Survey Questions for
A Study of User Interface Modifications
in *World of Warcraft*

Sean Targett, Victoria Verlysdonk,
Howard J. Hamilton, and Daryl Hepting
Technical Report CS-2013-01
January, 2013

Survey Questions for

A Study of User Interface Modifications

in *World of Warcraft*

Sean Targett, Victoria Verlysdonk, Howard J. Hamilton, and Daryl Hepting
Department of Computer Science
University of Regina
Regina, Saskatchewan
CANADA S4S 0A2
targetts@gmail.com, verlysdv@uregina.ca, {hamilton, hepting}@cs.uregina.ca

Abstract

This paper gives the questions used in our survey of *World of Warcraft* players with respect to user interface modifications. The questions are given for both the 2007 and 2011 versions of the survey.

1. Introduction

This paper gives the questions used in our survey of *World of Warcraft* players with respect to user interface modifications. The questions are given for both versions of the survey, which were made in the years 2007 and 2011.

Preliminary results of the 2007 survey were published in [1] and results, analysis, and discussion of the 2007 and 2011 results were published in [2].

Section 2 gives the 2007 survey questions and Section 3 gives the 2011 survey questions.

2. 2007 Survey Questions

This section gives the Welcome/Introduction for the 2007 survey in Figure 1 and the survey questions for the 2007 survey in Figures 2 through 13.

Welcome to this survey about user-created interfaces in video games.

Your participation is very much appreciated. At any time before you click the SUBMIT button at the end of this survey, you may choose to not participate. By clicking the SUBMIT button, you consent to have your responses analyzed anonymously. This study has been approved by the ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ and you may contact them by sending e-mail to ▮▮▮▮▮▮▮▮▮▮▮▮▮▮

The ability for a user to create his or her own interface has direct implications for human-computer interaction and it is an area that is largely untested in the software industry. One such game that provides this capability is the massively multiplayer online role-playing game (MMORPG) World of Warcraft (WoW). This very popular game has spawned a large user interface modding (modification) community that has created countless interface tweaks and mods. The mods range from simple button or interface location changes, to entire reworks of the interface with new themes and functionality added.

This study will look primarily at the World of Warcraft video game and the effect that user created interfaces have had on it and its community. The survey will explore why users like you modify the interface, what benefits and drawbacks are present in user-created interface content, and why the community donates its time.

Results from this study will be posted at the site ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

NOTE: participation is open to anyone who has played World of Warcraft, regardless of computer expertise, age, or anything else.

Figure 1: 2007 Survey, Welcome/Introduction.

1. [*] CONSENT FOR RESEARCH PARTICIPATION

I hereby consent to participate as a subject in a research project entitled "User Created Interfaces in Video Games" conducted by ████████████ ████████████████████████ If I have any questions or concerns I can contact the researcher ████████████████████████████████████

NOTE: participation is open to anyone who has played World of Warcraft, regardless of computer expertise, age, etc.

· I understand that ████████████████████████████████████ approved this project. If I have any questions or concerns about my rights or treatment as a participant, I may contact████████████████ ████████████████████ or by email at ████████████████

· I understand that I will complete a questionnaire having to do with user created interfaces in video games, specifically World of Warcraft.

· I understand that my participation is completely voluntary, and that I am free to withdraw from the study at any time I choose, without penalty.

· I understand that this project is not expected to involve risks of harm any greater than those ordinarily encountered in daily life. I also understand that it is not possible to identify all potential risks in any procedure, but that all reasonable safeguards have been taken to minimize the potential risks.

· I understand that knowledge of my identity is not required. I will not be required to submit my name or any other identifying information on the research questionnaire.

· I understand that the results of this research may be published or reported to government agencies, funding agencies, or scientific groups, but that my name will not be associated in any way with any published results.

· I understand that this survey will require approximately 30 minutes to complete.

· I may obtain copies of the results of this study, upon its completion, at the site ████████████████████████

· I am 18 years of age or older or I have my parents/guardians consent.

I have read this entire form and I understand it completely. All of my questions regarding this form or this study have been answered to complete satisfaction.

I understand that by selecting "I AGREE" from the options below am providing informed consent for this study.

○ I AGREE
○ I DISAGREE

Figure 2: 2007 Survey, Question 1.

