Info Sheet

Greetings and thank you for your interest in contributing to our study on video game development concepts!

Our investigations into the game development industry both in NZ and internationally has shown that teams often struggle to communicate due to a lack of a shared vocabulary or understanding of development concepts (such as agile/lean practices) which often leads to misperceptions, misexpectations, and disunity.

In light of this, the aim of this survey is to learn about developer's understandings of game development topics and to validate an existing model of game development concepts. This is to work towards building a shared language of key game development ideas and practices to improve the ability of game developers to collaborate. We hope to apply the findings to support NZ studios to help achieve better team and business outcomes. Hence, we hope that your participation in this research will also be beneficial for you and your team.

The survey has questions on the following:
- Categorizing, providing definitions for, or interpreting the meaning of, game development terms
- Briefly listing factors in your game projects that went well or wrong (like in a postmortem)
- Identifying the 'odd one out' from a list of game development terms

This survey would best are for those who are very familiar with most aspects of the development process of their games and is *not* intended for solo developers.

Please note that your survey responses will be anonymous to the researchers. We may however, include your answers (which will be generally aggregated with other responses) as material in any workshops, presentations, publications, or focus groups.

The time taken for the survey can range from 15-25 minutes depending on your answers.

The full details of the study is included in the information sheet below. Please refer to it carefully before providing consent. If you have any questions, please email Tim at *timothy.mckenzie@pg.canterbury.ac.nz*

Thank you very much!

[Information Sheet Here](#)

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23/1/2023
HEC Ref: HEC 2020/14/LR-PS

Consent Form for game development studio representatives for:
"Addressing Video Game Development Challenges Using Industry 'Best Practices'".
PhD research project

If you would like to participate in the survey and focus group, please select ALL of the consent statements below:

☐ I have been given a full explanation of this project and have had the opportunity to ask questions.

☐ I understand what is required of me if I agree to take part in the research.

☐ I understand that participation is voluntary, and I may withdraw at any time without consequences. Withdrawal of participation will also include the withdrawal of any information I have provided should this remain possible.

☐ I understand that any information or opinions I provide will be kept anonymous to the researcher and his supervisors, and possibly a research assistant(s). I understand that any published or reported results will not identify me or my studio.

☐ I understand that a thesis is a public document and will be available through the UC Library.

☐ I understand that all data collected for the study will be kept in locked and secure facilities and/or in password protected electronic form. I understand the data will be destroyed after ten years.

☐ I understand the risks associated with taking part and how they will be managed.

☐ I understand that I can contact the researcher Timothy McKenzie via his email address, timothy.mckenzie@pg.canterbury.ac.nz, or his primary supervisor Dr Miguel Morales-Trujillo via his email address: miguel.morales@canterbury.ac.nz for further information. If I have any complaints, I can contact the Chair of the University of Canterbury Human Research Ethics Committee, Private Bag 4800, Christchurch, (email: human-ethics@canterbury.ac.nz).

☐ I consent that if I provide my contact information, it will be kept and used by researchers to contact me about future, related research opportunities.

☐ I agree to participate in this research project.

Please follow the link below if you are interested in any of the following:

- You would like a copy of the results of this study
- You are interested to learn more about Tim's research
- You (or your studio) may be interested in participating in other parts of Tim's research
- You are interested in UC's proposed game industy incubator/accelerator

https://canterbury.qualtrics.com/jfe/form/SV_bd54OetdLEp34ai

Demographics

Which of the following positions best describes your primary role(s) as a game developer?
(please select all that apply)

- ☐ Art/Animation/Concept/Modeling
- ☐ Programming/Engineering/Dev Ops
- ☐ Game/Level/Environmental Design
- ☐ UI/UX Design
- ☐ Sound/Music/Voice Acting
- ☐ Narrative/Story
- ☐ QA
- ☐ GUR/Data Analytics
- ☐ Community Management
- ☐ IT/Tech Support
- ☐ Localization
- ☐ Marketing/Publishing
- ☐ Production/Direction/Management
- ☐ Administration
- ☐ Other (please state):
  [   ]

How many years of fulltime experience do you have in your role as a ${q://QID109/ChoiceGroup/SelectedChoices}?

- ○ Junior (2 years or less)
- ○ Intermediate (3-4 years)
- ○ Senior (5-6 years)
- ○ Experienced Senior (7 years or more)
- ○ NA/Other (please state):
  [   ]
- ○ Prefer not to say

Please note, the rest of **the survey is *not* meant to test your game development knowledge** but rather explore the range of understandings developers have on particular topics and to see how closely an existing game development model covers these nuances.

