

Game Night 2025 Survey Report

2nd December 2025

Thanks very much to everybody who filled in a survey. They made for some really interesting reading and have helped me to think about the foci moving forwards into the next season and beyond. This report is mainly for me to gather all my thoughts in one place and to give feedback to you on what your general feelings were. In places, I may use some quotes to flesh out context or respond directly to points that were raised, but I will of course be anonymising them.

This report is not insubstantial (25 pages and 8,285 words) so feel free to skim read, zone in on sections you think are more relevant to you or indeed, ignore it completely. I feel it has been worth the time investment considering you have made the effort to contribute in the first place, and it can hopefully only serve to improve the stream. I'm happy to discuss any elements of it with anybody, either publicly or in DMs, so please feel free to reach out if you have any further comments, or would like to discuss anything in more detail.

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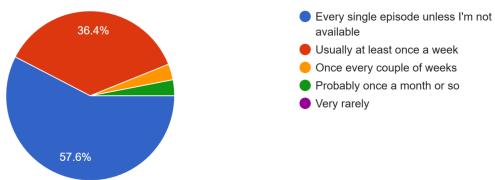
General

Total respondents: 33

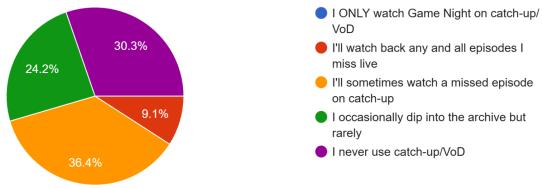
Public respondents: 21

Anonymous respondents: 12

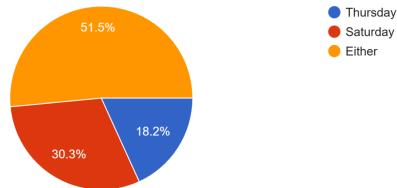
On average, how often do you watch Game Night streams live?
33 responses



How often do you make use of either the VoD archive, or watch on catch-up post-stream?
33 responses



Are you more likely to tune in live on a Thursday or a Saturday?
33 responses



Over 90% of respondents suggested they watch *Game Night* at least once a week, so much of what follows broadly comes from very regular viewers. This doesn't in any way denigrate those less frequent viewers, it's just a bit of context for the overall sentiments.

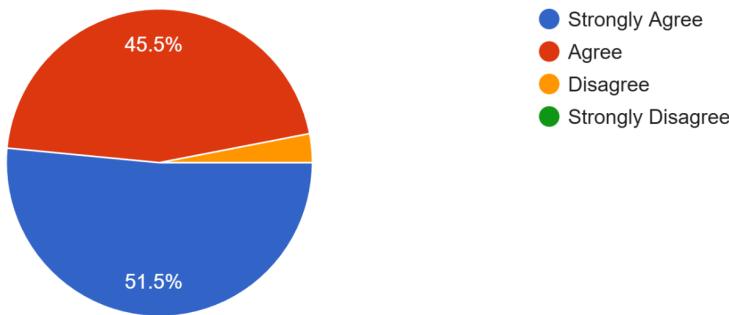
Over half of the respondents suggested they regularly or at least occasionally go back and watch missed shows. This suggests to me that there is definitely a decent number of people who treat *Game Night* as a viewer experience, as well as an interactive experience. I've gotten into good routines with uploading the VoDs to YouTube post-stream (an unexpected upside of Twitch blitzing their VoD system), and this is something I'm planning to continue making use of. With hindsight, I probably should have asked whether you catch-up on YouTube or on Twitch. If you haven't discovered the YouTube VoD channel yet, do go and have a nose around [here](#).

There wasn't a huge skew for one day or the other, with half the viewership happy with either day, though slightly more of the other half favour Saturdays, which makes sense.

Software

The quality of the SOFTWARE used at Game Night is generally high

33 responses



Getting into the meat of the survey, this result is very gratifying to see. There were one or two comments about how the software can be a bit temperamental, though my view on this is that the software is, not always, but generally pretty robust, and it's more often hardware that lets me down. This is not to excuse occasional bugs that creep into final builds, or the lack of features that should exist but don't. Nor indeed is it a case of "it's the hardware? Oh, well that's alright then!". But to be honest, any gremlins that do creep in are somewhat symptomatic of using my own software rather than off the shelf stuff and to a degree, is to be expected. One comment that stuck out to me:

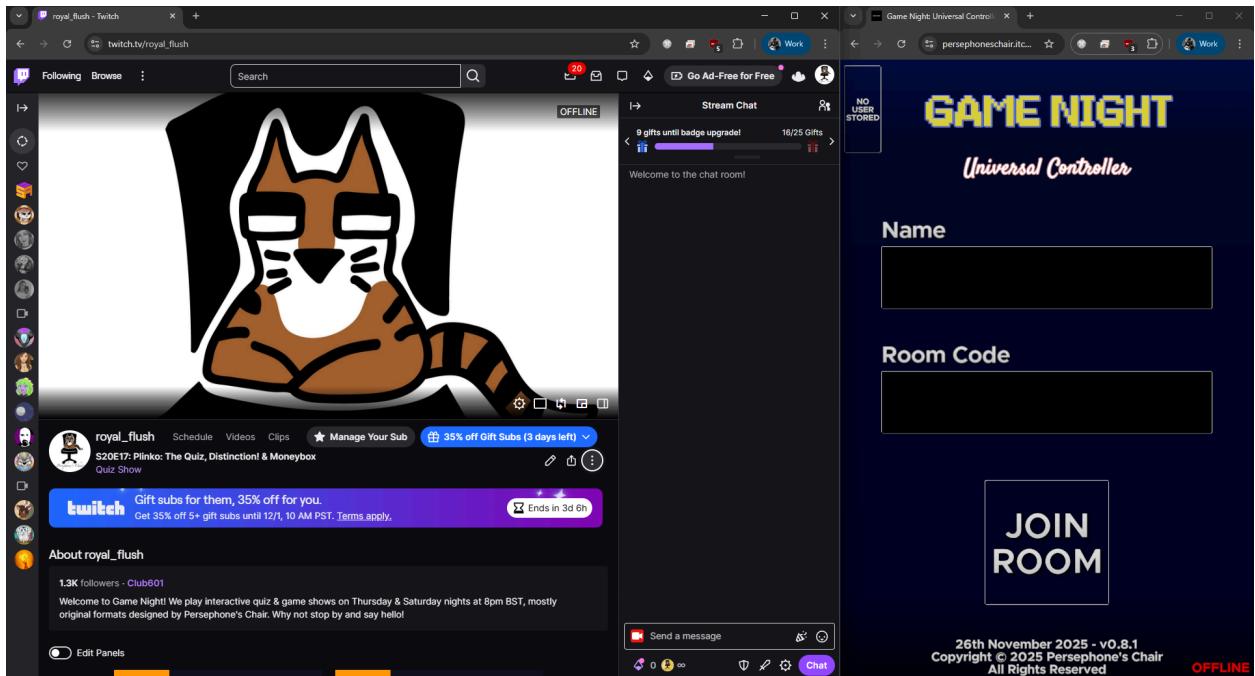
"Bugs and crashes still happen more often than they should. Building the games rather than running directly in Unity seems to have reduced the crashes, but increased the bugs meaning games can't be recovered."

