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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:

Fabio

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

3

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Do you play video games to relax?

Yes

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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):

World of Warcraft - Repetitive, Low Stakes gameplay

Planet Zoo - RTS Game, focus on maintenance, minimal elements of time pressure

Journey, Gris u.Ä. - low pressure jump and run experiences with a focus on flow

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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):

League of Legends - Online Multyplayer Game, feeling pressured by other players who expect me to perform.

Ori and the Blind Forest - Skill based jump and run, have to perform to advance in game

Starcraft2 - Competitive rts game, requires high amount of actions per minute and constant focus

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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!

Relaxing Games: Islanders, Flow, Flower, Panoramical, GRIS, ABZU