Interpretability Congruency - Concept Naming (Fixed)

The following set of questions explores the coherence of game development terminology.

You will be asked to identify a specific game development concept or category from a list of terms/phrases that relate to it and/or are examples of it.

As an example:

"*Consider the following terms and phrases:*
- *Free of charge*

- *Free Access*
- *Played at no cost*
- *Played for free*
- *Non-premium*
- *F2P*

What game development concept are all these terms and phrases examples of or are related to?"

The answer is: **Free to Play Revenue Model**

Interpretability Congruency - Concept Naming (text entry) 1

Consider the following terms and phrases:
- Digital Store
- Download the Game
- Online Stores
- Steam platform
- Itch.io
- Epic Store
- Google Play
- App Store
- Humble Bundle

What game development concept are all these terms and phrases examples of or are related to?

Consider the following terms and phrases:
- Java
- Computer Language
- Pascal
- HTML
- Syntax
- Python
- C++

What game development concept are all these terms and phrases examples of or are related to?

Consider the following terms and phrases:
- Crash
- Breaking
- Exploits
- Game Defect
- Freezing
- Forced to close

What game development concept are all these terms and phrases examples of or are related to?

Consider the following terms and phrases:
- Dev
- Developers
- Member
- Co-workers
- Peers
- Colleagues
- All Hands

What game development concept are all these terms and phrases examples of or are related to?

Consider the following terms and phrases:
- Action Game
- Arcade
- Idle Games
- Narrative-driven
- Platformers
- RPGs
- Shooters
- Real-time Strategy

- Survival

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Interpretability Congruency - Concept Naming (text entry) 2

Consider the following terms and phrases:
- Render Rate
- FPS
- Ping
- Latency
- Computing Power
- Clock Speed
- Memory Usage

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Consider the following terms and phrases:
- Modeling Software
- Photoshop
- 3DS Studio Max
- Maya
- Texturing Tools
- Corel Draw
- Z-Brush

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Consider the following terms and phrases:
- Human Resources
- Workers
- Personnel
- Hiring
- Employee
- Staff

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Consider the following terms and phrases:
- Player ability
- Skillful
- Casual Gamers
- Newb
- Hardcore
- Players with disabilities
- Non-gamers
- Skill Ceiling

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Consider the following terms and phrases:
- Critics
- Independent Reviewer
- Well-received
- Well acclaimed
- Audience Reception
- Game Awards
- Sensational

What game development concept are all these terms and phrases examples of or are related to?

[   ]

Interpretability Congruency - Concept naming (Choice) 1

Consider the following terms and phrases:
- Tea-bagging (an act to humiliate defeated opponents in a game)
- Troll
- Feeding
- Team Killer
- Cheaters
- Hacking
- Griefing (intentionally disrupting or spoiling the play of others)

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Player Dissatisfaction

○ Gaming Disorders

○ Business Problems

○ Player Churn (abandoning the game)

○ Toxic Players

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

[ ]

Consider the following terms and phrases:
- Winning over players
- Register for a game
- Attract new players
- Broaden their player base
- Early adopters
- Player growth
- Potential players

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ User Acquisition

○ Community Management

○ Target Audience

○ User Behavior

○ User Requirements

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

[ ]

Consider the following terms and phrases:
- Spatial Point of View
- Field of View
- Zoom Level
- First-person
- 3rd Person
- Side-scrolling
- Top-down
- Isometric

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Peripheral Controls

○ Game Modes

○ Three C's

○ Camera

○ Game Features

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

[   ]

Consider the following terms and phrases:
- Console Design
- Controllable
- Clicking
- Keyboard mapping
- Button is pressed
- Ease of play
- Player's input
- Feel about the controls

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ User Error Protection

○ Accessibility

○ User Interface

○ Operability (degree of easiness to operate/control)

○ Learnability

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

[   ]

Consider the following terms and phrases:
- Waterfall
- Scrum
- Agile
- Kanban
- LiveOps
- Rapid Application Development

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Development Process

○ Delivery Models

○ Workflows

○ Pipeline

○ Development Methodologies/Frameworks

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

[   ]

Interpretability Congruency - Concept naming (Choice) 2

Consider the following terms and phrases:
- Alleviate
- Mitigation
- Contingency
- Gamble
- Threat
- Changes in Technology
- Risky

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Feature Management

○ Resource Management

○ Risk Management

○ Scope Management

○ Change Management

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

Consider the following terms and phrases:
- Leaderboard
- Best Player
- Badges
- Pursuit of victory
- Awarded
- Trophy
- Unlocked
- Exhilaration of winning
- Sense of success and accomplishment