I like to think as time has gone on, game-breaking bugs are getting fewer and further between. Just to clarify on this comment though; building the games hasn't necessarily increased the bug count. If the bugs were there in the inspector version, they're there in the built version. However, using built versions means that accessing variables or fudging the workflow from outside what is expected is significantly more difficult. I have got plans to add a system into the *Operator* software that will go some way towards remedying this, which will hopefully start to be rolled out next year. However, the trade-off for more stable/performant software feels like it's a pretty good deal, considering it's a relatively rare occurrence when we have to manually finagle the gameplay or player states. From a selfish point of view, as well as the decreased crashes, using built software in conjunction with the *Operator* software makes my own personal workflow as a host much easier and more consistent.

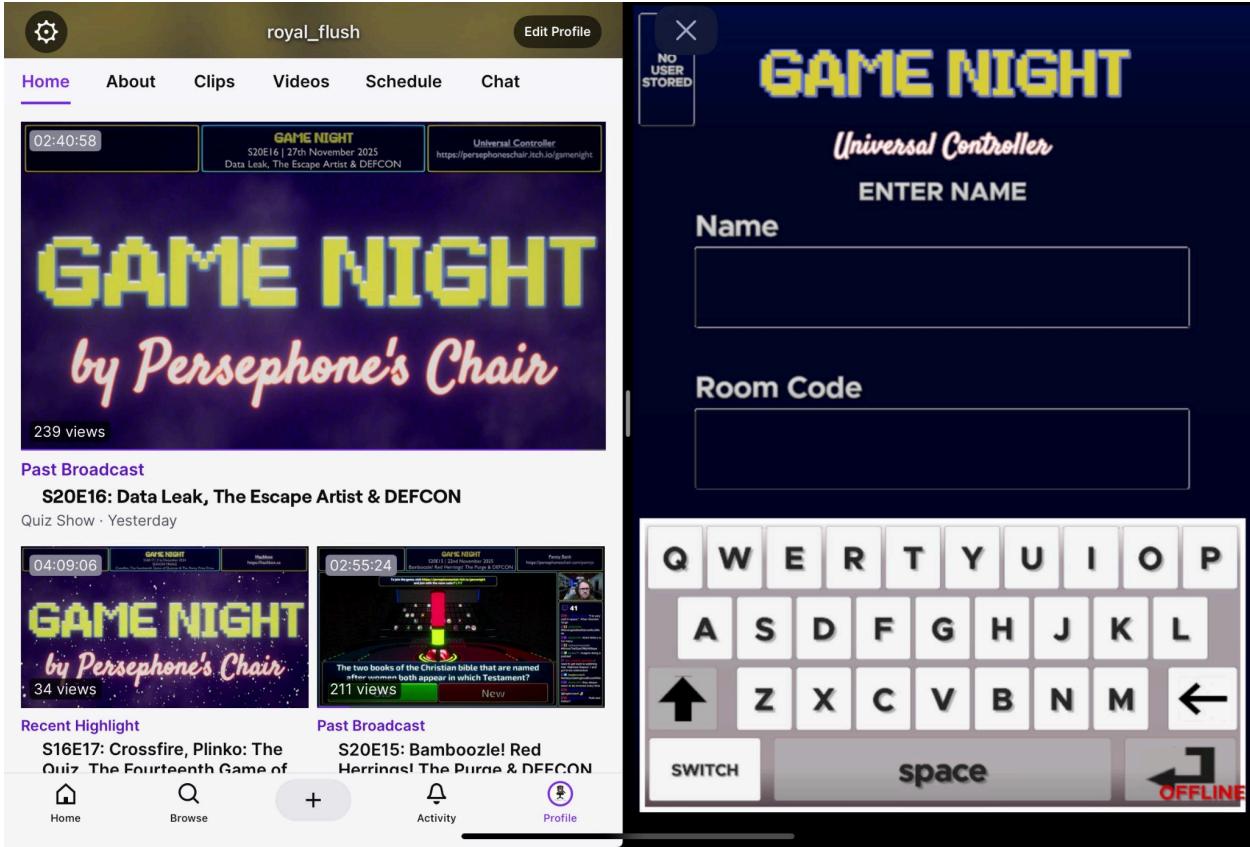
There was almost universal praise for the *Universal Controller* as a centralised signalling tool.

"The Universal Controller is a vast improvement over Twitch whispers and Hackbox"

On the flip side, a few comments pointed out that using the *UniCon* can often mean they aren't really looking at the broadcast. I often forget that I'm in the minority with four monitors, and screen real estate is at a premium for a lot of players so the *UniCon* takes priority over the broadcast. I think this has led to a feeling from some that "all the formats look the same". Just to take three recent examples, I don't think it's quite accurate to say *The Pyramid*, *Google That!* and *DEFCON* all look the same, though I can appreciate how if you're looking at the *UniCon* 90% of the time, you might get that impression. I'm not entirely sure how to get around this without making every game have its own bespoke controller app, which I did consider early on in the reskinning process, but it didn't really pan out. This workflow would also be less convenient for players and orders of magnitude more work for me. One suggestion though is that the *UniCon* can be resized and moved around the screen (both the WebGL and the standalone versions), so even on a standard monitor, there should be ample room for both. To clarify, this screenshot is from a standard 1080p resolution display, not a 4K:



This is also possible on tablets (certainly iPads):



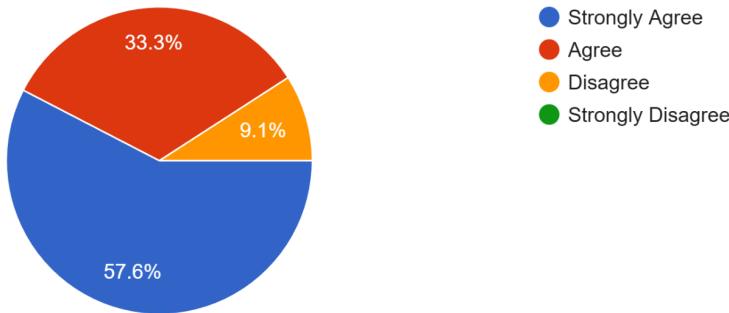
Of course, if you're playing and watching exclusively on a phone, you are going to be limited on your options and there isn't really much that I can do about that, such is the nature of the beast. Regular chatting is enough of a pain on mobile, much less multi-tasking between a broadcast and another application.

All things considered though, it's a fairly strong endorsement of the software, and I thank you for it.

Hosting

The quality of the HOSTING at Game Night is generally high

33 responses



Of course, the temptation here is to focus on the 9.1%, and whilst I will address that and the comments therein, it's reassuring to see that the overwhelming majority think I'm doing OK as a host. On a personal level, this was probably the hardest question of them all, because it's sort of a direct referendum on me personally. I thank you for your candour in the comments and the positive reinforcement this has given me.

The biggest takeaway from a constructive point of view is that I have a tendency to get distracted very easily, go off on tangents and let my mind wander away from the quiz, sometimes considerably so. Whilst there could be an argument to make about "it's my party stream and I'll ~~try~~ get distracted if I want to", I'm also mindful that without providing content that folks want to see, I don't have an audience and therefore don't have a stream. This is something I'm making an active effort to do better at and a few of the later survey submissions definitely seem to have picked up on this which is good. Things like curtailing the continuity so it coalesces with the lobby of the second game or the end of the stream, and getting into a better rhythm and flow when in the games themselves by saving distractions/anecdotes for in between games (or at the very least in between rounds) are making a significant difference from a "host pacing" perspective.

