

# Motivation and Competition

## Pre-Game Questionnaire

User ID: \*

5

Name: \*

Muris Causevic

Rate your mental calculation skills: \*

	1	2	3	4	5	6	7	8	9	10	
very bad	<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"/>	very good

Do you know your opponent ? \*

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

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## 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 checked="" type="radio"/>	<input 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 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

☐      ☐      ☐      ☒      ☐

## Motivation and Competition

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 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: \*

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

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## Motivation and Competition

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 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: \*

	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 type="radio"/>	<input checked="" 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 checked="" type="radio"/>	<input 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:

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# Google

## Formulare