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Need for Progression

○ Need for Mastery

○ Need for Challenge

○ Need for Strategy

○ Need for Achievement

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

Consider the following terms and phrases:
- High Profits
- Lucrative
- Profitable
- Maximize Revenue
- Top Selling

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Commercial Success

○ Cost-effectiveness

○ Sustainability

○ On Budget

○ Cost-efficiency

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

Consider the following terms and phrases:
- Three-act

- Rising Action
- Narrative Arc
- Dramatic Climax
- Narratology
- Hero's Journey
- Narrative Beats

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Story Characters

○ Narrative Setting

○ Story Structures

○ Story Plot

○ Narrative Ideology

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

    [   ]

Consider the following terms and phrases:
- In-app Purchases
- In-app Sale
- Buy In-app
- Virtual goods
- In-app Items
- In-game goods
- Multiple small charges
- In platform payments
- Supporter pack

What game development concept are all these terms and phrases examples of or are related to?
(If you are unsure please select 'no specific category', and if you think they apply to multiple concepts please select 'multiple categories')

○ Free to Play

○ Microtransactions

○ In-game Currency

○ In-game Resources

○ Monetizing

○ No Specific Category

○ Multiple Categories

○ Other (please specify):

    [   ]

Interpretability Congruency - Word-Intrusion (Fixed)

The following set of questions will explore the coherence of game development topics.

You will be presented with a set of terms and phrases, and asked to pick the odd one out.

To do this, you will need to infer from the given list what concept all but one of the terms or phrases are referring to.

For example:

"*From the following set of terms and phrases, please select the term/phrase that does not belong with the others:*
- *Announce the title*
- *Attract an audience*
- *Reach consumers*
- *Market*
- *Publicity*
- *Game exposure*"

The concept that unifies most of these terms and phrases is '*promotion*', therefore the odd one out is '*market*' (as market represents who you are promoting to, not the act of promotion itself)

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Profit

○ Revenue

○ Earnings

○ Grossed

○ Commercial

○ Income

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Vision

○ Envisioning

○ High Concept

○ Creative View

○ Creative Direction

○ Design Intent

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Optimistic Schedule

○ Underestimating

○ Time Consuming

○ Under-Scheduling

○ Lack of Time

○ Overlong

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Gamers

○ Players

○ Customers

○ End-Users

○ Users

○ Fans

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Multiplayer

○ Co-op

○ PvP

○ Split Screen

○ Competitive Mode

○ Single-player

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ UI

○ Pop Ups

○ Icon

○ Menu

○ Tool Tip

○ Subtitles

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Delivery

○ Deployment

○ Launch

○ Shipped

○ Went Live

○ Release

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Average Quality

○ Professional-Quality

○ Attention to Detail

○ High Quality

○ Craftsmanship

○ Well Made

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Player Agency

○ Exploration

○ Moral Choices

○ Player-empowerment

○ Feeling of Freedom

○ Players can choose

From the following set of terms and phrases, please select the term/phrase that you think does not belong with the others:

○ Player's Interest

○ Continued Play

○ Lure the players back

○ Build a community

○ User Retention

○ Return to the game

??? - Category Description (Fixed)

The following set of questions explore your understanding of game development concepts. They will ask you to provide:
- Short definitions or descriptions of a game development concept
- Illustrative examples, attributes, or types of said concept (any combination will do)

As an example:

"*Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: "**Genre**" (for a Video Game)*

Definition/Description: A genre describes the elements of the core player experience of a game that distinguish it from other kinds of games

Three examples/types: RPG, Action Adventure, Real-time Strategy

Three attributes: Core mechanics or features, camera orientations, themes or styles"

Please consider the following postmortem snippet:

"*We wrapped up a 3-month preproduction by delivering a **fully-playable proof-of-concept***" - <u>Shaun McCabe and Chad Dezern, Insomniac Games, Ratchet and Clank (2016) Postmortem (2016)</u>

Please define or describe what a "***playable proof-of-concept***" could be, and then provide three examples, types, or synonyms of it (if there are any)

Definition/Description	
Example/type/synonym 1	
Example/type/synonym 2	
Example/type/synonym 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Agile"*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"AAA Game"*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

??? - Category Description (Randomized) 1

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Alpha Milestone"*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Immersion/Immersive"* (in a video game)

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Funding Strategy"* (for a Game Project)

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Art Pipeline" (for a Game Project)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Team Cohesion" (for a Game Project)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Video Game Platforms"*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