It may be worth pointing out that I think I'm slightly OCD about certain things I do on stream, such as greeting people when they join the public chat, thanking writers/proofers before/after the game and explaining the rules of the formats. This final point is something I could probably condense even further, though I'm mindful of the fact that any stream could be somebody's first time playing, and whilst the majority of regulars are well versed on the rules of all formats, if somebody's joining us for the first time, it's important they know what they're doing.

That was the main consistent point of the hosting feedback. Some other, less consistently raised points are summarised below with my responses. I'm trying not to be overly defensive, but please forgive me if it comes across as such:

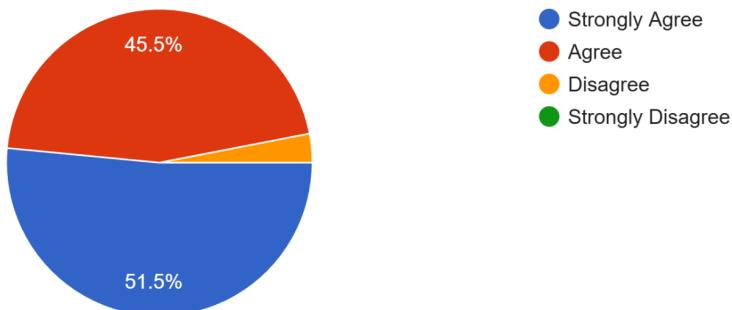
- **Don't take out of the moment towards the denouement of games by trawling through the medal cabinets.** I'm in two minds about this, as I like to celebrate people's achievements and also, from a viewer perspective, I think there's an element of building tension if you've got somebody poised to win for the first time (though I may be wrong). That having been said, I can definitely see the benefits of maintaining flow and simply waiting until the game has concluded before going through the medal cabinets.
- **The “don’t correct me” rule comes across as rude and repressive.** This one did slightly catch me off guard, but it's a valid comment. To clarify, this wasn't intended to come across as “I'm always right” because that is FAR from the case. There's also possibly a bit of hypocrisy on my part, because I'm the first one to correct somebody when they say “less” but mean “fewer”. I think I brought it in because it blurred the line on the other rule about “not correcting questions in the chat”, which I maintain is valid; more often than not, if an error has gotten into the question data, I will have spotted it at the same time and they're very rarely errors that are going to cause significant changes to the game, so highlighting them serves no real purpose. Another reason I brought this rule in was because it was becoming so frequent as to be both a) annoying and b) (this sounds weird) slightly demoralising. It's also things like this that can throw me off my stride and lead to me going off on one of my tangents. These comments are almost always about pronunciation (I don't think I admonish people for simply sharing more information on a particular subject or correcting trivia if I'm factually mistaken), and if I know or think I've not quite said something correctly, I've taken to asking chat for a clarification, or in the case of a ruling on an answer, the writer, a proofer, or a member of the admin team. I think a way around this might be for me to a) develop a slightly thicker skin (easier said than done) or perhaps more effectively b) largely ignore these comments in chat, or at least not draw attention to them, and focus on cracking on with the game.
- **More animals on stream would be nice.** Dexter usually likes to make an appearance if he's in the office with me (more likely to happen on a Thursday when Anya is out). The cats don't come into the office (mainly because Dex likes to chase them), hence their persistent absence, though I could try and squeeze in some cameos if Dex is out on a walk. My new green screen makes the physical logistics of it slightly trickier, but if Dex is about and nosing around the desk, I'm always happy to bring him up to say hello during the lobby join process.

- **The “in-game analysis” can feel like overkill.** This is a fair comment. As mentioned earlier, part of this is to do with building tension for non-participating viewers, but I also recognise how it can sometimes be a bit much, so I’ll look to slightly dial this back.
- **Conversations move too fast in chat for me to be an active participant.** Again, valid. I recognise I’ll sometimes glance at the chat and try and work out the context of a conversation that’s been ongoing for a while, which wastes time. I do like to be involved with the chat when I can, but also recognise that I should probably be focusing more on hosting the game in front of me and save the conversation for in between rounds/shows.
- **[Full context redacted for anonymity] Stop vaping.** I appreciate the slightly tongue-in-cheek nature of this comment and the concerns for my health, though it is something that helps me concentrate (though granted it is probably largely habitual). I could probably try to avoid billowing plumes of self-righteous strawberry cheesecake directly into the camera though.
- **Stop begging for positive feedback.** I can see where this comment has come from, though I’m not sure the word “begging” is quite fair. To be completely honest, this is largely a “self-care” tactic when asking for feedback on a new format/reskin. When I’ve spent several hours working on something and am met with an unrelenting wall of constructive criticism, I find it quite difficult to process. *Google That!* is the most recent example of this, (though by no means the first) and I can actually sometimes find the amount of stuff that is raised to be somewhat paralysing (case in point; I haven’t touched *Google That!* since it was last broadcast). Naturally, as a creative person, I want every person in the world to praise and congratulate every single thing I say and do because it feels good. However, I’m not naive enough to think that’s a realistic worldview. My overall feeling after doing this for years is that people can be very vocal about things they don’t like or want changing, but less vocal about things that they do like or think are going well. It steers into the mantra of “no news is good news”, however, streaming is still a hobby, not a job, and is (hopefully) providing you with entertainment, so I do always appreciate positive reinforcement, and I thank the people who have given that in the past (both solicited and unsolicited). The reason for specifically highlighting this when actively asking for feedback on something new is just to temper the long list of (perfectly valid) constructive criticism with an occasional reminder that “actually, some things are also good”. I think I know that really, since people wouldn’t keep turning up if they didn’t enjoy things, but in the moment, when facing walls of text about things that need improving without any respite, it can be a bit overwhelming and easy to get fixated on the notion of “everything is rubbish”, particularly if I’ve sunk a lot of time into it. That’s all this is about.

Trivia

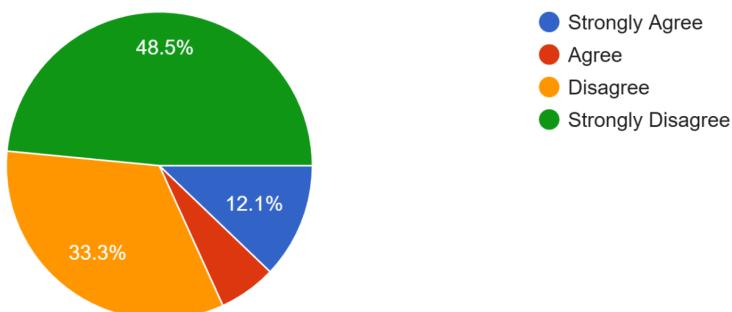
The quality of the TRIVIA at Game Night is generally high

33 responses



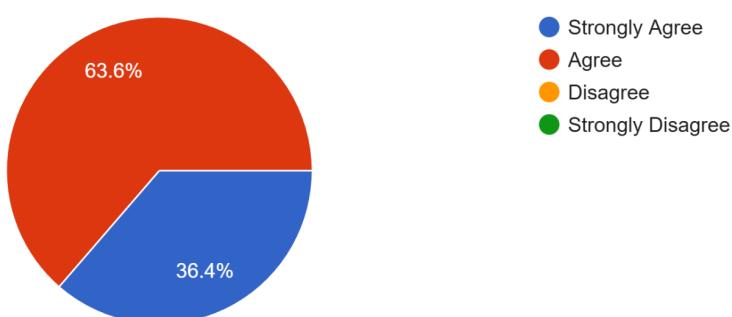
I will actively avoid question packs that have been written by certain writers

33 responses



There is a good variety of both trivia and writers within the community

33 responses



A lot of positive feedback on the overall level of the trivia, including unanimous positivity for the variety of trivia and writers which is great.