2. Gender

○ Male
○ Female

3. Age

Select the range that your age falls into

○ Under 18
○ 18 - 24
○ 25 - 34
○ 35-44
○ 45+

4. Rate your general computer proficiency:

○ Beginner
○ Intermediate
○ Expert

5. Rate you skill level in WoW:

○ Beginner
○ Intermediate
○ Expert

6. Approximately how many hours a week on average do you play?

Choose the range that most closely matches how much time you spend on average

○ <5
○ 5-10
○ 11-15
○ 16-20
○ 21-30
○ 31-40
○ 40+

7. Have you played a massively multiplayer online(MMO)game before WoW?

○ No
○ Yes

8. How many years have you played MMO's?

○ <1
○ 1-2
○ 2-3
○ 3-5
○ 5-8
○ 8-10
○ 10+

Figure 3: 2007 Survey, Questions 2-8.

9. Do you currently use interface mods?

○ No
○ Yes

10. Have you used an interface mod in the past?

○ No
○ Yes

11. Have you used user interface mods for a previous game?

○ No
○ Yes

12. How long did you play World of Warcraft before you downloaded your first user interface addon/mod?

Select the range that is the best approximation

○ Immediately
○ 1 week
○ 1 month
○ 3 months
○ 6 months
○ 1 year +

13. Do you prefer the standard user interface provided by Blizzard, or a modified one?

○ I prefer the standard interface provided by Blizzard.
○ I prefer to use a slightly modified interface that I have customized.
○ I prefer to use a heavily modified interface that I have customized.

14. Would you prefer the standard Blizzard interface to have:

○ more information displayed than currently.
○ the same amount of information.
○ less information displayed than currently.

15. [*] Have you ever created or developed a user interface mod/addon?

○ No
○ Yes

16. Do you think using UI mods gives you an advantage over others?

○ Definitely Yes
○ Cautiously Yes
○ Maybe
○ Probably Not
○ Definitely Not

17. If yes, do you think that the advantage is unfair?

○ Definitely Yes
○ Cautiously Yes
○ Maybe
○ Probably Not
○ Definitely Not

18. How do you feel about user created user interface mods in general?

Figure 4: 2007 Survey, Questions 9-18.

19. Are you part of a guild?

○ No
○ Yes

20. What faction do you play?

○ Alliance
○ Horde
○ Both

For the following game types please estimate what percentage of your total time spent playing WoW is spent playing that game type. If you do not play a certain type of game type please select N/A.

	N/A	0%-10%	11%-20%	21%-30%	31%-40%	41%-50%	51%-60%	61%-70%	71%-80%	81%-90%	91%-100%
21. Solo PvE	○	○	○	○	○	○	○	○	○	○	○
22. Group PvE (less than 20 people)	○	○	○	○	○	○	○	○	○	○	○
23. Raid (20 people or more)	○	○	○	○	○	○	○	○	○	○	○
24. Solo PvP	○	○	○	○	○	○	○	○	○	○	○
25. Group PvP	○	○	○	○	○	○	○	○	○	○	○

Please rate the difficulty level for the following classes:

	Very Easy	Easy	Moderate	Hard	Very Hard
26. Druid	○	○	○	○	○
27. Hunter	○	○	○	○	○
28. Mage	○	○	○	○	○
29. Paladin	○	○	○	○	○
30. Priest	○	○	○	○	○
31. Rogue	○	○	○	○	○
32. Shaman	○	○	○	○	○
33. Warlock	○	○	○	○	○
34. Warrior	○	○	○	○	○

Rank the 3 classes, in order, that you think are the hardest to play.

	Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior
35. The hardest class:	○	○	○	○	○	○	○	○	○
36. The second hardest class:	○	○	○	○	○	○	○	○	○
37. The third hardest class:	○	○	○	○	○	○	○	○	○

Rank the 3 classes, in order, that you think are the easiest to play.

	Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior
38. The easiest class:	○	○	○	○	○	○	○	○	○
39. The second easiest class:	○	○	○	○	○	○	○	○	○
40. The third easiest class:	○	○	○	○	○	○	○	○	○

Rank, in order, your 3 favorite classes.

	Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior
41. Your favorite class:	○	○	○	○	○	○	○	○	○
42. Your second favorite class:	○	○	○	○	○	○	○	○	○
43. Your third favorite class:	○	○	○	○	○	○	○	○	○

Figure 5: 2007 Survey, Questions 19-43.

For the following user interface modification categories, please select if you currently, or have in the past, used a mod that would fall into that category:

	Use Currently	Used in Past	Never Used
44. Interface Bars: (addons that add/modify/remove the Action Bars)	○	○	○
45. Quest Enhancement: (mods that change/improve your quest interface)	○	○	○
46. Druid Mods: (mods specific to the druid class)	○	○	○
47. Hunter Mods: (mods specific to the hunter class)	○	○	○
48. Mage Mods: (mods specific to the mage class)	○	○	○
49. Paladin Mods: (mods specific to the Paladin class)	○	○	○
50. Priest Mods: (mods specific to the priest class)	○	○	○
51. Rogue Mods: (mods specific to the rogue class)	○	○	○
52. Shaman Mods: (mods specific to the shaman class)	○	○	○
53. Warlock Mods: (mods specific to the warlock class)	○	○	○
54. Warrior Mods: (mods specific to the warrior class)	○	○	○
55. Healer Mods: (mods used to aid healing)	○	○	○
56. Tanking mods: (mods used to aid in tanking/aggro management)	○	○	○
57. Map Addons: (Addons that add/modify/improve both your World Map and mini map)	○	○	○
58. Inventory/Item: (help manage your inventory, sort loot, and improve item information)	○	○	○
59. Collections/Packs: (customized interfaces that include muliple mods)	○	○	○
60. Professions/Tradeskills: (Addons to assist with tradeskills & professions)	○	○	○
61. Communication: (Addons that affect chat or messaging)	○	○	○
62. Information Tracking/Logging: (Addons made to export information from WoW to the outside world)	○	○	○
63. Auction House: (Addons dealing with the auction house)	○	○	○
64. Guild: (Addons to help with guild management)	○	○	○
65. PVP/Battleground: (Mods specifically designed to enhance your pvp and battlegrounds experience)	○	○	○
66. Raid/Instance: (All Raiding/Party and Instance specific mods)	○	○	○
67. Audio: (Addons dealing with audio clips)	○	○	○
68. Mod Developement: (tools to aid in the development process)	○	○	○
69. Other: (mods that do not fit into the other categories)	○	○	○

70. Please identify the mod(s) name or category that was classified as "Other" in the previous question.

[   ]

Figure 6: 2007 Survey, Questions 44-70.

7

71. How did you find out about the UI mods that you use?

72. Are there any user interface features/mods that you feel are missing or could use improvement?

73. Would WoW be as enjoyable to play without user interface mods?

- ◯ Definitely Yes
- ◯ Cautiously Yes
- ◯ Maybe
- ◯ Probably Not
- ◯ Definitely Not

74. Do you use a different collection/set of UI mods in different situations? (ie. raid vs pvp)

- ◯ No
- ◯ Yes

75. Which do you prefer?

- ◯ I prefer to select multiple individual mods and build my own interface.
- ◯ I prefer to download a customized modification package that has lots of mods already preselected and combined.

76. Do you prefer mods that augment your play style or automate tedious aspects of your playing for you?

- ◯ Augment
- ◯ Automate
- ◯ Both
- ◯ Neither

77. How do mods fit into your play style?

78. Have you adapted your play style to conform to the mods that you use or have you configured the mods to match your play style?

- ◯ Configured mods to match play style
- ◯ Modified play style to conform to mods
- ◯ Both
- ◯ Neither

79. List the mods that you use most often:

Figure 7: 2007 Survey, Questions 71-79.

8

For the follow classes please select the level range of the highest character you have for that class.

	0-9	10-19	20-29	30-39	40-49	50-59	60	N/A
80. Druid	○	○	○	○	○	○	○	○
81. Hunter	○	○	○	○	○	○	○	○
82. Mage	○	○	○	○	○	○	○	○
83. Paladin	○	○	○	○	○	○	○	○
84. Priest	○	○	○	○	○	○	○	○
85. Rogue	○	○	○	○	○	○	○	○
86. Shaman	○	○	○	○	○	○	○	○
87. Warlock	○	○	○	○	○	○	○	○
88. Warrior	○	○	○	○	○	○	○	○

For the following classes, please select the game type that you play most often with that class.