??? - Category Description (Randomized) 2

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Beta Milestone"*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Playability" (for a video game)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Testing Practices" (in a Game Project)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Iron/Project Triangle" (in a Game Project)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Game Flow" (in a video game)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Please define or describe the following game development concept, and then provide three examples, types, or attributes of it: *"Success Metrics" (in a game project)*

Category Definition/Description	
Example/type/attribute 1	
Example/type/attribute 2	
Example/type/attribute 3	

Classification Congruency - Breadth classification

The following set of questions ask you to list factors that were significant for a recent game development project you have worked on.
For example:
"

*Can you please **list five factors that went RIGHT** during a significant game development project you worked on recently in the past 3 years into the text entry boxes.*
Factors that went right might include:
- *Factor 1: Game Graphics Fidelity*
- *Factor 2: Team Communication*
- *Factor 3: Marketing to the Right Audience*
- *Factor 4: Keeping to Schedule*
- *Factor 5: Making Success Targets*

OR,

*Can you please **list five factors that went WRONG** during a significant game development project you worked on recently in the past 3 years into the text entry boxes.*
Factors that went wrong might include:
- *Factor 1: Buggy Game UI*
- *Factor 2: Poor Production Practices*
- *Factor 3: Budget Mismanagement*
- *Factor 4: Dull Player Experience*
- *Factor 5: Unwieldy 3rd Party Tools*
etc.
"

Can you please **list five factors that went RIGHT** during a significant game development project you worked on recently in the past 3 years into the text entry boxes.

☐ Factor 1:

☐ Factor 1:

☐ Factor 3:

☐ Factor 4:

☐ Factor 5:

Can you please **list five factors that went WRONG** during a significant game development project you worked on recently in the past 3 years into the text entry boxes.

☐ Factor 1:

☐ Factor 1:

☐ Factor 3:

☐ Factor 4:

☐ Factor 5:

Can you please **list five other factors that were IMPORTANT** during a significant game development project you worked on recently in the past 3 years into the text entry boxes.

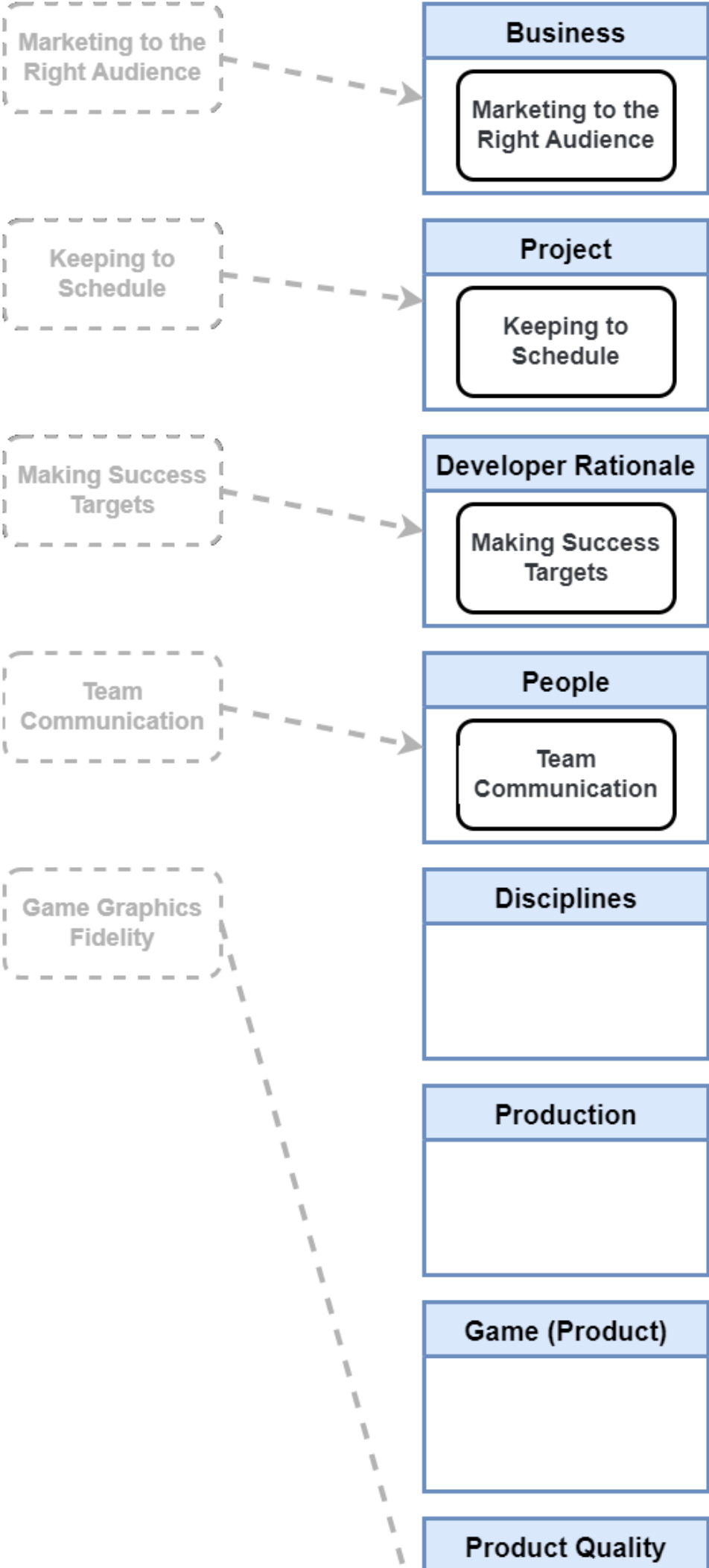☐ Factor 1:

