Motivation and Competition

| Pre-Game Que | estio | naire | e | | | | | | | | |
|--|------------|------------|------------|------------|---------|------------|------------|------------|------------|------------|---|
| User ID: * | | | | | | | | | | | |
| 1 | | | | | | | | | | | *************************************** |
| | | | | | | | | | | | |
| Name: * | | | | | | | | | | | |
| Florian Glück | | | | | | | | | | | *************************************** |
| | | | | | | | | | | | |
| Rate your men | tal c | alcula | ation | skills | * | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | |
| very bad | C | | | | \circ | O | \bigcirc | \bigcirc | 0 | ve | ry good |
| Do you know y | our (| oppor | nent ? | * | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 6 | 5 7 | 8 | 9 | 10 | | |
| total stranger | 0 | 0 | 0 | 0 (| |) C | | O | 0 | we | l 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 | \bigcirc | \bigcirc | \bigcirc | \bigcirc | | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | 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. Highratings 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.

10 handicapping 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. Highratings 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.

3 10 handicapping 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. Highratings 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.

10 handicapping liftina Do you rather feel: * 2 3 5 10

Gameplay Demo

frustrated

eased

Motivation and Competition

| to answer after th | ne first r | mode w | as play | ed | | | | | | | |
|--------------------|------------|------------|------------|------------|------------|------------|------------|---|------------|------------|-------|
| 1. played mo | ode: * | • | | | | | | | | | |
| Singleplaye | er | | | | | | | | | | |
| O Halb-Coop | | | | | | | | | | | |
| O Versus |) Versus | | | | | | | | | | |
| O Versus 2 | Versus 2 | | | | | | | | | | |
| | | | | | | | | | | | |
| Do you rathe | er fee | l: * | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| frustrated | \bigcirc | • | \bigcirc | \bigcirc | eased |
| The time to | play v | was t | 00: | * | | | | | | | |
| | | 1 | 2 | 2 | 3 | | 4 | | 5 | | |
| short | (| \supset | | | \circ | | • | | \bigcirc | | long |
| Do you want | to pl | ay th | is mo | ode a | gain? | * | | | | | |
| Yes | | | | | | | | | | | |
| O No | | | | | | | | | | | |

Sonstiges:

short

| Rate the mo | ode: * | | | | | | | | | | |
|--|---------|------------|------------|------------|------------|------------|------------|------------|------------|----|-------|
| | 1 | | 2 | | 3 | | 4 | | 5 | | |
| bad | | | C |) | \circ | | O | | \bigcirc | | good |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Motivation | and C | omp | etitio | n | | | | | | | |
| to answer after the second mode was played | | | | | | | | | | | |
| 2. played m | ode: * | k | | | | | | | | | |
| Singleplay | /er | | | | | | | | | | |
| Halb-Coop | p | | | | | | | | | | |
| Versus | | | | | | | | | | | |
| O Versus 2 | | | | | | | | | | | |
| 5 | c | 1 4 | | | | | | | | | |
| Do you rath | | | _ | _ | _ | _ | _ | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| frustrated | \circ | \bigcirc | O | 0 | eased |
| The time to | ريرمام | t | | * | | | | | | | |
| The time to | play | | | | ^ | | A | | - | | |
| | | 1 | - | 2 | 3 | i | 4 | | 5 | | |

long

| Do you want to play this mode again? * | | | | | | | | | | | |
|--|------------|------------|------------|------------|------------|------------|------------|------------|----------|------------|-------|
| Yes | | | | | | | | | | | |
| O No | | | | | | | | | | | |
| Sonstiges | | | | | | | | | | | |
| Rate the mo | ode: * | | | | | | | | | | |
| | 1 | | 2 | | 3 | | 4 | | 5 | | |
| bad | | | С |) | 0 | | • | | 0 | | good |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| Motivation | and C | ompe | etitio | n | | | | | | | |
| to answer after | he third | mode v | was play | yed | | | | | | | |
| 3. played m | ode: ³ | k | | | | | | | | | |
| Singleplay | /er | | | | | | | | | | |
| O Halb-Coo | p | | | | | | | | | | |
| Versus | | | | | | | | | | | |
| O Versus 2 | | | | | | | | | | | |
| Do you rath | er fee | : * | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| frustrated | \bigcirc | O | \bigcirc | eased |

| The time to play was too: * | | | | | | | | | | |
|--|------------|------------|------------|------------|---|------|--|--|--|--|
| | 1 | 2 | 3 | 4 | 5 | | | | | |
| shor | t O | • | 0 | 0 | 0 | long | | | | |
| Do you want to play this mode again? * | | | | | | | | | | |
| Yes | | | | | | | | | | |
| O No | | | | | | | | | | |
| Sons | tiges: | | | | | | | | | |
| Rate the mode: * | | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | | | | | |
| bad | \bigcirc | \bigcirc | \bigcirc | \bigcirc | • | good | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
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to answer after the fourth mode was played

4. played mode: *

| Singleplayer |
|--------------|
| |

Halb-Coop

Versus

O Versus 2

| Do you rather feel: * | | | | | | | | | | | |
|--|----------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| frustrated | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | • | \bigcirc | \bigcirc | eased |
| The time to play was too: * | | | | | | | | | | | |
| | | 1 | 2 | 2 | 3 | | 4 | 4 | | | |
| short | (| \bigcirc | (| | | \bigcirc | | \bigcirc | | | long |
| Do you want to play this mode again? * | | | | | | | | | | | |
| Yes | | | | | | | | | | | |
| ○ No | | | | | | | | | | | |
| Sonstiges: | | | | | | | | | | | |
| Rate the mo | Rate the mode: * | | | | | | | | | | |
| | 1 | | 2 | | 3 | 3 | | 4 | | | |
| bad | C |) | 0 |) | 0 | | | | \bigcirc | | good |
| Post-Game Questionnaire | | | | | | | | | | | |
| Would you p | Would you play the game again? * | | | | | | | | | | |
| O Yes | O Yes | | | | | | | | | | |
| No | | | | | | | | | | | |

| Which mod multiple answers | | | ou pla | ay? | | | | | | | |
|-------------------------------|------------|------------|------------|------|------------|------------|------------|------------|------------|------------|------------|
| Singlepla | yer | | | | | | | | | | |
| Halb-Coo | р | | | | | | | | | | |
| Versus | | | | | | | | | | | |
| Versus 2 | ✓ Versus 2 | | | | | | | | | | |
| Sonstiges: | | | | | | | | | | | |
| Rate the di | fficult | ty of 1 | the ga | ame: | * | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| too easy | \bigcirc | \bigcirc | \bigcirc | • | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | \bigcirc | too hard |
| Rate the me | odes | · * · | | | | | | | | | |
| | | -2 | | | -1 | | 0 | | 1 | | 2 |
| Singleplayer | | 0 | | (| \supset | | O | | \bigcirc | 0 | |
| Halb-Coop | | 0 | | (| | | O | | \bigcirc | | \bigcirc |
| Versus | | 0 | | (| | | \bigcirc | | \bigcirc | | |
| Versus 2 | | 0 | | (| \supset | | 0 | | O | | \circ |
| Additional | Feedl | back: | | | | | | | | | |

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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