	Solo PvE	Group PvE (less than 20 people)	Raid (20 or more people)	Solo PvP	Group PvP
89. Druid	○	○	○	○	○
90. Hunter	○	○	○	○	○
91. Mage	○	○	○	○	○
92. Paladin	○	○	○	○	○
93. Priest	○	○	○	○	○
94. Rogue	○	○	○	○	○
95. Shaman	○	○	○	○	○
96. Warlock	○	○	○	○	○
97. Warrior	○	○	○	○	○

For the following classes, please estimate how much of your total time spent playing WoW is spent playing that class.

	N/A	0%-10%	11%-20%	21%-30%	31%-40%	41%-50%	51%-60%	61%-70%	71%-80%	81%-90%	91%-100%
98. Druid	○	○	○	○	○	○	○	○	○	○	○
99. Hunter	○	○	○	○	○	○	○	○	○	○	○
100. Mage	○	○	○	○	○	○	○	○	○	○	○
101. Paladin	○	○	○	○	○	○	○	○	○	○	○
102. Priest	○	○	○	○	○	○	○	○	○	○	○
103. Rogue	○	○	○	○	○	○	○	○	○	○	○
104. Shaman	○	○	○	○	○	○	○	○	○	○	○
105. Warlock	○	○	○	○	○	○	○	○	○	○	○
106. Warrior	○	○	○	○	○	○	○	○	○	○	○

For the following classes list any key mods/addons that you use. For classes that you do not play or do not use mods please leave it blank.

107. Druid

108. Hunter

109. Mage

110. Paladin

111. Priest

112. Rogue

113. Shaman

114. Warlock

115. Warrior

Figure 8: 2007 Survey, Questions 80-115.

Learning Questions
116. How difficult is it to learn how to play World of Warcraft with the standard interface?

- ○ Very Hard
- ○ Hard
- ○ Moderate
- ○ Easy
- ○ Very Easy

117. How did you learn how to use user interface mods?

Choose all those that apply.

- ☐ Community
- ☐ Self Taught
- ☐ Internet Documentation
- ☐ In Game Friends/Guildmates
- ☐ Other

118. How hard is it to learn how to use mods/addons?

- ○ Very Hard
- ○ Hard
- ○ Moderate
- ○ Easy
- ○ Very Easy

119. Are there any mods that helped you learn to play the game better?

- ○ No
- ○ Yes

120. If yes, list the mods that were of help:

121. Do you think that the game would be easier to learn with a modified interface over the standard one provided by Blizzard?

- ○ Definitely Yes
- ○ Cautiously Yes
- ○ Maybe
- ○ Probably Not
- ○ Definitely Not

Figure 9: 2007 Survey, Questions 116-121.

Development Questions
122. What made you decide to develope a UI mod in the first place?

```
[                              ]
```

123. Who were you developing the mod for?

```
[                              ]
```

124. If you had to place your mod(s) into a category, what would it be?

```
[                          ]
```

125. What do you think about the WoW modding community?

```
[                              ]
```

126. Have you received help from other community members or given help to any others?

```
[                              ]
```

127. Do you play World of Warcraft?

- ◯ No
- ◯ Yes

128. Do you use your own UI mod while playing?

- ◯ No
- ◯ Yes - Once in a while
- ◯ Yes - Frequently
- ◯ Yes - Very frequently
- ◯ Don't know

129. Do you use other's UI mods while playing?

- ◯ No
- ◯ Yes - Once in a while
- ◯ Yes - Frequently
- ◯ Yes - Very frequently
- ◯ Don't know

Figure 10: 2007 Survey, Questions 122-129.

11

130. How did you get started in UI modding?

131. Were there any other UI mods in existence that performed a similar function to yours, at the time that you created it?

132. If yes, what were the reasons for developing your own mod rather than using preexisting mods?

133. Do your friends/guildmates use your mod?

- ○ No
- ○ Yes

134. Do you feel that some UI mods provide too much automation or an unfair advantage?

Figure 11: 2007 Survey, Questions 130-134.

135. Where do you draw the line between what is a helpful macro/UI versus something that is on the verge of being considered botting?