☐ Factor 1:

☐ Factor 3:

☐ Factor 4:

☐ Factor 5:

You will now be asked to sort the factors you have listed into general categories relating to game development.
For example:
"
*Can you please sort these **factors that went well** (on the left) into the general categories (on the right):*

Factors

Keeping to Schedule

Making Success Targets

Team Communication

Game Graphics Fidelity

Subjects

Business

Marketing to the Right Audience

Project

Keeping to Schedule

Developer Rationale

Making Success Targets

People

Team Communication

Disciplines

Production

Game (Product)

Product Quality

Game Graphics Fidelity

Player Engageability

Multiple Categories

No Specific Category

Can you please *sort* these **factors that went RIGHT** (on the left) into the general categories (on the right) by clicking and dragging each factor into an appropriate category.
A reference for all categories is available here. Hovering your cursor over each category will also reveal a tool-tip description of the category.
If you feel a factor fits multiple categories then please place it in '*Multiple Categories*'.
If you think a factor doesn't fit into any of the given categories, please place it in '*No Specific Category*'

Items

» Factor 1:

» Factor 1:

» Factor 3:

» Factor 4:

» Factor 5:

Business

Project

Developer Rationale

People

Disciplines

Production (Way of Working)

Game (Product)

Product Quality

Player Engagability (Quality In Use)

Multiple Categories

No Specific Category

Can you please *sort* these **factors that went WRONG** (on the left) into the general categories (on the right) by clicking and dragging each factor into an appropriate category.

Hovering your cursor over each category will also reveal a tool-tip description of the category.

If you feel a factor fits multiple categories then please place it in '*Multiple Categories*'.

If you think a factor doesn't fit into any of the given categories, please place it in '*No Specific Category*'

Items

» Factor 1:

» Factor 1:

» Factor 3:

» Factor 4:

» Factor 5:

Business

Project

Developer Rationale

People

Disciplines

Production (Way of Working)

Game (Product)

Product Quality

Player Engagability (Quality In Use)

Multiple Categories

No Specific Category

Can you please *sort* these **other IMPORTANT factors** (on the left) into the general categories (on the right) by clicking and dragging each factor into an appropriate category.
A reference for all categories is available here. Hovering your cursor over each category will also reveal a tool-tip description of the category.
If you feel a factor fits multiple categories then please place it in '*Multiple Categories*'.
If you think a factor doesn't fit into any of the given categories, please place it in '*No Specific Category*'

Items

» Factor 1:

» Factor 1:

» Factor 3:

» Factor 4:

» Factor 5:

Business

Project

Developer Rationale

People

Disciplines

Production (Way of Working)

Product

Product Quality

Player Engagability (Quality In Use)

Multiple Categories

No Specific Category

Please rate the following elements of the classification system of game development topics you have just used.

	Strongly disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Strongly agree
I was able to match all of my factors into single categories	○	○	○	○	○
I was able to match all of my factors into relevant game development categories	○	○	○	○	○
I was able to understand what each category meant and what related subtopics I would expect to find in them	○	○	○	○	○
I could generalize elements of the classification system to apply to domains other than game development	○	○	○	○	○

Can you briefly explain why you were not easily able to understand what each category meant and what related subtopics you would expect to find in them?

