

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:

Sophie

2

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

7

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):

1)Yonder -The cloud catcher chronicles (pc)

- transportarion into different world: visually stunning, exploration driven, healing land, building

2)My time at Portia (pc)

- transportarion into different world: visually stunning, hilarious characters, building, sandbox

3)Dicehunter (mobile)

- distraction: funny characters, luck vs strategy, gamle elements

4) picross (nintendo ds/diverse)

- distraction: problem solving, concentration

Right now i mainly play 3)

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):

1) bioshock

-Scary, jumpscares, dark, moody audio

2) fallout

-Same as previous

3) jump & run in general

-Random/ unexpected timing of "correct" button presses, restart if you fail

4) arcade in general

-time pressure

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!

It helps if there is nothing that wants to violently attack or kill me or something that I control (dice hunter dice dont get destroyed, its just my rechargeable energy that drains). Audio is important, as well as beautiful surprises and freedom to explore or strategize.