gaming benefits, most of the respondent thinks that MOBA games can help to strengthen their friendships (82 responds) then comes seconds is Gaming can help in brain development (63 responds). According to this response, we can accept that many think that gaming helps in brain development where to accept the 3rd hypothesis: MOBA games can benefits self-development.

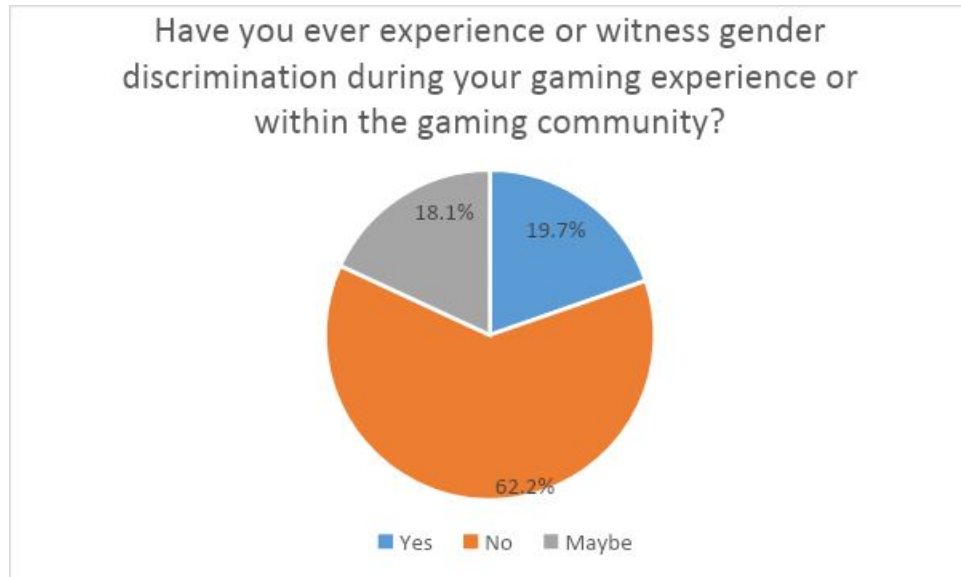


Figure 3: Gender discrimination and inequality experienced or witnesses in the gaming community

Figure 3 shows the percentages of respondents who have experienced or witnessed gender discrimination and inequality in the gaming community. Through this figure, we can conclude that gender discrimination is not occurring often in the Malaysian gaming community because 62.2% of the respondent did not experience or witness gender discrimination and inequality in the gaming community. Thus, we reject the 4th hypothesis: Gender discrimination and inequality are experienced or witnessed regularly since it is not the case.

