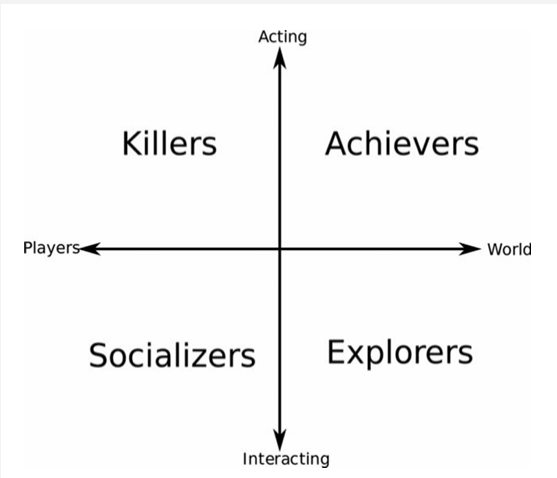


Assignment1 Player Category

Q1

Consider several genres of games that you play and think about what motivates you to play that type of game.



You assign percentages to all four Bartle motivations (adding up to 100%) for each of those genres. Then explain the reasoning behind your breakdown.

Bartle motivations

Game	Killers	Achievers	Socializers	Explorers	Explanation
Genshin Impact (原神)	10%	20%	10%	60%	Genshin Impact is a multiplayer open world game. I spent the majority of time in exploring the map as well as finish the tasks. Besides, it also provides challenge so that I can train my characters. I would like to join the forum to discuss the latest news in new version.
Hollow Knight (空洞骑士)	0%	50%	0%	50%	Hollow Knight is a single soul game. The majority of the game include explore the whole world as well as beat the boss. Therefore there is no social part. Basically I will discuss the plot and the battle with my friends outside the game. I enjoy exploring the beautiful scenery and use different strategies to defeat the boss.

Red Dead Redemption 2 (荒野大镖客2)	25%	20%	0%	55%	RDR2 is an open world game. Though it is only a single game. I enjoy interacting with the NPC, such as hunting and playing in-game games. The world has many random events as well as attracting main plots waiting for me to explore.
Honor of Kings (王者荣耀)	30%	35%	30%	5%	Honor of Kings is a hot 5v5 moba game. It requires lots of team collaboration and two sides against. In this game I focus less on the plot, but concentrate more on it's fighting and analysis the strategies.

Q2

Go to the QF site and take the gamer survey on it.

Taking the survey generates graphs that depict your primary and secondary gaming motivations.

[Quantic Foundry - The Science of Gamer Motivation](#)

<https://quantic.page.link/CxNQaQTTwUPo6u4s7>

Your Quantic Gamer Type : SLAYER / BOUNTY HUNTER



Gamer Type Mottos:

Slayer: *"The Hero in a Cinematic Story."*

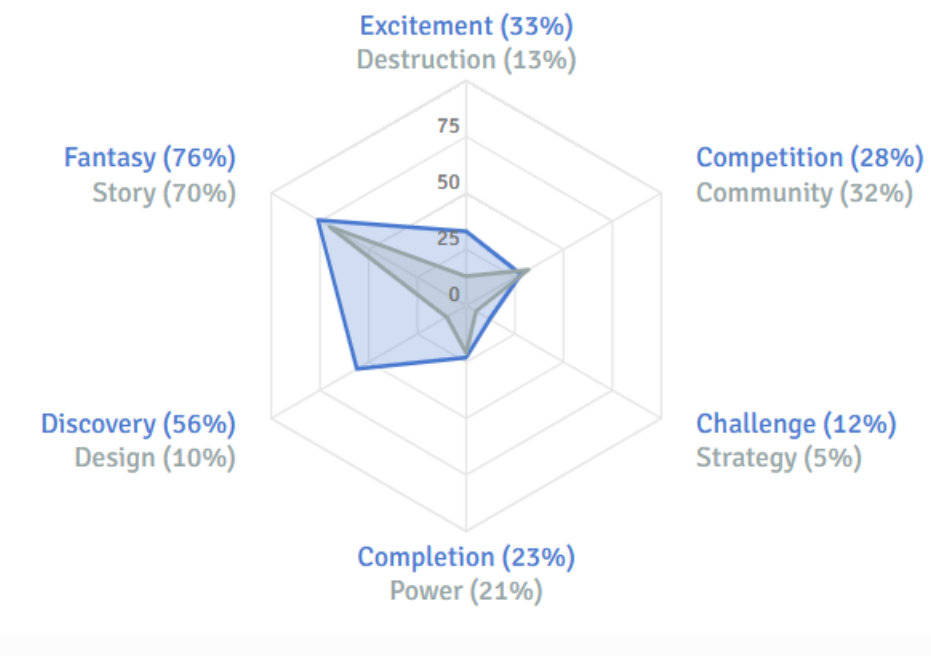
Bounty Hunter: *"High-Octane, Solo World Exploration."*

Your primary (dominant) player type is the Slayer, but you also lean towards a secondary player type, the Bounty Hunter.

Slayers want to be the heroic protagonists in a cinematic story. They are solo gamers who enjoy highly curated narratives and slower-paced gameplay. They see games as highly interactive action movies to be experienced.

Bounty Hunters are solo, action-oriented explorers who want game worlds that they can make their own through customization and discovery. They also enjoy power progression and unleashing mayhem.

[Learn more about the 9 Quantic Gamer Types.](#)



	<p>Oxenfree</p> <p>Oxenfree is a supernatural adventure game. Rites of passage and Senior year traditions set the stage for a group of friends sneaking off to Edwards Island, an old military outpost with no phone service. Players will take on the role of Alex as she brings her new stepbrother Jonas to an overnight party gone horribly wrong. Inspired by classic cult films like Stand by Me and Poltergeist, Oxenfree is an adventure that pulls from the past but looks to the present. "It's a coming of age story about how we pretend how we're going to be." - Jesse Sutter, President and Founder of NIE</p> <p>5.4</p> <p>+ -</p>
	<p>Life is Strange</p> <p>Life is Strange is a five part episodic game that sets out to revolutionize story based choice and consequence games by allowing the player to rewind time and affect the past, present and future.</p> <p>4.2</p> <p>+ -</p>
	<p>Cytus II</p> <p>"Cytus II" is a music rhythm game created by Rayark Games. It's our fourth rhythm game title, following the footsteps of three global successes, "Cytus", "DEEMO" and "VOEZ". This sequel to "Cytus" brings back the original staff and is a product of hardwork and devotion.</p> <p>4.1</p> <p>+ -</p>
	<p>Gris</p> <p>Gris is a hopeful young girl lost in her own world, dealing with a painful experience in her life. Her journey through sorrow is manifested in her dress, which grants new abilities to better navigate her faded reality. As the story unfolds, Gris will grow emotionally and see her world in a different way, revealing new paths to explore using her new abilities.</p> <p>4.1</p> <p>+ -</p>

Q3

Now compare the two side-by-side: the breakdown of your motivations according to Bartle's Taxonomy, and the graphs from the QF survey.

Which one do you feel most accurately captured the reasons you play games?

It may be the QF survey. It is more accurate and precise. I've read the recommendation list from QF. Lots of games attract my interest.