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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:

David Krummenacher

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

15

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):

Flow Free: Very accessible mechanics / Failure isn't really punished

Hexplore: Nostalgia is comforting / Not that challenging (mostly because of exploitable strategies)

Point and Click Adventure Games in general: Time is not a factor / Low stakes in failure

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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):

Super Hexagon: You're determined to fail, it's only a matter of how long you avoid failure / Pressure is built up constantly

I can't recall any more from the top of my head.

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Am i allowed to quote your statements?

No

7

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!

No response