

1



## Own performance not assessable

The players can not or only with difficulty assess whether they play the game well. They do not know whether their **success** is due to their **skills** or just to **chance**.

2



## Decision uncertainty too great

When it is the players' turn, they are **uncertain** which **actions** they can, may or must choose. This uncertainty complicates move planning and causes players to think **too long** for each move.

3



## Rules are too complicated

The players have to follow a complicated set of **rules**. This makes it difficult for them to **comply**. The game does not invite players to play again because they have difficulty **remembering** the rules.

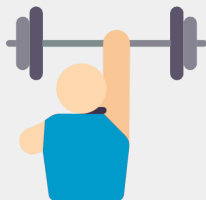
4



## Game does not encourage cooperation

Players are supposed to **work together** in the game, but they do not. Each player plays **for themselves** rather than **cooperating** with other players.

5



## Game is too easy

The game is too easy to win because it **fails to demand effort** and **challenge** the players. As a result, the **course of the game** is predictable early on and the game quickly becomes boring.

6



## Game is too hard

The game is too **hard** to **win**, because despite great effort, **players** cannot reach their goals. Therefore, they quickly lose the desire to continue or replay the game.

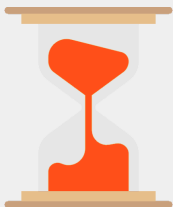
7



## Game seems meaningless

The game seems meaningless to the **players**, as they **feel** there is nothing **at stake**.

8



## Game duration too long

The game lasts **too long** and it is not possible to maintain tension or anticipation over the entire period. The longer the game lasts, the less often it is started or **finished** because the **effort** exceeds the time budget.





## Success depends too much on skills

The **success** of the players depends heavily on the **skills** that they already have at the beginning. This can lead to players with different levels and experience not being able to **play well together**, as the outcome of the game is already foreseeable before the game starts.

# 10



## Game situation is unclear

The **game situation** is unclear because the players have to keep an eye on many **parameters** at the same time. This makes it difficult for them to choose the right **actions**.

# 11



## Gameplay is too predictable

The course of the game is **predictable** for the players. This is especially the case when the game offers too few chances for variety and **surprises** and the **turn routine** is too rigid. The game then quickly loses its appeal.

# 12



## Competition is too strong

The **competition** among players is so strong that the gaming experience suffers as a result. Not all players like to play under intense **pressure**. Some **players** then play very aggressively to win and defeat then feels very painful for the loser.