

Dynamics of boardgames

This research seeks to establish the dynamics present in boardgames according to the opinion of the public which is related to it.

The meaning of dynamics adopted in this research is on par with the MDA model, which define dynamics as:

- the behavior of mechanics of the game based on interactions of the players

in other words, it is how the game develops, what happens during gameplay, how the player uses a mechanic and how they play the game itself.

In this survey, you'll be presented with different concepts of dynamics identified in boardgames, and will be inquired about how much do you agree that it is a dynamic, in respect to the definition, which are present in boardgames. The answer will be a scale from 1 to 5 where 1 means completely disagree and 5 means completely agree.

This is a quick survey and should take no more than 15 to 20 min to complete. Hope you'll be able to contribute with the research

If you want to know about the final results, at the end of the survey you can inform your e-mail and when it is all done i'll send the results to those interested.

***Obrigatório**

1. Which of this profiles is more fitting to describe you? *

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- ☐ Gamer (a board game enthusiast)
- ☐ Boardgames Designer
- ☐ Industry (Work on a publisher of boardgames, or other related companies)

2. How often do you play? (choose the closest one) *

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- ☐ thrice a week
- ☐ once a week
- ☐ once a month
- ☐ lesser than the above

Dynamics

Following up, you should answer how much you agree that each described dynamic (the situation) is present in boardgames.

i.e. use 4 if you think it happens but not 100% sure or 3 if you don't know or not so sure.

3. Do an action to limit the options of other players (refresh the available cards so a player cannot buy one of them) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

4. Use an colateral effect (hit A causing event B which attack C) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

5. Use actions to discover information (watch and analyze other players reactions) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

6. Block a player (use an action to stop him from doing it) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

7. Use an action to change the game state (do an action to increase the market prices) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

8. One versus many: one player decides to attack all other players *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

9. All versus one: many players unite themselves to attack a single player (in example, because he is winning) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

10. Ally with another player (To achieve an objective or surpass an obstacle) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

11. Persecute a player (attack and hinder a single player always) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

12. Survive: play with focus on not being eliminated (keep healing yourself to not die) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

13. Combo: chain automatic effects of the game *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

14. Render useless or reduce usability determined resource of the game (eliminate all forms of using iron) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

15. Protect oneself from a player by hiding behind another one *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

16. Parallax: Observe a outcome intending to force a result more beneficial for you. (' but from here it hits') *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

17. Avoid getting points in the game to have some benefit (in example, to be the first one to play next round) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

18. Camping on a same position / doing always the same strategy or action *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

19. Stale the progress of the game (delay the end of the game) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

20. Play foreseeing your next actions / plan a sequence of actions *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

21. Alpha player: The player that plays for the other ones, which force them to play how he wants them to play *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

22. Protect a position or pieces (play impeding other players to access your resources) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

23. Play safe (do not make risky moves, always play on certainty) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

24. Ritualism: player that repeats a specific form of play intending to get the same result from previous plays (roll the dice a specific way wanting to get the same result) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

25. Count cards, tokens and other resources *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

26. Aim for a personal objective not defined in the game (Conquer all mountain territories, 'I am the king of the mountain!') *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

27. Hasten the end of the game (In puerto rico, build a lot of structures as fast as possible) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

28. Make a sacrifice (sacrifice an important piece in Chess) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

29. Distraction: do an action to take the other players focus of your real objectives (conquer a territory in a region in which you have no interest so the other players believe otherwise) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

30. Change your strategy based on the game status (can't get points with corn so i'll start getting them with wood) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

31. Deduce secret information through open information (see one or more cards played by an opponent and find out which cards he can have on his hand) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

32. Communicate indirectly with teammates, so that other players don't understand (whispering, mimics, predefined visual signs) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

33. Forfeit the game (keep walking in circles without any objective, repeat the same action without any purpose) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

34. Cheating: Break the rules of the game *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

35. Troll: play only to annoy the other players without any care for winning *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

36. Intimidate: Use a stronger position to force another player to do something you want (do that, or i'll attack you) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

37. Bluffing: relay false information to manipulate another players choices *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

38. Convince other players (convince another players that both of you do not have the same interests so he does not attack you) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

39. Confuse a player, inducing him to make a bad play *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

40. Exclusion of a player (in a game where you can select participants for a given event, never chose a specific player) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

41. Small talk: keep talking all time to distract other players *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

42. Play riskily (pursue the greatest risks to get the biggest rewards) *

Marcar apenas uma oval.

	1	2	3	4	5	
Completely disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Completely agree

43. Any suggestion of dynamics that didn't featured on this survey?

44. E-mail for further information when the research is finished:

Este conteúdo não foi criado nem aprovado pelo Google.

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