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Hi, my name is Malik and i'm studying the Master in Game Design at the ZHdK. The informations you provide for this survey is a part of my Master thesis and it will help me to create a toolkit for Game Developers, who want to design a relaxing game experience for the players. You don't need to be a game developer to fill out this survey. You can write here your name or username if you want:

sonja

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How many hours do you spend, on playing video games per week?

4

3

Do you play video games to relax?

Yes

4

Please name at least 3 video games, which offer in your opinion a relaxing experience, with an explanation as to why you feel relaxed (more answers are also welcome):

tacoma, gone home, beginner's guide, fire watch, florence, sailor's dream, device 6 – getting lost in a nice story without pressure to win

kami, topsoil – simple but special and challenging game mechanic with a calming visual and sound design

stardew valley, hay day – repetitive challenges, clear goals (different to real life challenges)

minecraft, tilt brush, world of goo – beeing creative with no clear goals, stetting your own goals

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Please name at least 3 video games, which offer in your opinion a stressfull experience, with an explanation as to why you feel stressed (more answers are also welcome):

Rust, Nidhogg, Samurai Gun, COD, MMO's, Battle Arena Multiplayer, Shooter –All kind of competitive Multiplayer feel quite stressful, I guess because of the fast reaction you need and the competitive aspect of the games

Papers Please, Overcooked – Games with time pressure, or challenges under time pressures

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Am i allowed to quote your statements?

Yes

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Thank you very much for participating, you can type here other comments, in regards to relaxing game experiences. Please share this survey with other people, to get as many valuable information as possible!

Grüssseee! Schreib, wenn Du Feedback brauchst!