A small minority of people have expressed that they will actively avoid participation if packs are written by certain writers. No specific names have been mentioned to me which is courteous, and much of the rationale was actually the opposite (i.e. people are MORE likely to tune in for particular writers, rather than avoiding streams with writers they don't gel with as much). There doesn't appear to be a general trend of direct criticism for any writers in particular, so I think this speaks more to a preference of writing style.

Other critical feedback, of which there was a small amount but broadly one-offs rather than a consistent trend, is as follows:

- **There is too much UK-centric trivia and possibly US as well.** As a community that is probably upwards of 80% based in either the UK or North America (I don't have stats for this but that's the impression that I get), I think this is to be expected when the trivia is "community-powered". We do try to encourage writers to appeal to a broader geographical audience of course, but this can be very challenging without knowing the details of other cultures and what might be an easy/hard question in, say, Germany. Consideration also has to be given to the player base, and UK/US-centric questions for a majority UK/US audience does make quite a lot of sense.
- **The difficulty tends to run quite high.** This can be true, and one of the key pieces of feedback the proofing team tends to deliver to writers is to "write easier rather than harder". Perhaps surprisingly, it's much easier to write a quiz that's too hard than it is to write one that's too easy. For my money, I think the balance has been pretty good in recent seasons, and it is appropriate to have some packs that play easier than others (and indeed some formats that are more challenging than others).
- **Some questions are ridiculously specific or are too specialised to people's interests.** Again, this can be the case and whilst there's sometimes a place for it (e.g. *Spotlight*, or one board of three in a game of *Distinction!* or the special *Buzz Off!* between Huds and Flajj which had a Sonic/GTA theme) we should be aiming to stick with subjects that can be considered general knowledge. I will add though that for every question on a relatively niche topic in any given pack, there's usually ten or eleven that are more general, and I don't want to criticise writers for showcasing a bit of personality or specialised interest, when for my money, these sorts of questions are in the minority.

- **Self-referential or “meta” questions are a turn-off.** This I agree with, though I feel that they are few and far between except maybe on an anniversary stream or other special occasion. I know I have been guilty of this in the past and it’s not something I make a regular habit of these days, nor indeed do I believe the majority of writers do.

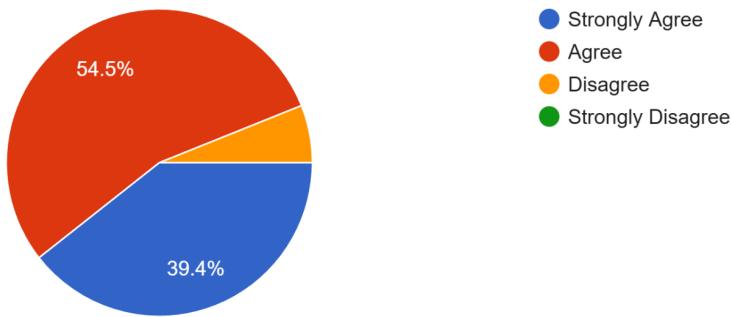
We’re all grown-ups here, so I’ll just say; there is obviously some variance in question quality from writer to writer. This is to be expected, considering we have some people who are very new to writing and some people who literally do it professionally. That having been said (and just to reassure the writers) I’m very conscious of the high bar that has been set at *Game Night* and consequently, nothing that has been aired is what I would consider “bad writing”, so if a pack has made it to broadcast, at the very least it’s “good”. The proofing team is very diligent at supporting emerging writers, and ultimately, I have the final say as to what gets to be broadcast. If I ever feel that something isn’t suitable to go out for whatever reason, it won’t. I do also consider which packs get assigned to which writers, and I wouldn’t, for example, give a brand new writer a big write (e.g. *Bidding War*) or a subtle/nuanced write (e.g. *Moneybox*). I would also encourage any newer writers, or indeed anybody who hasn’t written but maybe fancies giving it a go, to reach out and ask for some tips from more experienced writers or the proofing team.

All of this feedback needs to be heavily caveated with the reminder that writers and proofers give up their time completely for free as a way of giving back to the community. Nobody is obligated to write questions, and without the excellent team of volunteers that we have, there would be very little content available to stream at all. I harp on loudly and at length about how lucky we are to have such a talented pool of writers and I stand by those sentiments. I also feel like something that very occasionally gets forgotten is that when the quality is so consistently high, the moments that are slightly less than excellent perhaps stand out a bit more. Even still, it’s worth remembering that we’re not a professional outfit or a TV-level production house, yet we’re still getting six quizzes a week of generally high-quality (and essentially free) question content. I don’t want this to sound like I’m completely pushing back against those who have some genuine (albeit seemingly minor) concerns, but I do find it quite tricky to reconcile those concerns with the generally high standard of volunteer trivia we have across the board. The only real alternative would be to move towards a model whereby the stream is significantly more monetized and we actively pay professionals to write for us. I don’t want that and I seriously doubt the majority of players would either (though by all means, disabuse me of this assumption if I’m wrong). I’ll also add that the invitation to write for *Game Night* is open to anybody, so if you want to give it a go, I’d love to hear from you.

Community

The quality of the COMMUNITY at Game Night is generally high

33 responses



Ever since this little venture started gaining traction during the pandemic, I've always been proud of the quality of the community. This chart bears out that the majority of people seem to agree that we nurture a high quality community where people feel safe and welcome. There were lots of comments that suggested people have made friends for life, and that personal friendships have developed "beyond the digital" which is extremely encouraging to read.

That said, a slightly more subtle picture was borne out in the comments that the chart doesn't quite demonstrate. I'm not sure how much commentary I can offer on this, since a number of the points aren't really things I can directly do anything about, but for your information, here are some of the nuances. This is the one section that is quite "open to interpretation" and I won't necessarily say I agree/disagree with any of these comments, just adding them for the sake of airing thoughts.

- **There's a concern that the community isn't as welcoming to new members as it perhaps once was.** If this is the case (and I'm not wholly convinced it is, but I can maybe see the argument), is it a case of being a victim of its own success in a way? Retention of long-standing members seems to be excellent (lots of people tune in every single episode without exception), however, does this give the impression that it's an insular little club that is set in its ways, and which new members might struggle to break into? Not saying it is or it isn't, just offering it as a thought.
- **There can be a slight tendency for some members to (for want of a better expression) "draw attention to themselves".** I'm far from the best person to talk about drawing attention to myself; I'm a streamer for goodness sake. But

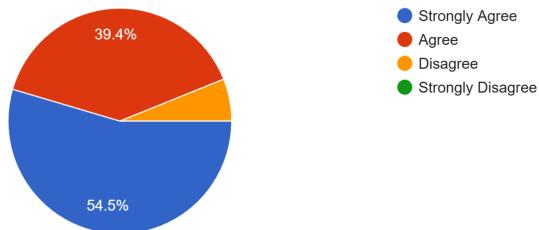
whilst I don't think it's unreasonable for me to want to be the focal point on my own channel, when others start trying to draw attention to themselves through various methods in the chat, voice chat or via TTS, I think people can find that quite irritating and in some cases, alienating. Obviously I want people to come along and have fun, but I think some members might need to just occasionally remember that "it's not all about you".

