1

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:

Hanh-Dung

2

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

0

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):

"Dofus": because of the open world feeling and the music. Mmorpg in general to chat with friends without the obligation to go on with the story right away or with battles. So also "guild wars". I also find Pokémon snap on 64 relaxing due to the music and how you know that you can't be attack, it's only about finding and observing

5

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):

"Elsword" due to the amount of visual effect and how you have to spam the keyboard really fast to be good. Also games where it's very easy to die like "geometry dash" or multiplayer games that makes me enter the competition mode either than relaxing

6

Am i allowed to quote your statements?

Yes

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!

I mostly think the music and the calm visual does the trick