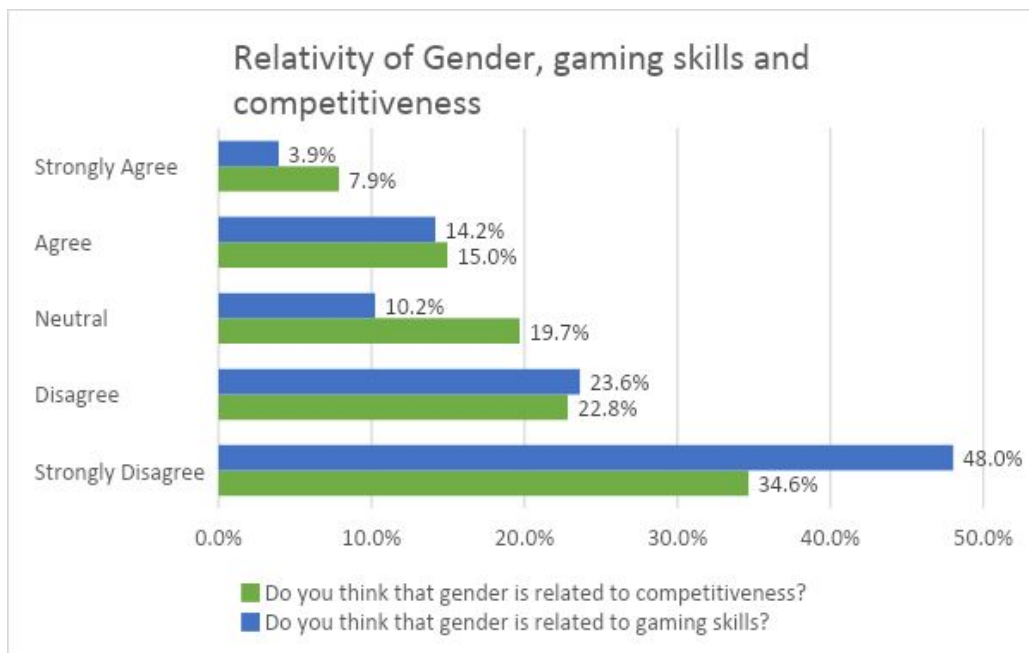


Figure 4: Relativity of Gender, gaming skills, and competitiveness

Figure 4 shows the relativity of gender to gaming skills and gender to competitiveness. 48% of the respondents strongly disagree that gender is related to gaming skills and 34.6% strongly disagree that

gender is related to competitiveness. By this statement, we can conclude that most respondent thinks that gender is not related to competitiveness and we accept 5th hypothesis: Most people will think gender is not related to gaming skills and competitiveness.

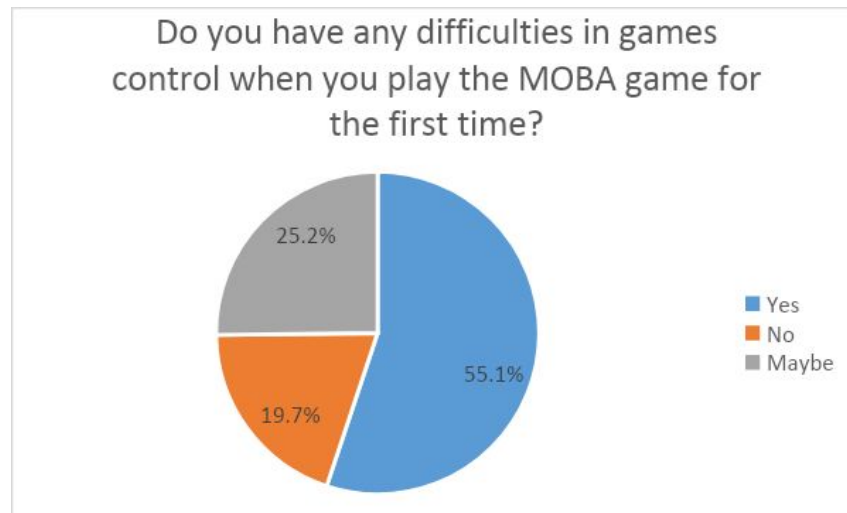


Figure 5: MOBA games difficulty for new players

Figure 5 shows the percentages of respondents that face difficulty playing MOBA games when they play for the first time. 55.1% of the respondent faces difficulty while playing MOBA games for the first time. With this information, we accept the 6th hypothesis: Most people face difficulty when playing MOBA games for the first time.