- **The action taken to remove toxicity from the community is greatly appreciated.** A positive point (though by no means a pleasant process behind the scenes). Both the admin and the C5 (counter-cheating) teams take great care to ensure the community is not plagued with people who would seek to cheat the games, or otherwise make the community a less pleasant or safe place to be. We have removed people from the community for both these reasons in recent times and continue to be vigilant of members who would seek to undermine the fun of the vast majority and be disrespectful of the time and dedication of the writers by Googling the answers to their questions in live play. We don't tend to broadcast these bans except in extreme cases (e.g. an active tournament having a player disqualified is very difficult to brush under the carpet). However, I am aware that people talk and sometimes it's not hard to read between the lines when a regular member suddenly stops tuning in. As a team, we feel it's better to quietly let these people disappear, rather than publicly broadcasting any bans and risking turning them into an online pariah or otherwise ostracising them from communities outside of our own network. Taking the decision to ban people is never easy (and it is rarely a quick process either), but the well-being of the community is always the highest priority, and if people feel unsafe with other individuals present, or if we are convinced that an individual has decided to cheat, action will be taken in the interest of the majority.
- **The community can feel quite cliquey.** This ties into the first point somewhat. We're not children and the community is not a school, so I'm not going to offer "solutions" (if that's the right word?) to this. I will acknowledge that I'm not unaware that there are individual "sub-groups" of friends within the community. This in itself is not an issue; in fact, I think it'd be a bit weird if that didn't happen in a community of this size. In-jokes and private anecdotes seem to me to be a perfectly natural and normal thing. As long as people are always respectful and courteous towards others, and aren't belittling or otherwise being unkind towards other people outside of "their circle", I don't necessarily think this is a problem.

Timings & Frequency

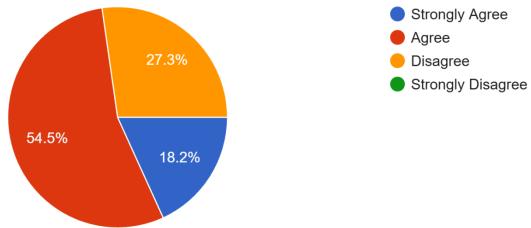
Game Night starts at a good time (8pm UK)

33 responses



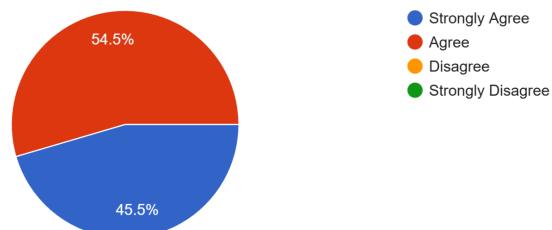
Each episode of Game Night is a good length

33 responses



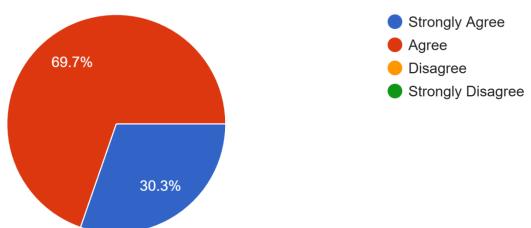
Game Night airs the right number of episodes per week

33 responses



Game Night seasons are a suitable length

33 responses



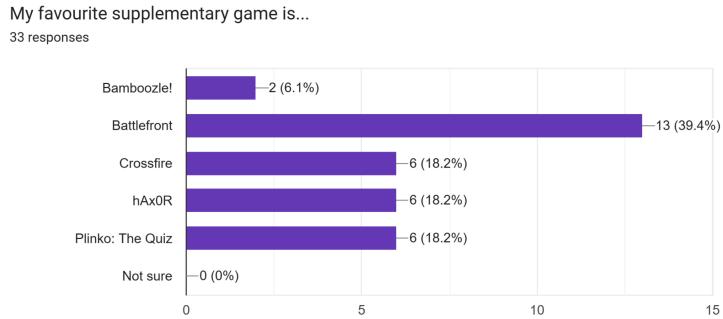
There's not much to say here, but the general prevailing feeling is that *Game Night* starts at the right time and has the right number of episodes per week. There's a little bit of concern regarding individual episode length, and I'm not unaware that until very recently, times were regularly slipping beyond 11pm UK time. I'm hoping that my tightening up of the actual flow of the games is going some way towards helping this. I get that there's a slight FOMO element here, but it's probably worth pointing out that in the same way nobody is obligated to come and watch at all, nobody is obligated to stay till the end if it's getting late or you've had enough quiz for one night.

A couple of people mentioned that it might be better if the Thursday stream was a bit shorter. Having foregone the supplementary game on a recent Thursday stream, I felt it worked quite well, and this is something that I could probably make a regular thing. It would shorten both the stream runtime and the pack requirements for the season considerably. I also appreciate it's a work day for the majority, and streams that encroach on Friday morning are less than ideal. I'll say more about supplementary games in the formats section a bit later on, as I have additional thoughts on them.

Two streams a week is enough for me to manage around a full-time job, an active personal life and pack requirements. I think any more would become unsustainable, but any less and I'd constantly be feeling like I want to do more. If this ever changes (i.e. if I can feel the creep of burnout), I'll be sure to cut back and look after myself. After a bout of burnout earlier in the year, it's not something I'm keen to revisit.

As to seasons, I think the unanimous positivity of the chart above has largely been borne out of indifference. People don't really seem to care that much which season we're on, with one or two people asking why I bother with this method of cataloguing at all. For me, it helps to compartmentalise the blocking of packs/writers, rather than either planning for an arbitrary number of weeks or having a free for all of "I'll air whatever packs have been submitted". It also helps to coalesce around the flow of the calendar year (which a lot of my life is still dictated by) and bakes in natural stop points for me to take a break. This is probably the reason I managed to completely avoid burnout for seventeen consecutive seasons. Having the Penny Prize Draw at the end of each season is a nice way for me to give back to members of the community and to also give a definitive "end of chapter" to the channel currency collection (more about that later). One comment suggested that without any new formats to look forward to, all of the seasons begin to blur into one, though as I've mentioned, this is likely to be changing moving into 2026. Something that didn't come up but is occurring to me now, seasons were previously defined by either tournaments or other "events". Whilst we've had a few event streams in the last couple of years, the tournaments have somewhat fallen by the wayside. I am very keen to bring these back next year if there is an appetite for them.

