

Motivation and Competition

Pre-Game Questionnaire

User ID: *

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Name: *

Florian Glück

Rate your mental calculation skills: *

	1	2	3	4	5	6	7	8	9	10	
very bad	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	very good

Do you know your opponent ? *

	1	2	3	4	5	6	7	8	9	10	
total stranger	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	well known

How do you feel about competition in gerneral? *

Answers in the mid-range stand for a neutral opinion, it is depending on the context of the competition. High-ratings or low-ratings imply a rather extrem viewpoint, so you would say it is in many(all) situations that way. Answer from your own expierences.

	1	2	3	4	5	6	7	8	9	10	
handicapping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	lifting

How do you feel about competition in education?

Answers in the mid-range stand for a neutral opinion, it is depending on the context of the competition. High-ratings or low-ratings imply a rather extrem viewpoint, so you would say it is in many(all) situations that way. Answer from your own expierences.

	1	2	3	4	5	6	7	8	9	10	
handicapping	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	lifting

How do you feel about competition in work environment?

Answers in the mid-range stand for a neutral opinion, it is depending on the context of the competition. High-ratings or low-ratings imply a rather extrem viewpoint, so you would say it is in many(all) situations that way. Answer from your own expierences.

	1	2	3	4	5	6	7	8	9	10	
handicapping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	lifting

How do you feel about competition in sports?

Answers in the mid-range stand for a neutral opinion, it is depending on the context of the competition. High-ratings or low-ratings imply a rather extrem viewpoint, so you would say it is in many(all) situations that way. Answer from your own expierences.

	1	2	3	4	5	6	7	8	9	10	
handicapping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	lifting

Do you rather feel: *

	1	2	3	4	5	6	7	8	9	10	
frustrated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	eased

Gameplay Demo

Motivation and Competition

to answer after the first mode was played

1. played mode: *

☒ Singleplayer

☐ Halb-Coop

☐ Versus

☐ Versus 2

Do you rather feel...: *

	1	2	3	4	5	6	7	8	9	10	
frustrated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	eased

The time to play was too...: *

	1	2	3	4	5	
short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	long

Do you want to play this mode again? *

☒ Yes

☐ No

☐ Sonstiges:

Rate the mode: *

	1	2	3	4	5	
bad	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	good

Motivation and Competition

to answer after the second mode was played

2. played mode: *

- ☐ Singleplayer
- ☒ Halb-Coop
- ☐ Versus
- ☐ Versus 2

Do you rather feel...: *

	1	2	3	4	5	6	7	8	9	10	
frustrated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	eased

The time to play was too...: *

	1	2	3	4	5	
short	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	long

Do you want to play this mode again? *

☒ Yes

☐ No

☐ Sonstiges:

Rate the mode: *

bad 1 2 3 4 5 good

☐ ☐ ☐ ☒ ☐

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to answer after the third mode was played

3. played mode: *

☐ Singleplayer

☐ Halb-Coop

☒ Versus

☐ Versus 2

Do you rather feel...: *

1 2 3 4 5 6 7 8 9 10

frustrated ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☐ eased

The time to play was too...: *

	1	2	3	4	5	
short	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	long

Do you want to play this mode again? *

- ☒ Yes
- ☐ No
- ☐ Sonstiges:

Rate the mode: *

	1	2	3	4	5	
bad	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	good

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to answer after the fourth mode was played

4. played mode: *

- ☐ Singleplayer
- ☐ Halb-Coop
- ☐ Versus
- ☒ Versus 2

Do you rather feel...: *

	1	2	3	4	5	6	7	8	9	10	
frustrated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	eased

The time to play was too...: *

	1	2	3	4	5	
short	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	long

Do you want to play this mode again? *

☒ Yes

☐ No

☐ Sonstiges:

Rate the mode: *

	1	2	3	4	5	
bad	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	good

Post-Game Questionnaire

Would you play the game again? *

☐ Yes

☒ No

Which mode would you play?

multiple answers are possible

☐ Singleplayer

☐ Halb-Coop

☒ Versus

☒ Versus 2

☐ Sonstiges:

Rate the difficulty of the game: *

	1	2	3	4	5	6	7	8	9	10	
too easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	too hard

Rate the modes: *

(-2)bad; (2)good

	-2	-1	0	1	2
Singleplayer	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Halb-Coop	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Versus	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Versus 2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Additional Feedback:

Die neuen Zahlen erscheinen nicht sofort nach dem Drücken der Entertaste, sonder nach einer kurzen Verzögerung. Wenn möglich würde ich das ändern und die neuen Zahlen unmittelbar anzeigen.

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