

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,733
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	456,829
	gl	36
	Sig.	<,001

Comunalidades

	Inicial	Extracción
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	,380
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% < 65%, 3>=66%))	1,000	,872
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	,892
GROUP (1=A 2=B)	1,000	,602
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,901
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,769
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,844
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,786
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	1,000	,698

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Autovalores iniciales			Sumas de cargas al cuadrado ...	
	Total	% de varianza	% acumulado	Total	% de varianza
1	3,996	44,401	44,401	3,996	44,401
2	1,626	18,062	62,463	1,626	18,062
3	1,122	12,469	74,932	1,122	12,469
4	,960	10,668	85,600		
5	,444	4,938	90,538		
6	,376	4,182	94,720		
7	,198	2,200	96,920		
8	,177	1,964	98,884		
9	,100	1,116	100,000		

Varianza total explicada

Componente	Sumas de ... % acumulado	Sumas de cargas al cuadrado de la rotación		
		Total	% de varianza	% acumulado
1	44,401	3,096	34,404	34,404
2	62,463	2,303	25,589	59,993
3	74,932	1,344	14,939	74,932
4				
5				
6				
7				
8				
9				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente		
	1	2	3
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% < 65%, 3>=66%))	,916	-,181	-,018
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,855	-,095	,323
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,756	-,059	-,441
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,748	-,208	,427
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,675	-,482	,096
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,664	,658	-,161
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,616	,670	-,253
PROFILE (1=PLAYER 2=DEVELOPER)	-,137	,525	,293
GROUP (1=A 2=B)	-,013	,383	,675

Método de extracción: análisis de componentes principales.

a. 3 componentes extraídos.

Matriz de componente rotado^a

	Componente		
	1	2	3
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,873	,101	,120
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,869	,285	,085
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% <65%, 3>=66%))	,808	,396	-,248
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,782	-,003	-,294
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,124	,932	,090
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,207	,914	,151
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,449	,565	-,498
GROUP (1=A 2=B)	,123	-,007	,766
PROFILE (1=PLAYER 2=DEVELOPER)	-,197	,180	,556

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 5 iteraciones.

Matriz de transformación de componente

Componente	1	2	3
1	,812	,566	-,142
2	-,400	,717	,571
3	,425	-,406	,809

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,639
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	203,771
	gl	21
	Sig.	<,001

Comunalidades

	Inicial	Extracción
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	,762
GROUP (1=A 2=B)	1,000	,876
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,688
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,663
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,838

Comunalidades

	Inicial	Extracción
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,700
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	1,000	,653

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Autovalores iniciales			Sumas de cargas al cuadrado ...	
	Total	% de varianza	% acumulado	Total	% de varianza
1	2,876	41,091	41,091	2,876	41,091
2	1,290	18,430	59,521	1,290	18,430
3	1,014	14,491	74,012	1,014	14,491
4	,862	12,318	86,330		
5	,442	6,312	92,642		
6	,328	4,686	97,328		
7	,187	2,672	100,000		

Varianza total explicada

Componente	Sumas de ...	Sumas de cargas al cuadrado de la rotación		
	% acumulado	Total	% de varianza	% acumulado
1	41,091	2,859	40,837	40,837
2	59,521	1,193	17,050	57,886
3	74,012	1,129	16,125	74,012
4				
5				
6				
7				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente		
	1	2	3
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,892	,168	,116
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,800	,122	,215
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,744	-,300	,098
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,729	-,236	-,276
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,574	,480	-,356
PROFILE (1=PLAYER 2=DEVELOPER)	-,159	,709	-,483
GROUP (1=A 2=B)	-,027	,606	,713

Método de extracción: análisis de componentes principales.

a. 3 componentes extraídos.

Matriz de componente rotado^a

	Componente		
	1	2	3
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,900	,112	,122
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,817	,011	,180
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,749	-,256	-,166
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,697	,021	-,420
PROFILE (1=PLAYER 2=DEVELOPER)	-,202	,847	,064
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,539	,629	-,035
GROUP (1=A 2=B)	,046	,047	,934

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 4 iteraciones.