Classification Congruency - Depth Classification (Fixed)

The following set of questions will ask you to categorize a game development concept based on your interpretation of some quotes from some game postmortems. This will require you to drill down into several subcategories in order to locate the most suitable classification for your concept. If you don't know precisely what the concept is, please locate the closest category that seems right to you.
For example:

"
Please read the following segments from some game development postmortems:

"Steam is not the place where you want to do your marketing. You need to get the visibility outside and bring your traffic to your Steam page."

"In the end, DG launched on November 24 on Steam -- even though we expected it to launch there about a month later."

"Once we knew we would release the game on Steam, we did optimize it as much as we could, and we've kept optimizing the game ever since we launched."

Based on your interpretations of the postmortems above, please categorize the concept: 'Steam'"

Answer: Steam is an online distribution platform, therefore it could be categorized as:
Subject: Business ->
    Factor: Publishing ->
        Topic: Distribution

Please read the following segments from some game development postmortems:

"*After research into methodologies, we were drawn to the advantages of agile software development and decided to adopt Scrum.*"

"*During development of Brothers in Arms: Double Time, the project management methodology of Scrum and Agile Development was beginning to take hold of the game industry.*"

"*We adopt Scrum and other 'agile' methods, and we adjust our plans as circumstances change, but we generally make no effort to quantify our uncertainty from the outset or to plan in a way that will ensure that we focus on the most important risks.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Agile***"

Note: A reference for all categories is available here.

Subject   [⌄]

Factor   [⌄]

Topic   [⌄]

Classification Congruency - Depth Classification (Randomized) 1

Please read the following segments from some game development postmortems:

"*It's a role-playing game in that you play a role and make character development choices that ensure that you end up with a unique alter ego. You make your way through a variety of minute-to-minute gameplay experiences (which add up to a story) in a manner that grows naturally out of the unique aspects of your character.*"

"*We put a lot of effort into creating characters, monsters, and landscapes with a lot of unique character.*"

"*The concepts for the main characters were always directed towards simplicity -- Drake's outfit is really no more than a t-shirt and jeans. The reason for this, and for other choices like it, is that we wanted the characters' personalities to come through in the performances of the actors, rather than being expressed in accessories and trinkets attached to the character model.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Character***"

Note: A reference for all categories is available here.

Subject [⌄]

Factor   [⌄]

Topic   [⌄]

Please read the following segments from some game development postmortems:

"*République's episodic release model was a blessing. Most studios have a single crack at nailing each aspect of a given game's production cycle, but with episode, Camouflaj was able to go through the process of shipping new content (and updating older content) on five occasions before shipping on PS4.*"

"*Although questions remained, the game was well defined. This was accomplished using a small group and rapid prototyping, with the freedom for people to try different things. We considered this a major accomplishment in the context of our previous title and it gave us the confidence to move into the full production of the game.*"

"*While it was necessary to staff up on implementers, we failed to recognize until we were deep into production that our overall efficiency was reduced by this personnel trade, due to the statistical increase in designs that had to be reworked, an up-trend in management oversights, and general miscommunication.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Production***"

Note: A reference for all categories is available here.

Subject [⌄]

Factor   [⌄]

Topic   [⌄]

Please read the following segments from some game development postmortems:

"*I also presented the main characters in their personal lives to give an idea of their context and emotional relationships. This aspect of the writing enabled us to quickly give them an added dimension: the player could see them operating in the context of the story, but he could also discover their private and personal lives, which helped contribute to the illusion that they actually exist.*"

"*Scooby-Doo! First Frights does have some holes, if you like, in the story, and the characters' motivation in the story and in-game were sometimes not as clearly defined to the player as they should've been.*"

"*The narrator tells the story of three characters thrust into saving a kingdom. There's no princess in the castle but the story follows a treaded fairytale path and doesn't divert too far off. A simple story, and behind it, a long-winding and complicated process.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Story***"

Note: A reference for all categories is available here.

Subject [▾]
Factor [▾]
Topic [▾]

Please read the following segments from some game development postmortems:

"*We also had problems with a third-party technology we selected for the multiplayer lobby. Very late in the development cycle, we were forced to confront intractable technical issues around this technology, and we had to replace it with a solution based on Amazon Web Services.*"

"*On subsequent projects we have refrained from developing new technology, however impressive we think it might be. We've chosen to rely on proven tech during the dev process, with improvements and innovations to the tech coming from outside the project critical path.*"

"*As it was our first PS2/Xbox title - and the less-experienced programmers were assigned the task of implementing this technology and adding content - in other words, coding the game content itself.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Technology***"

Note: A reference for all categories is available here.