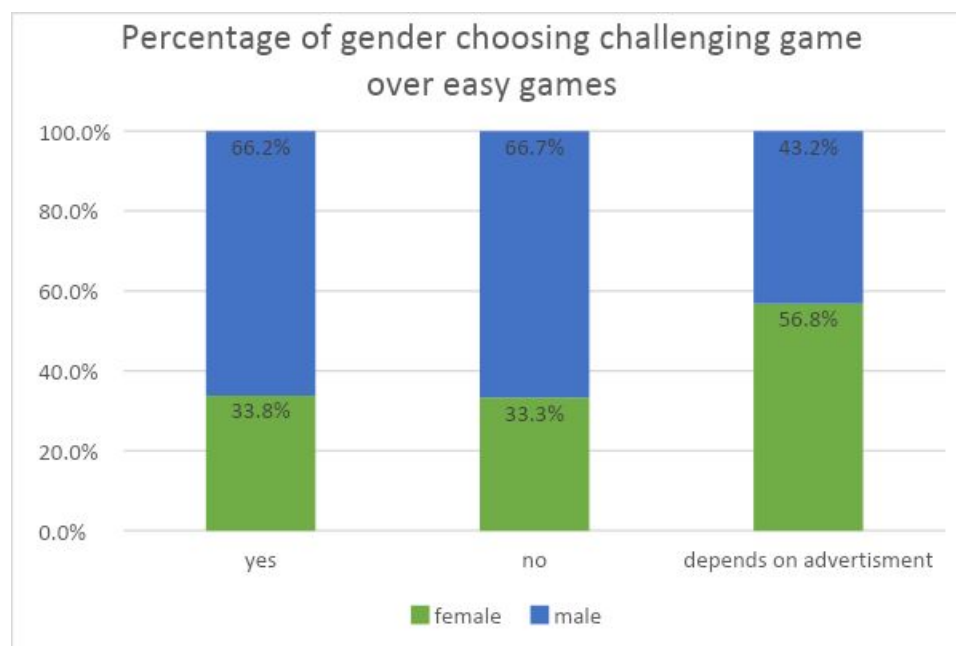


Figure 6: Percentage of gender choosing challenging game over easy games

Lastly, this figure shows that the percentage of gender choosing challenging games over easy mastering games. 66.2% of males and 33.8% female chooses challenging games over easy mastering games. 66.7% of males and 33.3% female chooses easy mastering games over challenging games. 43.2% male and 56.8% female choose depending on the advertisement. With this information, we reject 7th hypothesis: Male player tends to choose challenging games over easy games while female player tends to choose easy games over challenging games since the percentage of the male player choosing easy games over the challenging game is slightly higher than the percentage of the male player choosing challenging games over easy games.

12. CONCLUSION

This study attempted to examine the advantage of Multiplayer Online Battle Arena (MOBA) games, usability, and gender equality. The result of research comes out with supported two factors Gaming Experience and Usability and rejected Demographic and Gender Issue, hypothesis is shown in Table. In the MOBA games, gaming experience and usability are essential to determine the advantage of MOBA games, usability, and gender equality. From the result who found that gaming experience and usability has a significant impact on the advantage of MOBA games. Other than that, this research found that demographic and gender issues do not have any effect on the advantage of MOBA games.

From the result able to know that, respondents are more focusing on the gaming experience and usability of MOBA games due to more enjoyable in good quality and innovative MOBA games. In conclusion, this study has evaluated that gaming experience and usability provide more advantages to MOBA games, usability, and gender equality.

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Last but not least, we would like to give our appreciation toward our family and all of the strangers and friends who took part in the survey. Our family has assisted us in preparing the surveys by bringing up their curiosity and advice and providing questions that could get more detailed information. Also, friends and strangers who helped filling up the survey because without them, we could not provide analysis, concluding our hypothesis and fulfilling the objectives of our research.

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14. APPENDIXES

Appendix I (Sample of Questionnaire)

Research on Gaming Experience and Usability

Dear respondents, This Questionnaire was prepared by my group which is Lee Chun Xian, Lee Jun Xian, and Kong Mun Jun. We are from Tunku Abdul Rahman University College (TARUC) and pursuing in Bachelor of Computer Science (Honours) in Data Science Year 2.

Currently, we are doing a research project about The Study of Multiplayer Online Battle Arena (MOBA) Games and Gender Equality. The purpose of this research is to find out the Advantages of MOBA Games, the Effect of Usability during the games, and the Factors of Gender Equality in the games.

You are very welcome to take part in the project. NO PRIVACY INFO is required in this survey and all the responses will remain confidential and only accessible for those who will be assisting and evaluating the Research Paper. It is our pleasure and a very deep appreciation from us to have you fill up this survey.

The survey is separate into few sections which are:

- Part 1: Demographic
- Part 2: Gaming Experience
- Part 3: Usability in Games
- Part 4: Gender Issues in Games

For more simplifications or inquiries, do contact one of us to provide you a clear mind,

1. Kong Mun Jun (kongmj-wm18@student.tarc.edu.my)
2. Lee Jun Xian (jxlee-wm18@student.tarc.edu.my)
3. Lee Chun Xian (leecx-wm18@student.tarc.edu.my)

Research on Gaming Experience and Usability

* Required

Part 1: Demographic 人口统计

In this part, we will ask you some general questions for some personal informations of yours.