136. Do you worry about how your mod will be used (or abused) once it gets out into the community?

137. Why do you share your work with the community and fellow WoW players?
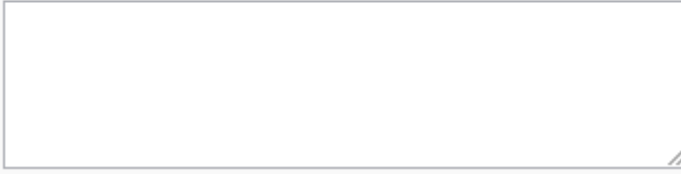
138. What benefit do you receive for creating a mod(s) for the community?

139. Do you think Blizzard should incorporate more of the community UI features and functions into their defualt interface or should they just let the playerbase download the mods for themselves and leave it up to the community?

140. How do you feel about some of the changes Blizzard has made to the UI modability since the game has released, and what they have planned for the upcoming expansion?

Figure 12: 2007 Survey, Questions 135-140.

141. Any closing comments or suggestions?

Figure 13: 2007 Survey, Question 141.

3. 2011 Survey Questions

This section gives the Welcome/Introduction for the 2011 survey in Figure 14 and the survey questions for the 2011 survey in Figures 15 through 27.

Welcome to this survey about user-created interfaces in video games.

Your participation is very much appreciated. At any time before you click the SUBMIT button at the end of this survey, you may choose to not participate. By clicking the SUBMIT button, you consent to have your responses analyzed anonymously. This study has been approved by the ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ **and you may contact them by an sending e-mail to** ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

The ability for a user to create his or her own interface has direct implications for human-computer interaction and it is an area that is largely untested in the software industry. One game that provides this capability is the massively multiplayer online role-playing game (MMORPG) World of Warcraft (WoW). This very popular game has spawned a large user interface modification (UI mod) community that has created countless interface tweaks and mods. The mods range from simple button or interface location changes, to entire reworks of the interface with new themes and added functionality.

This study will look primarily at the World of Warcraft video game and the effect that user created interfaces have had on WoW and its community. The survey will explore why users like you modify the interface, what benefits and drawbacks are present in user-created interface content, and why players donate their time to the community.

Results from this study will be posted at the ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

NOTE: participation is open to anyone who has played World of Warcraft, regardless of computer expertise, age, or anything else. If you are under the age of 18, please get your parent's or guardian's permission first.

Figure 14: 2011 Survey, Welcome/Introduction.

1. [*] CONSENT FOR RESEARCH PARTICIPATION

I hereby consent to participate as a subject in a research project entitled "User Created Interfaces in Video Games" conducted by ███████████████████████. If I have any questions or concerns I can contact the respective researchers by email at ███████████████████████████.

NOTE: participation is open to anyone who has played World of Warcraft, regardless of computer expertise, age, etc. If you are under the age of 18, please get your parent's or guardian's permission first.

· I understand that the ████████████████████████████ approved this project. If I have any questions or concerns about my rights or treatment as a participant, I may contact ████████████████████████████or by email at ██████████████████.

· I understand that I will complete a questionnaire regarding user created interfaces in video games, specifically World of Warcraft.

· I understand that my participation is completely voluntary, and that I am free to withdraw from the study at any time I choose, without penalty.

· I understand that knowledge of my identity is not required. I will not be required to submit my name or any other identifying information on the research questionnaire.

· I understand that the results of this research may be published or reported to government agencies, funding agencies, or scientific groups, but that my name will not be associated in any way with any published results.

· I understand that this survey will require approximately 30 minutes to complete.

· I may obtain copies of the results of this study, upon its completion, at the site ████████████████████████.

· I am 18 years of age or older or I have my parent/guardian's consent.

I have read this entire form and I understand it completely. All of my questions regarding this form or this study have been answered to complete satisfaction.

I understand that by selecting "I AGREE" from the options below I am providing informed consent for this study.

◯ I DISAGREE
◯ I AGREE

Figure 15: 2011 Survey, Question 1.