Supplementary Formats



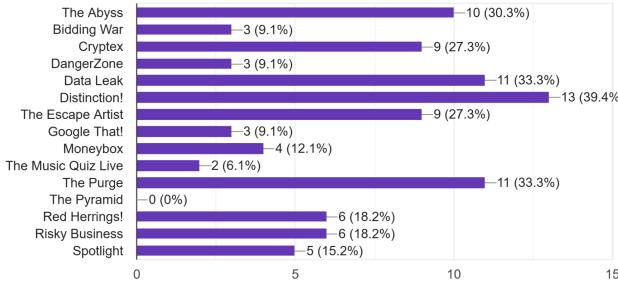
Battlefront takes the prize for most popular supplementary game, with *Crossfire*, *Plinko* & *hAx0R* tying second with six votes each. Clearly there's still some love for *hAx0R* even if it hasn't featured recently (I have plans to remake it into a full length format at some point). Maybe I've overestimated the appeal of the retro graphics of *Bamboo!*, maybe it's just not quite as fun as other formats, or maybe it's not been around long enough to bed into people's consciousnesses. Either way, there's definitely positive feelings across the board for the supplementary games. I'll add, *Battlefront* can be tricky to find writers for. My instinct is that this is because it's quite a dense write (20 multi-choice questions) for quite a fast experience. For context, it's only a slightly shorter writing spec than *DangerZone*, so I don't know if there's a feeling amongst writers that if they're going to go to the effort of writing that many questions, it may as well be for a format that gets a bit more airtime? Or maybe it's just more fun to play than to write for.

More broadly on supplementary games, I'm wondering if there's perhaps a different niche they can fill. Historically, "warm-up games" were designed to be just that: quick quiz experiences that people can join in with as they file into the stream before the main "feature games" of the evening. They were set apart from those feature games both by their short runtime and question count, and also by the fact that they were fully autonomous. However, their inclusion these days seems to treat them as short feature games in their own right, which often means the first "feature question" of the evening doesn't happen until 30+ minutes after the stream goes live. Additionally, somebody a very long time ago once said to me that it feels weird having elimination elements in a warm-up game, since you want people getting ready to quiz, not sitting out twiddling their thumbs (though granted, most supplementary games do include a post-game mode). I wonder how people would feel if instead of being starter games, these became "mid-time games", something I can (optionally) put on between the two scheduled feature games whilst I take a break, play some ads and folks stretch their legs etc. There's also the option to make these Saturday only, in keeping with the idea of maybe slightly curtailing Thursday's stream. I'd certainly welcome your input on this.

Feature Formats

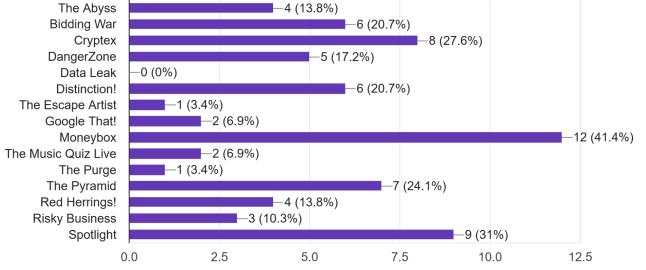
My favourite feature games (from the ones that are on semi-regular rotation) are...

33 responses



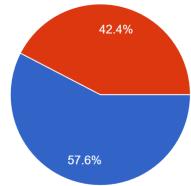
My LEAST favourite feature games (from the ones that are on semi-regular rotation) are...

29 responses



I will go out of my way to watch particular formats live

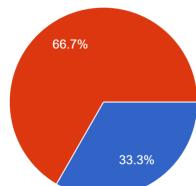
33 responses



- Agree - I give higher priority to certain formats
- Disagree - I do not factor this in when deciding whether to watch or not

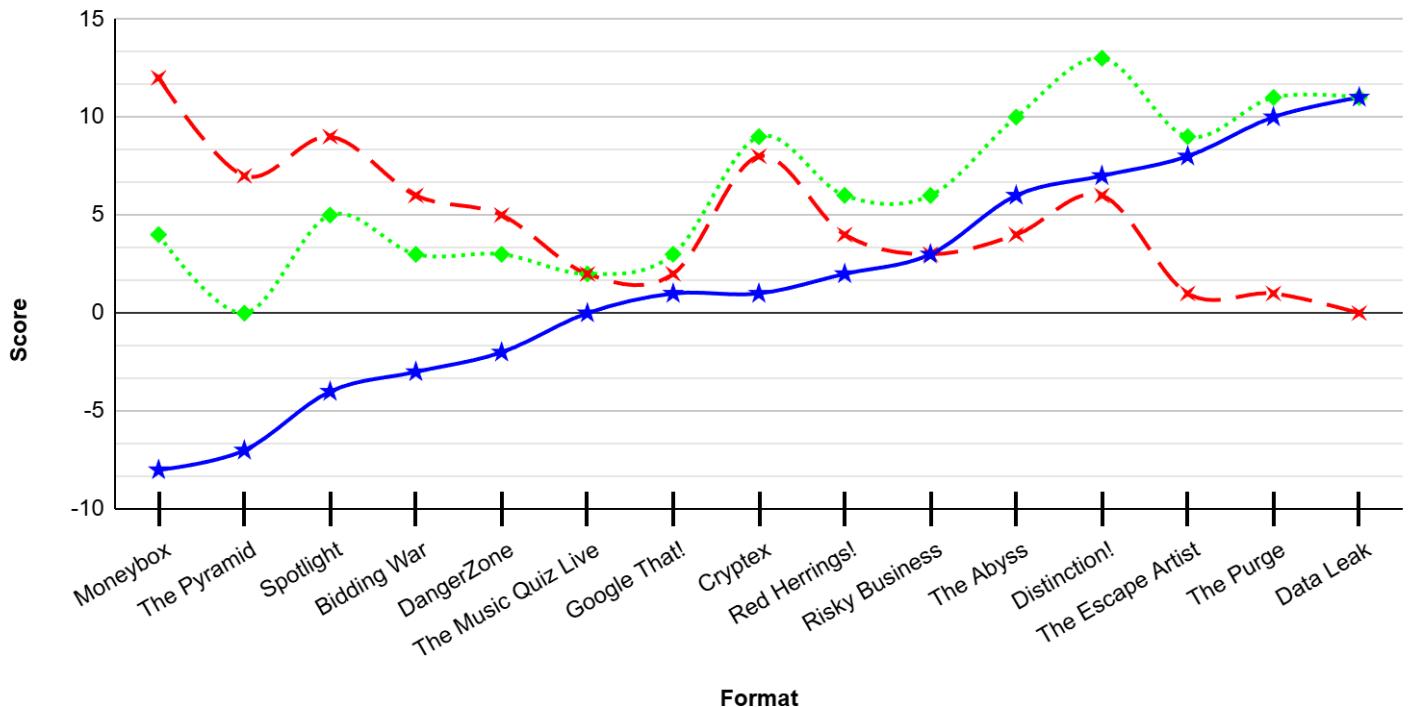
I will actively avoid stream if certain formats are scheduled

33 responses



Feature Format Opinions

◆ Votes for Favourite Format ✕ Votes for Least Favourite Format ⭐ Opinion Variance



Time for some feature formats data. I didn't get you to rank all the formats which was probably a good idea for efficiency of filling out the survey, but it means the actual data crunch isn't necessarily an exact science. What I've done is plotted the formats based on "opinion variance" (i.e. for each format, I've given it a score equal to the number of players who consider it a favourite minus the number of players who consider it a least favourite). In short, formats on the left with negative variance are unpopular, formats on the right with positive variance are popular, and for games in the centre, people either don't have strong opinions (if the green and red lines are closer to zero) or the format is extremely divisive (if the green and red lines are higher up).

Distinction! received the highest number of favourite votes (13). *Data Leak* was the only format that nobody ranked as one of their least favourites.