What is your gender? 您的性别: *

- ☐ Male 男
- ☐ Female 女

What is your age? 您的年龄: *

- ☐ Below 12 years old 低于12岁
- ☐ 13 – 17
- ☐ 18 – 24
- ☐ 25 – 33
- ☐ Above 34 years old 高于34岁

What is your occupation? 您的职业: *

- ☐ Student 中小学生
- ☐ Undergraduate Student 大学生
- ☐ Postgraduate Student 研究生
- ☐ Part-Time Employee 兼职员工
- ☐ Full-Time Employee 全职员工
- ☐ Unemployed 待业中
- ☐ Other: _____

Do you play any games? 您曾有玩过任何游戏? *

- ☐ Yes 是
- ☐ No 否

How much time did you spend each day playing computer / mobile games? 您一天花上多少时间在玩手游或桌游上? *

- ☐ Less than 1 hour 少于一小时
- ☐ 1 – 3
- ☐ 4 – 6
- ☐ 7 and above 七小时或以上
- ☐ Other: _____

Back

Next

* Required

Multiplayer online battle arena (MOBA) is a sub genre of strategy video games in which each player controls a single character as part of a team competing against another team of players, usually on a map from an isometric perspective.

Have you ever played any Multiplayer online battle arena (MOBA) Game? 您是否有玩过任何多人在线上战斗竞技游戏? *

- ☐ Yes 是
- ☐ No 否
- ☐ Maybe 也许

Please rate how much you like MOBA Games. 请评价你对线上战斗竞技游戏的热衷程度 *

Hate it 非常不喜欢 1 2 3 4 5 Love it 非常喜欢

Which MOBA Game do you ever play? 以下哪项是你曾玩过的MOBA游戏? *

- ☐ CS:GO
- ☐ DOTA2
- ☐ League of Legends
- ☐ Identity V 第五人格
- ☐ PUBG 和平精英
- ☐ Vainglory
- ☐ Mobile Legends: Bang Bang (Arena of Valor / Honor of Kings)
- ☐ 王者荣耀
- ☐ Other: _____

Why are you playing these MOBA games? 您为了什么而玩MOBA游戏 *

- ☐ I aim to play professionally 我想成为专业玩家
- ☐ I genuinely enjoy the game 我真心喜欢这游戏
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- ☐ I like to flex my gaming skills with others 我喜欢跟其他人炫耀我的游戏技巧
- ☐ Other: _____

What do you think that the keys lead to victory in every match of MOBA games?
您觉得是什么关键的要素让每一场游戏都能取得胜利? *

- ☐ Unity of Teammate 团结的队友
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- ☐ Strategy and Planning 战略和策划
- ☐ Communication 沟通

Do you think that playing online games may help teenagers to develop themselves? 您觉得玩线上游戏会有助于青少年自我的发展吗? *

- ☐ Yes, I think it can help in brain development 我觉得玩线上游戏可以促进大脑发育
- ☐ Yes, I think it can help in strengthen their friendships 我觉得玩线上游戏可以增进友谊
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- ☐ No, I think it does not help them to develop themselves 我觉得玩线上游戏不会有助于青少年的自我发展
- ☐ Other: _____

Research on Gaming Experience and Usability

* Required

Part 3: Usability 使用性

What attracts you to continue playing that MOBA Game? 是什么吸引您继续地玩这款游戏? *

- ☐ User Interface 用户界面
- ☐ Game Content 游戏内容
- ☐ Game Controls 游戏操作
- ☐ Character Designs 角色设计
- ☐ Game Difficulty 游戏难度
- ☐ Game Play 游戏玩法

Do you have any difficulties in games control when you play the MOBA game for the first time? 当您第一次玩游戏时是否有任何游戏操作难度困扰到您? *

- ☐ Yes 是
- ☐ No 否
- ☐ Maybe 也许

Which of the following is your focusing place about character designs? 以下哪个是您对于角色设计更加的专注的地方? *