2. Where did you hear about this survey?

Select all that apply

- ☐ WoW Offical Site Forums (General)
- ☐ WoW Offical Site Forums (UI and Macro)
- ☐ WoWUI Forums (IncGamers)
- ☐ Curse.com Forums
- ☐ From a friend/guild member/other player
- ☐ Other

3. Please identify the source or location that was classified as "Other" in the previous question.

[   ]

4. Gender

- ○ Male
- ○ Female

5. Age

Please type only your age (e.g. 19)

[   ]

6. Rate your general computer proficiency:

- ○ Expert
- ○ Intermediate
- ○ Beginner

7. Rate you skill level in WoW:

- ○ Expert
- ○ Intermediate
- ○ Beginner

8. Approximately how many hours a week on average do you play?

Choose the range that most closely matches how much time you spend on average

- ○ more than 40
- ○ 31 to 40
- ○ 21 to 30
- ○ 16 to 20
- ○ 11 to 15
- ○ 5 to 10
- ○ less than 5

Figure 16: 2011 Survey, Questions 2-8.

9. Have you played a massively multiplayer online(MMO)game before WoW?

- ○ No
- ○ Yes

10. How many years have you played MMO's?

- ○ more than 10
- ○ 8 to 10
- ○ 5 to 8
- ○ 3 to 5
- ○ 2 to 3
- ○ 1 to 2
- ○ less than 1

11. Are you part of a guild?

- ○ No
- ○ Yes

12. What faction do you play?

- ○ Both
- ○ Horde
- ○ Alliance

Please identify:

	Warrior	Warlock	Shaman	Rogue	Priest	Paladin	Mage	Hunter	Druid	Death Knight
13. The hardest class to play:	○	○	○	○	○	○	○	○	○	○
14. The easiest class to play:	○	○	○	○	○	○	○	○	○	○
15. Your favourite class to play:	○	○	○	○	○	○	○	○	○	○
16. The class you play the most:	○	○	○	○	○	○	○	○	○	○
17. The class you play the least:	○	○	○	○	○	○	○	○	○	○

For the following, PvE refers to Player vs. Event game types, and PvP refers to Player vs. Player game types. Solo refers playing alone, Group refers to playing with a group of less than 20 people, and Raid refers to playing with a group of 20 or more people. **Please identify:**

	Solo	Group	Raid
18. The game type you play the most:	○	○	○
19. The game type you play the least:	○	○	○

20. The game type you prefer:

- ○ PvP
- ○ PvE

21. The game type you play more often

- ○ PvP
- ○ PvE

Figure 17: 2011 Survey, Questions 9-21.

For the follow classes please select the level range of the highest character you have for that class.

	0 to 4	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 to34	35 to 39	40 to 44	45 to 49	50 to 54	55 to 59	60 to 64	65 to 69	70 to74	75 to 79	80 to 85	N/A
22. Death Knight	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
23. Druid	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
24. Hunter	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
25. Mage	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
26. Paladin	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
27. Priest	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
28. Rogue	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
29. Shaman	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
30. Warlock	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
31. Warrior	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

For the following classes, please select the game type that you play most often with that class.

	Solo PvE	Group PvE	Raid PvE	Solo PvP	Group PvP	Raid PvP
32. Death Knight	○	○	○	○	○	○
33. Druid	○	○	○	○	○	○
34. Hunter	○	○	○	○	○	○
35. Mage	○	○	○	○	○	○
36. Paladin	○	○	○	○	○	○
37. Priest	○	○	○	○	○	○
38. Rogue	○	○	○	○	○	○
39. Shaman	○	○	○	○	○	○
40. Warlock	○	○	○	○	○	○
41. Warrior	○	○	○	○	○	○

Figure 18: 2011 Survey, Questions 22-41.

19

42. Do you currently use interface mods?

○ No
○ Yes

43. Have you used an interface mod in the past?

○ No
○ Yes

44. Have you used user interface mods for another game?

○ No
○ Yes

45. How long did you play World of Warcraft before you downloaded your first user interface addon/mod?

Select the range that is the best approximation

○ 1 year +
○ 6 months
○ 3 months
○ 1 month
○ 1 week
○ Immediately

46. Do you prefer the standard user interface provided by Blizzard, or a modified one?

○ I prefer to use a heavily modified interface that I have customized.
○ I prefer to use a slightly modified interface that I have customized.
○ I prefer the standard interface provided by Blizzard.

47. Would you prefer the standard Blizzard interface to have:

○ less information displayed than currently.
○ the same amount of information.
○ more information displayed than currently.

