CAD Designer

1. Male  
   2. 19  
   3. Employed  
   4. Partner  
   5. Blue  
   6. Yellow  
   7. Indie Rock  
   8. Yes  
   9. 1  
   10. 1 male  
   11. Yes  
   12. 3-5  
   13. First person shooter  
   14. Bloons tower defence. Just a fun game to pass the time when there’s nothing else to do.  
   15. Random noises 😂  
   16. No. I always listen to my own music. I’d prefer for it to be more personal rather than have it chosen for me.

Phycology Student

1.Female

2. 20

3. Student/ employed

4. Partner

5. Mustard yellow

6. Blue

7. Post hard core

8. Yes

9. 4

10. 2 female 2 male

11.yes

12.6-10

13. Platformer

14. Animal crossing pocket camp. Because it's the same franchise as the older games and because it's a pick up and play game so it's not demanding.

15. Random noises

16. Yes, because it adds to the mood of the scene

Games designer 2nd Year

1.Male

2. 22

3. Student

4. Partner

5. Green

6. Mustard yellow

7. Post-hard-core

8. Yes

9. 2

10. 2 (should probably edit the wording lol). They're sisters.

11. Yes

12. 10+

13. RPG/Fighting

14. Sword Art Online Memory Defrag. I like the source material and its a very well crafted action rpg with simple intuitive controls and daily quests. The online multiplayer is also good.

1. Depends on the game. Gibberish is cool for surreal game settings, though real languages fit realistic games better.
2. Yes. It often helps with timing and it can be used to give scenes context (upbeat music for fast decisions and gameplay for example)

Nursing Student

1 - Male

2- 19

3 - Student

4 - Single

5 - Blue

6 - purple

7 - Jazz

8 - No

12- 6-10

13 - Shooter/Open world

14- Arcade Racer, shooting games don’t work well on mobile

15- it depends how well it is done

16- it depends on what game I am playing if I’m playing a competitive game I don’t as I like to concentrate

Graphic design Student

1. Female

2. 20

3. Student

4. Single

5. Black

6. Dark green

7. Game/Film score

8. Yes

9. 1

10. Male

11. Yes

12. 6-10

13. Open world

14. WorldChef: I already have it on my iPad (I find it easier on larger screen) and you can manage your own restaurant and it’s easy to learn.

15. A language I can understand

16. I think it depends on what the game is. If it’s an adventure type, then background music is nice to hear as it makes gameplay more immersive. Also for combat FPS makes the campaign much more intense and enjoyable. If it’s a survival/horror, it’s not always necessary as it could confuse the player as they would want to listen to the sound effects in game, so background music could be distracting. However when I play my main combat game such as Counter Strike: Source as an example, I play within a server that is based on survival. It is important to be able to hear the enemy nearby to prevent infection/death therefore background music shouldn’t be playing at this time in order to concentrate. But really I contradict myself here because I play my own, usually mostly vocal-based music, quieter than the in-game sound.