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:

ToyotaFanKK

2

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

2

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):

Minecraft, as I find the creative aspect very relaxing; Pokémon, as it's familiar and easy for me to pick up; and Tetris, Jordan Kiang's version of which I play regularly when I want to relax but don't have access to a PC or games console.

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):

I find Quake, Counter-Strike, and - at times - Undertale a stressful experience. Quake can be stressful due to the sheer speed of the gameplay, Counter-Strike due to the consequences of failure and the impact it will have for my teammates, and Undertale because my reaction times are not conducive to good performance in bullet hell.

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!

As of late, I've been developing a procedurally generated action RPG to relax.