48. Do you think using UI mods gives you an advantage over others?

○ Definitely Yes
○ Cautiously Yes
○ Maybe
○ Probably Not
○ Definitely Not

49. If yes, do you think that the advantage is unfair?

○ Definitely Yes
○ Cautiously Yes
○ Maybe
○ Probably Not
○ Definitely Not

Figure 19: 2011 Survey, Questions 42-49.

50. How do you feel about user created user interface mods in general?

[text box]

For the following user interface modification categories, please select if you currently, or have in the past, used a mod that would fall into that category:

	Never Used	Used in Past	Use Currently
51. Interface Bars: (addons that add/modify/remove the Action Bars)	○	○	○
52. Quest Enhancement: (mods that change/improve your quest interface)	○	○	○
53. Death Knight Mods: (mods specific to the death knight class)	○	○	○
54. Druid Mods: (mods specific to the druid class)	○	○	○
55. Hunter Mods: (mods specific to the hunter class)	○	○	○
56. Mage Mods: (mods specific to the mage class)	○	○	○
57. Paladin Mods: (mods specific to the Paladin class)	○	○	○
58. Priest Mods: (mods specific to the priest class)	○	○	○
59. Rogue Mods: (mods specific to the rogue class)	○	○	○
60. Shaman Mods: (mods specific to the shaman class)	○	○	○
61. Warlock Mods: (mods specific to the warlock class)	○	○	○
62. Warrior Mods: (mods specific to the warrior class)	○	○	○
63. Healer Mods: (mods used to aid healing)	○	○	○
64. Tanking mods: (mods used to aid in tanking/aggro management)	○	○	○
65. DPS Mods: (mods used to aid in dealing damage)	○	○	○
66. Map Addons: (Addons that add/modify/improve both your World Map and mini map)	○	○	○
67. Inventory/Item: (help manage your inventory, sort loot, and improve item information)	○	○	○
68. Collections/Packs: (customized interfaces that include muliple mods)	○	○	○
69. Professions/Tradeskills: (Addons to assist with tradeskills & professions)	○	○	○
70. Communication: (Addons that affect chat or messaging)	○	○	○
71. Information Tracking/Logging: (Addons made to export information from WoW to the outside world)	○	○	○
72. Auction House: (Addons dealing with the auction house)	○	○	○
73. Guild: (Addons to help with guild management)	○	○	○
74. PVP/Battleground: (Mods specifically designed to enhance your pvp and battlegrounds experience)	○	○	○
75. Raid/Instance: (All Raiding/Party and Instance specific mods)	○	○	○
76. Audio: (Addons dealing with audio clips)	○	○	○
77. Mod Developement: (tools to aid in the development process)	○	○	○
78. Other: (mods that do not fit into the other categories)	○	○	○

79. Please identify the mod(s) name or category that was classified as "Other" in the previous question.

[text box]

[Quit Survey - Do not save answers] [<< Previous Page] [Next Page >>]

Figure 20: 2011 Survey, Questions 50-79.

80. How did you find out about the UI mods that you use?

81. Are there any user interface features/mods that you feel are missing or could use improvement?

82. Would WoW be as enjoyable to play without user interface mods?

○ Definitely Yes
○ Cautiously Yes
○ Maybe
○ Probably Not
○ Definitely Not

83. Do you use a different collection/set of UI mods in different situations? (ie. raid vs pvp)

○ No
○ Yes

84. Which do you prefer?

○ I prefer to download a customized modification package that has lots of mods already preselected and combined.
○ I prefer to select multiple individual mods and build my own interface.

85. Do you prefer mods that augment your play style or automate tedious aspects of your playing for you?

○ Neither
○ Both
○ Automate
○ Augment

86. How do mods fit into your play style?

87. Have you adapted your play style to conform to the mods that you use or have you configured the mods to match your play style?

○ Configured mods to match play style
○ Neither
○ Both
○ Modified play style to conform to mods

88. List the mods that you use most often:

Figure 21: 2011 Survey, Questions 80-88.

22

For the following classes list any key mods/addons that you use. For classes that you do not play or do not use mods please leave it blank.

89. Death Knight

90. Druid

91. Hunter

92. Mage

93. Paladin

94. Priest

95. Rogue

96. Shaman

97. Warlock

98. Warrior

Figure 22: 2011 Survey, Questions 89-98.