Matriz de transformación de componente

Componente	1	2	3
1	,995	,055	-,081
2	,005	,793	,609
3	,098	-,607	,789

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,560
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	242,367
	gl	28
	Sig.	<,001

Comunalidades

	Inicial	Extracción
AVERAGE GAME TIME	1,000	,275
WON RATE	1,000	,821
DIFFICULTY (Q2)	1,000	,681
FUN (Q5-Q6)	1,000	,886
INMERSIBILITY (Q3-Q4)	1,000	,613
GRAPHICS&DESIGN (Q1-Q7-Q8)	1,000	,815
length comment	1,000	,707
KIND OF COMMENT	1,000	,800

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Total	Autovalores iniciales		Sumas de cargas al cuadrado de la rotación	
		% de varianza	% acumulado	Total	% de varianza
1	2,527	31,593	31,593	2,527	31,593
2	1,818	22,721	54,314	1,818	22,721
3	1,254	15,671	69,985	1,254	15,671
4	,956	11,945	81,930		
5	,618	7,723	89,653		
6	,366	4,578	94,231		
7	,327	4,082	98,313		
8	,135	1,687	100,000		

Varianza total explicada

Componente	Sumas de ... % acumulado	Sumas de cargas al cuadrado de la rotación		
		Total	% de varianza	% acumulado
1	31,593	2,183	27,289	27,289
2	54,314	1,732	21,653	48,942
3	69,985	1,683	21,043	69,985
4				
5				
6				
7				
8				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente		
	1	2	3
FUN (Q5-Q6)	,842	-,081	-,412
GRAPHICS&DESIGN (Q1-Q7-Q8)	,823	-,294	-,226
INMERSIBILITY (Q3-Q4)	,661	,286	-,307
DIFFICULTY (Q2)	,544	-,473	,402
WON RATE	-,083	,785	-,445
KIND OF COMMENT	,388	,689	,419
length comment	,376	,563	,499
AVERAGE GAME TIME	,330	-,106	,393

Método de extracción: análisis de componentes principales.

a. 3 componentes extraídos.

Matriz de componente rotado^a

	Componente		
	1	2	3
FUN (Q5-Q6)	,936	,014	,103
GRAPHICS&DESIGN (Q1-Q7-Q8)	,827	-,046	,359
INMERSIBILITY (Q3-Q4)	,717	,279	-,144
KIND OF COMMENT	,097	,888	-,049
length comment	,048	,836	,082
WON RATE	,141	,301	-,843
DIFFICULTY (Q2)	,267	,074	,777
AVERAGE GAME TIME	,080	,264	,446

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 5 iteraciones.

Matriz de transformación de componente

Componente	1	2	3
1	,854	,364	,372
2	-,024	,741	-,671
3	-,520	,564	,642

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Matriz de correlaciones^a

a. Esta matriz no es cierta ...

Comunalidades

	Inicial	Extracción
AVERAGE GAME TIME	1,000	,822
WON RATE	1,000	,702
DIFFICULTY (Q2)	1,000	,947
FUN (Q5-Q6)	1,000	,928
INMERSIBILITY (Q3-Q4)	1,000	,984
GRAPHICS&DESIGN (Q1-Q7-Q8)	1,000	,944
length comment	1,000	,795
KIND OF COMMENT	1,000	,789
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	1,000	,601
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	1,000	,947
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	1,000	,826
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	1,000	,763
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	1,000	,811

Comunalidades

	Inicial	Extracción
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	1,000	,754
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	1,000	,803
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	1,000	,733

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Autovalores iniciales			Sumas de cargas al cuadrado ...	
	Total	% de varianza	% acumulado	Total	% de varianza
1	6,285	39,283	39,283	6,285	39,283
2	2,598	16,238	55,521	2,598	16,238
3	1,888	11,797	67,318	1,888	11,797
4	1,361	8,504	75,821	1,361	8,504
5	1,019	6,369	82,190	1,019	6,369
6	,729	4,556	86,747		
7	,529	3,307	90,054		
8	,425	2,657	92,711		
9	,398	2,490	95,201		
10	,305	1,905	97,105		
11	,255	1,594	98,700		
12	,178	1,115	99,815		
13	,030	,185	100,000		
14	3,300E-16	2,063E-15	100,000		
15	-3,216E-17	-2,010E-16	100,000		
16	-1,174E-16	-7,340E-16	100,000		