- ☐ Quality Splash Art 漂亮的角色海报
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Would you rather play a more challenging game than a game that is easy to master? 您更喜欢选择玩有挑战性的游戏大于能轻易掌握的游戏? *

- ☐ Yes 是
- ☐ No 否
- ☐ Depends on how it attract me from advertisement 取决于游戏的广告有没有吸引我

Research on Gaming Experience and Usability

* Required

Part 4: Gender Issues in Game 游戏里的性别问题

Do you know the actual gender of the players you met in games? 您是否知道在游戏中玩家的真实性别? *

- ☐ Yes 是
- ☐ No 否
- ☐ Maybe 也许

Based on your previous game experience, what is the percentage of you meeting your opposite gender? 根据您过往的游戏经验,您遇到异性的比例是多少? *

Choose



Have you ever experience or witness gender discrimination during your gaming experience or within the gaming community? 您有在玩着游戏的时候或在游戏讨论区里被性别歧视过或见证过别人被性别歧视吗? *

- ☐ Yes 有
- ☐ No 没有
- ☐ Maybe 可能有

Do you think that gender is related to competitiveness? 您觉得性别与竞争力有关系吗? *

1 2 3 4 5

Strongly Disagree 非常不同意 ☐ ☐ ☐ ☐ ☐ Strongly Agree 非常同意

Do you think that gender is related to gaming skills? 您觉得性别与游戏的操作技术有关系吗? *

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Do you feel that the characters in the games you were playing are overly sexualized? 您会觉得游戏里的角色过于被异性吗? *

1 2 3 4 5

Strongly Disagree 非常不同意

☐ ☐ ☐ ☐ ☐

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Do you think anyone can be a good gamer regardless gender? 您是否认为任何人都可以成为优秀的游戏玩家，无论性别如何? *

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Do you have any comments regarding the questions conducted in this questionnaire? If yes, please feel free to leave a comment bellow! 您对本调查表中的问题有任何意见吗? 如有意见请在以下发表您的意见!

Your answer

Back

Submit

Appendix II (Sample Response of Questionnaire)

What is your gender? 您的性别: *

- ☒ Male 男
- ☐ Female 女

What is your age? 您的年龄: *

- ☐ Below 12 years old 低于12岁
- ☐ 13 – 17
- ☒ 18 – 24
- ☐ 25 – 33
- ☐ Above 34 years old 高于34岁

What is your occupation? 您的职业: *

- ☐ Student 中小学生
- ☐ Undergraduate Student 大学生
- ☒ Postgraduate Student 研究生
- ☐ Part-Time Employee 兼职员工
- ☐ Full-Time Employee 全职员工
- ☐ Unemployed 待业中
- ☐ Other: _____

Do you play any games? 您曾有玩过任何游戏? *

☒ Yes 是

☐ No 否

How much time did you spend each day playing computer / mobile games? 您一天花上多少时间在玩手游或桌游上? *

☐ Less than 1 hour 少于一小时

☒ 1 – 3

☐ 4 – 6

☐ 7 and above 七小时或以上

☐ Other: _____

Have you ever played any Multiplayer online battle arena (MOBA) Game? 您是否有玩过任何多人在线上战斗竞技游戏? *

- ☒ Yes 是
- ☐ No 否
- ☐ Maybe 也许

Please rate how much you like MOBA Games. 请评价你对线上战斗竞技游戏的热衷程度 *

- | | 1 | 2 | 3 | 4 | 5 | |
|---------------|-----------------------|-----------------------|-----------------------|-----------------------|----------------------------------|--------------|
| Hate it 非常不喜欢 | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> | Love it 非常喜欢 |

Which MOBA Game do you ever play? 以下哪项是您曾玩过的MOBA游戏? *

- ☒ CS:GO
- ☐ DOTA2
- ☐ League of Legends
- ☒ Identity V 第五人格
- ☒ PUBG 和平精英
- ☒ Vainglory
- ☐ Mobile Legends: Bang Bang (Arena of Valor / Honor of Kings)
- ☒ 王者荣耀
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