

# Survey Questions

- if playing a game, would you use Twitter to play?
- how long would you be willing to wait for a response from a game server?
- ~~would you enjoy a game that ~~features~~  
~~cooperative play~~ has <sup>our</sup> exploration or ~~big~~ <sup>future</sup> combat~~
- what genre of game would you prefer?
-



**Hildigerr Vergaray**

April 16 at 8:33pm

This quarter, I am taking a human-computer-interaction design class. This class is focused on a group project. My group has collectively decided to create a game which uses Twitter for game server input/output. The key thing which sets our game apart from existing games is that we will attach pictures to our server's Tweets in order to have graphical output. Let me ask you: would you use Twitter to play a game? How long would you be willing to wait for a response to some desired action from a game? What considerations would modify how long you are willing to wait for such a response? What genre of game would you prefer? What question might you pose if you were considering implementing a game with Twitter as a platform yourself? (Please also respond to other's such questions as well.) Your responses will be used to justify design decisions for my project. Thank you for your time.



**Rachel Prella** You might get better results with a survey. I don't have twitter myself.

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**Hildigerr Vergaray** Thanks for your response. I opted for this method rather than a survey because I am aiming to gain insight via questions asked on sub-threads. Perhaps I should do both. Would you play if it used Facebook instead?

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**Rachel Prella** It depends on the game. I generally avoid facebook games because their notifications are irritating and they don't provide enough social interaction. The time I would be willing to wait for a desired response depends on how rewarding the response is. The type of game I'd be willing to play would ideally allow multiple players to have avatars in the same room, talking and playing different smaller games (like word games, trivia, avatar wrestling) with each other. If you couldn't do avatars, just adding a little 'room' where people could enter and exit at will and start and join games with others. Not sure if this helps.

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**Jeff Boire** In my rather humble opinion, twitter is almost worthless. One has to be dedicated enough to view all the posts in heavy traffic. I have only 35 people to follow because I want to see how certain people write their thoughts, if they do it themselves. Some figures have staff writing their posts. I would find a game to be cumbersome and possibly interrupted at great length by other posts, even with such a low number of follows.

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**Teresa Secundus** I don't think Twitter is the best place for games. If you want that experience, you can use Facebook. I think people use it because of its simplicity, so if you were to have games, they would have to follow in that style.

I don't use Twitter because I am an introvert and we tend to be more verbose in writing (versus in person). I guess you might want to figure out which demographic that you want to target, and then figure out what types of games they would prefer and how long they would wait for a response, etc. Twitter seems to be more so for young people, who respond quickly and succinctly in general, right?

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**Jeff Boire** I think Teresa has a point. FB might be better suited for your project.

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**Denise Bennett** Just a thought: have you thought about putting out a survey page at some Java, Scala, or C++ developer forums? Gaming community developer forums can be useful for getting the insight you are looking for. I don't have much experience at Twitter, but I used to know someone who sought out the developer forums, and got better results.

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