Varianza total explicada

Componente	Sumas de ...	Sumas de cargas al cuadrado de la rotación		
	% acumulado	Total	% de varianza	% acumulado
1	39,283	5,116	31,974	31,974
2	55,521	2,599	16,247	48,220
3	67,318	2,538	15,863	64,083
4	75,821	1,738	10,861	74,943
5	82,190	1,160	7,247	82,190
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente				
	1	2	3	4	5
GRAPHICS&DESIGN (Q1-Q7-Q8)	,908	-,180	-,259	,139	-,033
FUN (Q5-Q6)	,900	,131	-,207	-,037	-,237
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	,870	,146	-,179	,029	,001
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	,801	-,257	-,290	,101	,019

Matriz de componente^a

	Componente				
	1	2	3	4	5
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	,784	-,148	-,200	,074	,227
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	,740	,091	-,188	-,087	-,395
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	,710	,321	,346	-,185	,048
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	,655	-,212	-,278	,221	-,005
INMERSIBILITY (Q3-Q4)	,614	,614	,248	-,343	,224
WON RATE	-,130	,763	-,252	,147	-,133
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	,325	,687	,077	-,378	,316
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	,517	-,492	,638	-,169	-,055
DIFFICULTY (Q2)	,517	-,492	,638	-,169	-,055
KIND OF COMMENT	,158	,496	,442	,568	-,020
length comment	,178	,308	,497	,551	-,343
AVERAGE GAME TIME	,258	-,160	,055	,517	,678

Método de extracción: análisis de componentes principales.

a. 5 componentes extraídos.

Matriz de componente rotado^a

	Componente				
	1	2	3	4	5
GRAPHICS&DESIGN (Q1-Q7-Q8)	,944	,080	,178	,015	,123
FUN (Q5-Q6)	,884	,310	,067	,113	-,183
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	,860	,018	,178	-,088	,153
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	,814	,366	,048	,095	,050
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	,761	,197	,070	,105	-,348
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	,753	,192	,172	-,087	,304
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	,747	-,072	,087	,006	,173
INMERSIBILITY (Q3-Q4)	,254	,946	,063	,145	-,015
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	,051	,889	-,182	-,005	,012
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	,384	,675	,304	,256	-,039
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	,206	,097	,940	,105	-,005
DIFFICULTY (Q2)	,206	,097	,940	,105	-,005

Matriz de componente rotado^a

	Componente				
	1	2	3	4	5
WON RATE	-,046	,272	-,712	,298	-,173
length comment	,045	,011	,084	,885	-,054
KIND OF COMMENT	-,022	,217	-,084	,833	,202
AVERAGE GAME TIME	,185	-,009	,081	,122	,875

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 5 iteraciones.

Matriz de transformación de componente

Componente	1	2	3	4	5
1	,861	,379	,307	,127	,070
2	-,119	,659	-,610	,395	-,150
3	-,437	,255	,690	,517	,022
4	,160	-,485	-,238	,672	,480
5	-,169	,348	-,016	-,329	,861

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,734
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	436,581
	gl	66
	Sig.	<,001

Comunalidades

	Inicial	Extracción
AVERAGE GAME TIME	1,000	,706
WON RATE	1,000	,787
length comment	1,000	,686
KIND OF COMMENT	1,000	,791
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	1,000	,571
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	1,000	,824
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	1,000	,565
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	1,000	,707
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	1,000	,824
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	1,000	,583
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	1,000	,794
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	1,000	,737

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Autovalores iniciales			Sumas de cargas al cuadrado ...	
	Total	% de varianza	% acumulado	Total	% de varianza
1	4,044	33,697	33,697	4,044	33,697
2	2,037	16,975	50,673	2,037	16,975
3	1,423	11,855	62,528	1,423	11,855
4	1,072	8,932	71,459	1,072	8,932
5	,855	7,124	78,583		
6	,661	5,512	84,095		
7	,515	4,292	88,388		
8	,391	3,256	91,643		
9	,329	2,742	94,385		
10	,296	2,467	96,852		
11	,206	1,716	98,568		
12	,172	1,432	100,000		