Learning Questions
99. How difficult is it to learn how to play World of Warcraft with the standard interface?

- ○ Very Easy
- ○ Easy
- ○ Moderate
- ○ Hard
- ○ Very Hard

100. How did you learn how to use user interface mods?
Choose all those that apply.

- ☐ Other
- ☐ In Game Friends/Guildmates
- ☐ Internet Documentation
- ☐ Self Taught
- ☐ Community

101. How hard is it to learn how to use mods/addons?

- ○ Very Easy
- ○ Easy
- ○ Moderate
- ○ Hard
- ○ Very Hard

102. Are there any mods that helped you learn to play the game better?

- ○ No
- ○ Yes

103. If yes, list the mods that were of help:

104. Do you think that the game would be easier to learn with a modified interface over the standard one provided by Blizzard?

- ○ Definitely Yes
- ○ Cautiously Yes
- ○ Maybe
- ○ Probably Not
- ○ Definitely Not

Figure 23: 2011 Survey, Questions 99-104.

24

Development Questions
105. [*] **Have you ever created or developed a user interface mod/addon?**

○ No
○ Yes

Figure 24: 2011 Survey, Question 105.

106. What made you decide to develop a UI mod in the first place?

107. Who were you developing the mod for?

108. If you had to place your mod(s) into a category, what would it be?

109. What do you think about the WoW modding community?

110. Have you received help from other community members or given help to any others?

111. Do you currently play World of Warcraft?

- ○ No
- ○ Yes

112. Do you use your own UI mod while playing?

- ○ No
- ○ Yes - Once in a while
- ○ Yes - Frequently
- ○ Yes - Very frequently

113. Do you use other's UI mods while playing?

- ○ No
- ○ Yes - Once in a while
- ○ Yes - Frequently
- ○ Yes - Very frequently

Figure 25: 2011 Survey, Questions 106-113.

26

114. How did you get started in UI modding?

115. Were there any other UI mods in existence that performed a similar function to yours, at the time that you created it?

116. If yes, what were the reasons for developing your own mod rather than using preexisting mods?

117. Do your friends/guildmates use your mod?

○ No
○ Yes

118. Where do you draw the line between what is a helpful macro/UI versus something that is on the verge of being considered botting?

119. Do you worry about how your mod will be used (or abused) once it gets out into the community?

120. Do you share your work with the community and fellow WoW players?

○ No
○ Yes

Figure 26: 2011 Survey, Questions 114-120.

27

121. Why do you share your work?

122. What benefit do you receive for creating a mod(s) for the community?
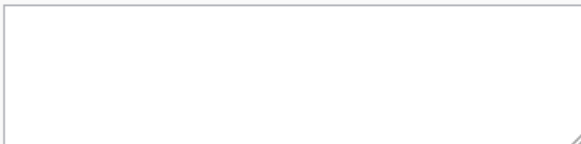
123. Why do you not share your work?

124. Has Blizzard's UI Add-On Development Policy influenced your choice not to share your modifications with the community?
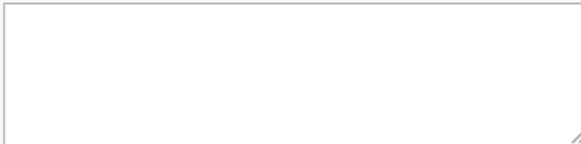
125. How should the incorporation of UI mods be handled?

- ○ Blizzard should incorporate more of the community UI features and functions into their default interface.
- ○ Blizzard should let the playerbase download the mods for themselves and leave interface choices up to the community.

126. How do you feel about some of the changes Blizzard has made to the UI modability since the game has released?

127. Any closing comments or suggestions?

Figure 27: 2011 Survey, Questions 121-127.

28

References

[1] Targett, S. (2011). A Study of User Created Interfaces in Video Games, M.Sc. Thesis, Department of Computer Science, University of Regina, Regina, Canada. April, 2011. Available from UMI Dissertation Express. (AAT MR88528).

[2] S. Targett, V. Verlysdonk, H.J. Hamilton, D. Hepting, A Study of User Interface Modifications in *World of Warcraft*, *Game Studies*, volume 12, issue 2, December 2012.