Subject [▾]
Factor [▾]
Topic [▾]

Please read the following segments from some game development postmortems:

"*Setting the basic concept for the game in stone very early in the project and assigning clear areas of responsibilities to each programmer introduced a clear structure, and C++, with its protected class members and type checking, helped greatly to keep the structure intact.*"

"*However, with up to 11 programmers all attempting to add effects and code, it soon started burgeoning into a larger subsystem*"

"*I have a development joke I often drop: 'When a programmer believes he/she is being clever is when they create the greatest atrocities.'.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Programmer(s)***"

Note: A reference for all categories is available here.

Subject [▾]
Factor [▾]
Topic [▾]

Please read the following segments from some game development postmortems:

"*Being weird paid off, and we received production funding to turn our small 2D portfolio project into our first major 3D game.*"

"*We had to figure out how to manipulate, grab, carry, and use objects in a 3D space with virtual hands in a natural way.*"

"*A third person chase camera behind the player's jet, which flies on rails through a 3D world and can steer freely within a set distance from the level path.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***3D***"

Subject [▼]
Factor [▼]
Topic [▼]

Please read the following segments from some game development postmortems:

"*The game was originally supposed to be a short two to three month project to get my feet wet as a solo indie game designer.*"

"*Level designers had intricate control over every aspect of level geometry, character animations, paths, and player interactions with the characters. Level designers could go far beyond the simple whizzing gizmos and script entire scenes of characters and machinery and gunfights.*"

"*In our projects we have a lead designer who is responsible for the design of the game and a producer who takes care of the whole project.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Designer(s)***"

Note: A reference for all categories is available here.

Subject [▼]
Factor [▼]
Topic [▼]

Please read the following segments from some game development postmortems:

"*Development was basically broken into two phases. The first eight months were spent developing the graphics engine, application architecture, and assorted tools.*"

"*The wonderful thing about the Quake 3 engine is that you can have many more polygons in the view at one time, allowing for more detailed levels and rooms, and of course curves.*"

"*The scripts are compiled into a byte-code binary file that is executed at run time by the game engine.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Engine***"

Note: A reference for all categories is available here.

Subject [▼]
Factor [▼]
Topic [▼]

Please read the following segments from some game development postmortems:

"*We wanted to keep Torque's actions fairly neutral during these scenes to avoid negating the player's feeling that they were fully in control of Torque at all times.*"

"*The total response to the game has been more positive than we ever expected, and playing with enthusiastic players has been a joy.*"

"*Although the basis of the game is player interaction, we found that having a strong random quest generator helped fill in the gaps.*"

Based on your interpretations of the postmortems above, please categorize the concept: "***Player(s)***"

Note: A reference for all categories is available here.

Subject [▼]
Factor [▼]
Topic [▼]

Please read the following segments from some game development postmortems:

"*To maintain a consistent flow of game play and story, Chris had to balance the amount of dialogue that occurred during any one non-player character interaction with how NPCs were distributed throughout the levels.*"

"*As Wik moved around the level, the cheesy smell would be carried along by the movement of air currents around him, creating swirls and vortices in his wake.*"

"*Only weeks away from scheduled beta testing, we scrapped our Act IV level layout schemes because they were just a bit too*

empty and similar. The last minute fixes turned these levels into some of the best, befitting their climactic function."

Based on your interpretations of the postmortems above, please categorize the concept: "***Level(s)***"

Note: A reference for all categories is available here.

Subject [dropdown]

Factor [dropdown]

Topic [dropdown]

Terminology and Categorization + Depth Assessment

Please read the following segments from some game development postmortems:

"Pre-production, where we tested out all of our systems, wrote the tools we needed and figured out our pipeline…"

"An explicit pre-production phase in which to explore the technology, identify areas of risk, and figure out solutions..."

"The pre-production phase started three months before the production. It was during this stage that we formed the team, trained people, set up the production model, and made project schedule. One of the most important steps we took during the pre-production stage was to create Technical Design Documents (TDD), into which we poured all the knowledge we gleaned from our prototype."

Based on your interpretations of the postmortems above, please categorize the concept:"***pre-production***"

Note: A reference for all categories is available here.

Subject [text field] [dropdown]

Factor [dropdown]

Topic [dropdown]

Please rate the following elements of the classification system of game development topics you have just used.

	Strongly disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Strongly agree
The categories were accurate to the relevant game development subjects	○	○	○	○	○
The categories completely covered the relevant game development subjects	○	○	○	○	○
The category names made sense (i.e., they were clear and understandable)	○	○	○	○	○
The subcategories generally made sense for the categories they were listed under	○	○	○	○	○

Please rate the following elements of the classification system of game development topics you have just used.