Varianza total explicada

Componente	Sumas de ...	Sumas de cargas al cuadrado de la rotación		
	% acumulado	Total	% de varianza	% acumulado
1	33,697	3,797	31,638	31,638
2	50,673	1,903	15,854	47,492
3	62,528	1,654	13,784	61,276
4	71,459	1,222	10,183	71,459
5				
6				
7				
8				
9				
10				
11				
12				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente			
	1	2	3	4
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	,875	,121	-,205	,042
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	,828	-,258	-,139	,149
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	,818	-,168	-,096	,173
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	,694	,075	-,216	-,221
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	,683	,333	,090	-,348
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	,679	-,188	-,094	,259
WON RATE	-,151	,723	-,436	,228
KIND OF COMMENT	,162	,722	,461	,176
length comment	,189	,574	,566	-,036
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	,280	,553	-,380	-,191
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	,501	-,299	,520	-,461
AVERAGE GAME TIME	,316	-,090	,388	,669

Método de extracción: análisis de componentes principales.

a. 4 componentes extraídos.

Matriz de componente rotado^a

	Componente			
	1	2	3	4
5. He disfrutado jugando contra el boss / I enjoyed playing against the boss	,884	,164	,050	,119
7. Me ha gustado el diseño y comportamiento del boss / I liked the design and behavior of the boss	,865	-,088	-,155	-,119
8. El boss al que me he enfrentado me ha parecido que tiene un buen balance entre dificultad y jugabilidad /The boss I fought seemed to me to have a good balance between difficulty and playability.	,841	,003	-,115	-,128
1. El boss está perfectamente integrado en Kromaia/ The boss is perfectly integrated in Kromaia	,721	-,043	-,060	-,216
6. Cuando terminó el tiempo me sentí decepcionado por no poder seguir jugando contra el boss / When the time was up, I was disappointed that I could not continue playing against the boss.	,681	,082	-,061	,329
4. En algún momento estaba tan involucrado que quise hablar directamente con el videojuego / At some point I was so involved that I wanted to talk directly to the video game	,554	,464	-,159	,400
KIND OF COMMENT	,004	,862	,191	-,102
length comment	-,016	,826	-,068	-,004
WON RATE	-,052	,227	,835	,188
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	,300	,223	-,817	,128
AVERAGE GAME TIME	,299	,247	-,037	-,745
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	,298	,239	,416	,496

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 8 iteraciones.

Matriz de transformación de componente

Componente	1	2	3	4
1	,952	,231	-,194	,044
2	-,075	,744	,589	,308
3	-,261	,627	-,623	-,388
4	,139	-,005	,478	-,868

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,678
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	190,806
	gl	15
	Sig.	<,001

Comunalidades

	Inicial	Extracción
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	,811
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,634
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,543
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,809

Comunalidades

	Inicial	Extracción
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,643
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	1,000	,636

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Total	Autovalores iniciales		Sumas de cargas al cuadrado ...	
		% de varianza	% acumulado	Total	% de varianza
1	2,876	47,932	47,932	2,876	47,932
2	1,199	19,983	67,915	1,199	19,983
3	,882	14,706	82,621		
4	,508	8,462	91,084		
5	,334	5,573	96,657		
6	,201	3,343	100,000		

Varianza total explicada

Componente	Sumas de ... % acumulado	Sumas de cargas al cuadrado de la rotación		
		Total	% de varianza	% acumulado
1	47,932	2,873	47,888	47,888
2	67,915	1,202	20,028	67,915
3				
4				
5				
6				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente	
	1	2
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,894	,104
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,801	,042
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,743	-,290
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,727	-,120
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,576	,550
PROFILE (1=PLAYER 2=DEVELOPER)	-,158	,886

Método de extracción: análisis de componentes principales.

a. 2 componentes extraídos.

Matriz de componente rotado^a

	Componente	
	1	2
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,889	,139
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,798	,074
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,754	-,260
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,731	-,091
PROFILE (1=PLAYER 2=DEVELOPER)	-,193	,879
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,554	,572

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 3 iteraciones.

