

Felicity

The Escapist Gamer



Age: 39

Sex: Female

Relationship Status: Married

Occupation: EMT

Game Experience: Plays casual web games, Facebook games, and DS/Wii. Plays ~17 hours/week, but reported 8.

Back Story

Felicity, a mother of two (11 year old boy and 7 year old girl), played games on the NES as a kid, but fell out of the gaming scene as she became a teenager. She first started playing casual games around the time her son was born. Later, she started playing Nintendo DS, then her new iPhone, and then the family's Wii, bought for the children. She likes social and story-based games and light action games, but mainly plays as a form of quick escape from her busy job or after the kids are asleep. Often plays much longer than intended.

Favorite Games

- Plants vs. Zombies
- Frontierville
- Rockband
- Angry Birds
- Kingdoms of Camelot

Motivations

- Completing levels/missions
- Playing with others cooperatively
- Likes short distractions

Frustrations

- Games that take a long time to learn
- Games that are too hard
- No feeling of progression

Quote: "I generally like games that I can play quickly or not spend too much time with, except for Kingdoms of Camelot. (laughs) I spend way too much time after the kids are asleep, but I guess I like that [game] because I can help others and like chatting with friends. A good war is fun, too, though!"

Ideal Experience

- Game is fast to load and easy to learn
- Game has a way to cooperate with others, has a good story, and/or has an interesting challenge
- Game is fairly simple to start, but has some depth once you get into it or good replay value
- Game has a strong sense of progress
- Game can be played in short bursts as midday breaks or in longer sessions
- Game can be paused and is easy to reorient yourself upon return hours/days later
- Game grows to be challenging, but not too challenging