At the other end, *Moneybox* received the most "least favourite" votes (12). *The Pyramid* was the only game nobody voted for as a favourite.

Cryptex continues to be the most divisive format (nine and eight for favourite and least favourite respectively). *The Music Quiz Live*, probably doesn't feature regularly enough for people to hold significantly strong opinions. The same could be said for *Google That!* given it was on hiatus for over a year until recently and the current build is still in beta.

I was slightly surprised to see *DangerZone* being ranked in the bottom half, but was also (pleasantly) surprised to see *Data Leak* topping the opinion variance ranking. *The Escape Artist* and *The Purge* continue to be community favourites, with *The Purge* just edging it on overall community preference.

As to the pie charts, it's interesting to see that more people will go out of their way to watch particular formats that they like, than people who actively avoid formats they aren't so keen on; maybe the latter formats are viewed more indifferently.

My main takeaway from this data crunch is that there's definitely formats that people prefer to play over others. I don't think this surprises me in the slightest, though it's good to have some data to back it up. I share the sentiments, and even though I personally think all of my formats have merit, there's definitely some that play better or I enjoy hosting more for myriad reasons. The question remains; what do I do with this data?

There's three factors I use to determine which formats make it into the schedule and how frequently they appear. In order of importance, they are:

- Perceived popularity of a format

- Writer willingness; there are certain formats that writers are less keen to write for, either because the writing style isn't for them, they prefer to play it, it requires too much time to write, or is too complex to write for effectively
- My own personal enjoyment of hosting the format

I've retired formats in the past for different reasons, usually some combination of the above factors. Whilst this might have merit if there's a universal hatred for something, or if a format just isn't working, or if it's incredibly challenging to find writers for, a number of the comments pointed out that whilst particular formats may not be for them, they also recognise that they do have their fans and therefore do have a place. It's also interesting to note that formats that have been retired and brought back don't fare as well, with *Moneybox*, *The Pyramid*, *Spotlight* and *Bidding War* all having had this treatment and making up the bottom four. This in part likely speaks to the reason they were retired in the first place.

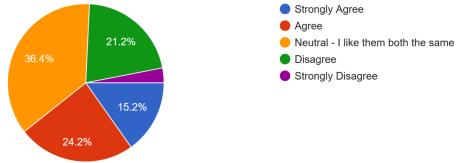
Other formats with requests to come back include *The Mole*, *The Hive*, *My Mind's Gone _____*, *Big Break Live* (this is likely a dead cert when I get my pool table back), *Steeplechase*, *Venn*, *Dealers' Den*, *The Crystal Dome*, *Face/Off*, *The Pod*, *WWTBAM*, *Wheel of Fortune*, *Blockbusters*, *Buzz Off!*, *The Arena*, *Distinction!* (though that's already on rotation - could be the commenter meant *Deciphered*), *That Is The Question*, *The Gauntlet*, *Gold Silver or Bronze*, *Spacey Fall Game*, *Numberwang* and *The Gatekeeper*. In other words, pretty much my entire back catalogue. And whilst I don't think they're all likely to reappear (in particular, remaking classic TV formats is still very much a grey area considering my day job), there's definitely scope to explore reskinning some more of my originals. Additionally, now I'm free of my contractual restrictions about developing new formats, I have new ideas that I can bring forward into upcoming seasons.

As to the immediate future and season 21, I'm minded to use this data as a loose guide for episode frequency. I sort of do this already with *Bidding War*, insofar as I generally schedule fewer episodes of that per season, and it's a pattern I could also apply to things like *The Pyramid* and *Moneybox*. This way, for those who do enjoy those formats, they stay on the periphery, and for those who really dislike them, it's only half an episode per season that you need to tolerate (or indeed, skip). I'll say, there were quite a few anti-*Moneybox* sentiments in the "should retire" comments, but having played it quite recently, there was still a good body of players involved and relatively consistent viewing figures throughout (a very small average dip over the course of the runtime). My feeling with *Spotlight* is that this should fall back to what it used to be (i.e. "*Spontaneous Spotlight*"), but in a slightly more formal way. In other words, it should be my default backup game, if for whatever reason a pack is unusable and there isn't time to source a

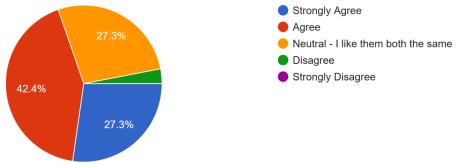
replacement, or if stream has run short and there's an appetite for a bit more. This ties in quite nicely with the database-style of the trivia.

As with the supplementary games, I'd very much welcome any further input on this direction of travel.

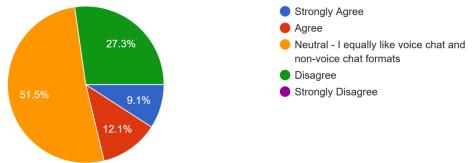
Generally, I prefer formats that are fast paced to those that are more steady
33 responses



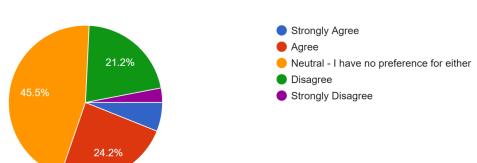
Generally, I prefer formats that are mass-multiplayer to those that are hotseat focused
33 responses



Generally, I enjoy streams when players join the host in voice chat
33 responses



Generally, I enjoy formats that have a direct "elimination" element (be it with or without a post-elimination "lobby game")
33 responses



As to the other charts, there's a couple of conclusions we can draw. Format pacing is as expected; some players like faster games, others don't. I don't think anything needs to be done about this, as the variety of format types and pacing is actually a net positive.

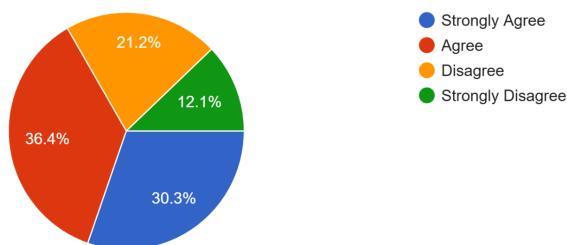
There's definitely a big preference for the mass-multiplayer type games over the hotseat focused ones. This perhaps speaks to why *Moneybox* isn't quite as much of a hit as other formats; whilst there is a multiplayer element to it, it's treated more as an afterthought, with the primary focus being on the two players in the voice chat. Tying in with that, the third pie chart about voice chat interactions is pretty evenly split between "no opinion" and "has an opinion", and those with an opinion skew slightly in favour of not enjoying those voice chat interactions as much. I think much of the engagement with games in voice chat can come down to the dynamic of the players in the room. You're probably also going to feel slightly more invested in players you are more familiar/friendly with, than with those you perhaps don't know as well.

As to elimination-based formats, again, it's a close-run thing between those who are happy either way and those who have a preference, though in this case, the prevailing preference is that folks enjoy the elimination element. I think having the lobby post-game helps to cushion the blow of going out before the game has ended, but even without it, there's definitely a place for games that have slightly more jeopardy attached. And again, for every *Bidding War* or *DangerZone* that has a knock-out element, there's a *Data Leak* or *Risky Business* which allows you to play through until the credits roll.