Matriz de transformación de componente

Componente	1	2
1	,999	,040
2	-,040	,999

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,742
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	442,964
	gl	28
	Sig.	<,001

Comunalidades

	Inicial	Extracción
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	,872
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,902
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	1,000	,735
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,836
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	1,000	,784
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	1,000	,697
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% < 65%, 3>=66%))	1,000	,869
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	,905

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Autovalores iniciales			Sumas de cargas al cuadrado ...	
	Total	% de varianza	% acumulado	Total	% de varianza
1	3,996	49,949	49,949	3,996	49,949
2	1,570	19,621	69,570	1,570	19,621
3	1,036	12,951	82,521	1,036	12,951
4	,525	6,564	89,085		
5	,383	4,786	93,871		
6	,211	2,632	96,503		
7	,179	2,234	98,737		
8	,101	1,263	100,000		

Varianza total explicada

Componente	Sumas de ...	Sumas de cargas al cuadrado de la rotación		
	% acumulado	Total	% de varianza	% acumulado
1	49,949	3,040	38,004	38,004
2	69,570	2,319	28,981	66,985
3	82,521	1,243	15,536	82,521
4				
5				
6				
7				
8				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente		
	1	2	3
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% < 65%, 3>=66%))	,916	-,173	-,021
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,855	-,147	,288
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,755	,011	-,407
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,749	-,267	,391
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,674	-,480	,112
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,616	,686	-,232
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,665	,675	-,064
PROFILE (1=PLAYER 2=DEVELOPER)	-,137	,538	,751

Método de extracción: análisis de componentes principales.

a. 3 componentes extraídos.

Matriz de componente rotado^a

	Componente		
	1	2	3
SHOOTER GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,875	,109	,084
GENERAL GAMES' EXPERIENCE: 1 - No experience, 2 - Little experience, 3 - Medium experience, 4 - Very experienced, 5 - Expert	,866	,292	,032
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% <65%, 3>=66%))	,802	,399	-,260
DIFICULTY IN GAMES: 1 - Easy, 2 - Normal, 3 -Hard, 4 - Extreme	,798	-,014	-,244
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,095	,946	,010
DEVELOPING PRACTICE: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,207	,916	,142
PLAYING TIME: 1= Less than 5 h/week, 2=Between 6 and 10, 3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40	,437	,561	-,480
PROFILE (1=PLAYER 2=DEVELOPER)	-,048	,112	,926

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 4 iteraciones.

Matriz de transformación de componente

Componente	1	2	3
1	,801	,573	-,175
2	-,445	,765	,466
3	,401	-,295	,867

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.

Análisis factorial

Prueba de KMO y Bartlett

Medida Kaiser-Meyer-Olkin de adecuación de muestreo		,434
Prueba de esfericidad de Bartlett	Aprox. Chi-cuadrado	25,294
	gl	3
	Sig.	<,001

Comunalidades

	Inicial	Extracción
PROFILE (1=PLAYER 2=DEVELOPER)	1,000	,943
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% <65%, 3>=66%))	1,000	,773
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	1,000	,802

Método de extracción: análisis de componentes principales.

Varianza total explicada

Componente	Total	Autovalores iniciales		Sumas de cargas al cuadrado ...	
		% de varianza	% acumulado	Total	% de varianza
1	1,469	48,952	48,952	1,469	48,952
2	1,049	34,973	83,925	1,049	34,973
3	,482	16,075	100,000		

Varianza total explicada

Componente	Sumas de ...	Sumas de cargas al cuadrado de la rotación		
	% acumulado	Total	% de varianza	% acumulado
1	48,952	1,445	48,165	48,165
2	83,925	1,073	35,760	83,925
3				

Método de extracción: análisis de componentes principales.

Matriz de componente^a

	Componente	
	1	2
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% <65%, 3>=66%))	,874	-,097
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,801	,400
PROFILE (1=PLAYER 2=DEVELOPER)	-,252	,938

Método de extracción: análisis de componentes principales.

a. 2 componentes extraídos.

Matriz de componente rotado^a

	Componente	
	1	2
by DEVELOPING PRACTICE: 1(1= Less than 5 h/week, 2=Between 6 and 10) 2(3=Between 11 and 20,4= Between 21 and 30; 5=Between 31 and 40, 6= More than 40)	,873	,199
By PLAY PROFILE BY SUM (PLAY PROFILE BY SUM (1=<33%,2>33% <65%, 3>=66%))	,826	-,302
PROFILE (1=PLAYER 2=DEVELOPER)	-,022	,971

Método de extracción: análisis de componentes principales.

Método de rotación: Varimax con normalización Kaiser.^a

a. La rotación ha convergido en 3 iteraciones.

**Matriz de transformación de
componente**

Componente	1	2
1	,971	-,237
2	,237	,971

Método de extracción: análisis de
componentes principales.

Método de rotación: Varimax con
normalización Kaiser.