	Strongly disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Strongly agree
The classification system was intuitive and easy to use	○	○	○	○	○
The classification system would be useful for your work	○	○	○	○	○
The classification system would be timely for your work	○	○	○	○	○
Having this classification system would make an impact in the games industry	○	○	○	○	○
This classification system is novel (i.e., you haven't encountered one like it)	○	○	○	○	○

Can you please briefly explain why you felt the given categories were not accurate to the relevant game development subjects?

Note: A reference for all categories is available here.

[text area]

Can you please briefly explain why you felt the given categories did not completely cover the relevant game development subjects?

Note: A reference for all categories is available here.

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Can you please briefly explain why you felt the categories did not make sense (they were not coherent and/or understandable)?

Note: A reference for all categories is available here.

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Can you please briefly explain why you felt the subcategories did not make sense for the categories they were listed under?

Note: A reference for all categories is available here.

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What do you think can be done to make the classification system more intuitive and easy to use?

Note: A reference for all categories is available here.

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What do you think can be done to make the classification system more useful for your work?

Note: A reference for all categories is available here.

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Pre-prod definition

The last few questions will ask you to share what pre-production approaches you use.

How often does your studio include a *pre-production* stage in your development process?

○ Strictly always (100% of the time)

○ Mostly (75-99% of the time)

○ Sometimes but not always (50-74% of the time)

○ Not often (25-49% of the time)

○ Rarely (1-24% of the time)

○ Never or almost never (0% of the time)

○ Not sure/Don't know

Can you please explain any reasons for why you don't include a pre-production stage in your development process?

How often does your team perform the following activities in **pre-production** (if any)?

(Please drag and place the following activities on the left to the boxes on the right, as appropriate. Note there is an optional 'other' box you can use to add any additional activities you might have that are not listed here.)

Items

Exploring and refining the game concept/idea to figure out it's fundamental design, feel, and requirements

Building, experimenting with, and playtesting different core gameplay mechanics or features

'Gold spike': Developing any new/risky technology required for the game and solving the most difficult technical hurdles

Developing a working playable "proof of concept" of the core gameplay experience.

Discover how assets will be built during production and what tools, modules, middleware, and engine will need to be reused, developed, or brought in

Establishing the game's art direction by exploring different visual design or animation ideas of the game's setting, characters, models etc.

Develop the game's narrative, characters, motivations, setting, story ideas etc.

Figuring out the project's scope, schedule, cost estimation, resourcing etc.

Creating sample sequences or placeholders for full-motion video sequences that will be used in the game

Perform a financial analysis of how well the game is expected to sell

Conduct a market analysis to determine which existing or pending products compete with the proposed game

Validating the work and products the team has made through internal/external reviews, playtests, focus groups with the intended audience etc.

Making a pitch paper/deck for the game's concept

Assigning production development tasks to the team members

Other (Please State):

Strictly Always (100% of the time)

Mostly (75-99% of the time)

Sometimes but not always (50-74% of the time)

Not Often (25-49% of the time)

Rarely (1-24% of the time)

Never or almost Never (0% of the time)

Not sure/Don't know

How often does your team produce the following **pre-production** deliverables (if any)?

(Please drag and place the following activities on the left to the boxes on the right, as appropriate. Note there is an optional 'other' box you can use to add any additional deliverables you might have that are not listed here.)

Items

Game Design Document(s) (GDDs) or equivalent which captures and communicates the design vision of the game, major design decisions, and requirement specifications.

Throwaway software or paper prototypes of the game's mechanics or assets

Technical requirements/Technical design documents/Technical specifications (TDDs)

A "publishable" first playable/vertical slice of the game with all necessary features and any new tech which demonstrates how they all work together to form the core gameplay experience

An inventory of all required assets for the game

Concept art/visual designs in media design documents (MDDs)/art specifications/"Art Bible"

Art style guides used to define the game's tone, mood, or style

Story Boards

Assets that are representative of production level quality

Project plan (including production roadmap/schedule, milestones, cost estimations, resourcing etc.)

A game trailer which demonstrate all the game elements together as a polished linear movie

A game proposal which contains a discussion of the game's core mechanics, the financial analysis, marketing analysis etc.

A one-to-two page pitch paper/slide deck for the concept of the game

Other (Please State):

Strictly Always (100% of the time)

Mostly (75-99% of the time)

Sometimes but not always (50-74% of the time)

Not Often (25-49% of the time)

Rarely (1-24% of the time)

Never or almost Never (0% of the time)

Not Sure/Don't Know