Miscellaneous

I enjoy the Thunderball/Lottery at the end of each stream

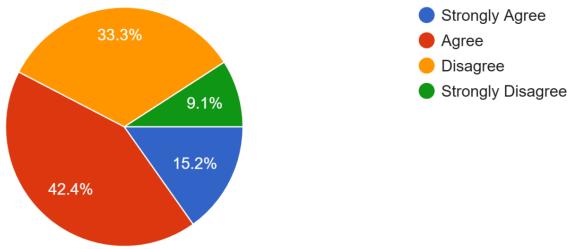
33 responses



Exactly two thirds of players are enjoying the relatively new addition of the Lottery/Thunderball at the end of stream. This sort of tracks with what I expected. There were some sentiments to the effect of “I’m just here for the quiz” or “not really my thing so I call it a night before it starts” and even a couple that were slightly more on the nose to the effect of “a waste of time”. I have no quarrel with these views and they’re all absolutely valid opinions to hold if you’re really only interested in the quizzing elements of the channel (which to be fair, is almost exclusively what the channel is). For me, I think it’s a bit of silly fun at the end of the night and, whilst watching at all is entirely optional, this should quite rightly be viewed as “even more optional” and a bit of decompression after all the trivia. It’s one of the reasons I don’t bring *The Crystal Dome* out much - for most people, they’re “triva-ed out” by this point and for those who aren’t, let’s be honest, *TCD* isn’t the most stimulating or exciting format from a question perspective.

There were a couple of comments about bringing back *Spacey Fall Game* which is equally silly and random, which I could probably mix the end of stream up with from time to time. There were also a few comments about how the lottery is relatively benign at the end, but shoehorning a draw into the middle of the stream is a net negative. Specifically on the lottery, a request was made for the payout model to be published somewhere, which is on the to-do list and something I’ll get around to soon.

I am motivated by the Penny Bank and Medal Cabinets
33 responses

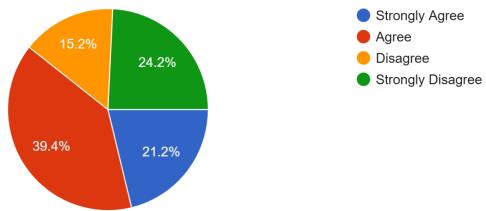


A bit of a mixed bag with the Penny Bank and Medal Cabinets. On reflection, I should probably have separated these two out, as there were a mixture of comments, with some people saying they're motivated by one but not the other (as it happens, more people are motivated by the Medal Cabinet, which makes sense since it directly ties into winning the games).

There were some comments about how the relative rate of the Penny payouts is diluted by the lottery and the random giveaways. Whilst the lottery has exaggerated this quite dramatically, this was somewhat always the intention of the Penny system, insofar as it was a metric to reward loyal viewers, as well as a yardstick to see how well you've been doing at quiz in any given season. Yes, a quiz-based community should always have some level of meritocracy about it, but given the Penny Bank is the only thing that has any sort of indirect prize attached to it outside of tournament games and Quizmas, it's nice to give the opportunity of winning a small prize to people who maybe aren't as strong quizzers, but are still regular and loyal members of the community. Glancing at the leaderboard, you're still likely to see the strongest quizzers towards the top end of the table, though you'll probably also see people who got a lucky windfall in the lottery and people who maybe don't medal very often but tune in to every stream.

And whilst I do mention medals or individual format leaderboards towards the end of certain episodes (as mentioned previously, I like to celebrate people's victories), I don't think I ever directly reference the overall Penny Bank leaderboard on stream, so you're perfectly at liberty to ignore it entirely. To the one person who asked where you can view Medal Cabinets outside of me relaying it to you from the *Operator* software when I'm live, all of the data for Pennys and medals can be found [here](#).

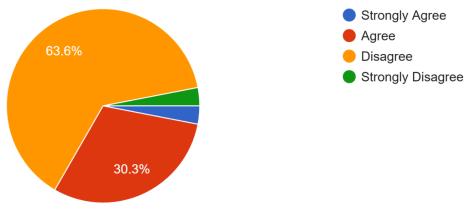
I usually stick around for the raid at the end of the stream
33 responses



This tracks with the viewer numbers I have when the credits roll for the final game, and the number of people who end up in the raid. This is very much “a Twitch thing”, and might seem a bit strange to those whose Twitch experience is limited solely to quizzing communities. I also appreciate that I very rarely raid other quiz content. Quiz is an extreme minority content in the world of Twitch, but I’ve become good personal friends with a number of other streamers outside of the quiz world and I feel like it’s a good thing to share their content with you, particularly as I’m usually raiding smaller streamers like myself, for whom even one extra follower might make a big difference.

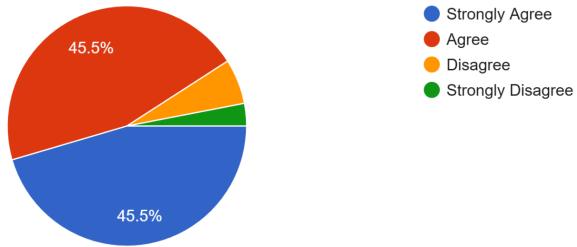
There was a bit of love for the suggested raid message feature. If I’d had a bit more foresight, this might have become a less ephemeral feature like in *Buzz Off!* or *Alan Davies: As Yet Untitled*, where the raid message becomes a “soft title” for the episode. At some point, I might add this to the VoD archive but as it stands, I quite like it as a little game on the side.

I am active in the Persephone's Chair Discord
33 responses



I was a bit surprised that the Discord userbase was as relatively low as this. I suppose the actual activities of the stream don’t necessarily directly translate to actively being in a Discord server, usage of which is more common amongst the perpetually online that I know not everybody is. I think it was a bit more active in the early days (particularly in the pandemic) but perhaps less so these days. As a hub for non-streamed games it can be useful, though the majority of these take place in Ash’s server, as I’m aware there’s a lot of community overlap and Ash has a lot more bot functionality to facilitate this, so it makes a lot of sense. It is definitely a useful repository for me to collate game feedback, as well as a messaging system for contacting players and hosting hotseat games.

I would recommend Game Night to like-minded friends
33 responses



91% of respondents would recommend *Game Night* to like-minded friends, which is nice.

There was a lot of love for *Game Night* in general in the summation comments which I am extremely grateful for. These surveys can be quite challenging for me, because people can have quite strong opinions and text isn't necessarily the best way to communicate more nuanced points, especially with my slight tendency to overthink things or assume the worst, so this positive reinforcement, coupled with some very valid points on a handful of things that you think could be improved upon, is a great comfort.

As I regularly say whenever a new format or reskin is aired, I do read all comments even if I don't act upon all of them, and the same applies here. There are definitely some trends that have emerged following this survey that I have already started acting upon in order to sharpen things up a bit, and I will continue to work on these moving forwards. That having been said, there are also points that have been raised that I don't necessarily agree are issues, or perhaps don't have a straightforward solution. There's definitely also a few areas where opinions are divided, and one opinion isn't necessarily more valid than the other. For things like this, it feels as though the optimum strategy is not to shake things up too much. No venture, no matter how big or small is going to please 100% of the people involved 100% of the time.

Can I once again thank you all for taking the time to fill in this survey, for your continued presence amongst the *Game Night* community, and for both your candour and your kindness in the incredibly thoughtful feedback you have provided. *Game Night* continues to be a major highlight of my week, as well as a not insignificant part of my life, and that is in no small part down to all of you who tune in week in and week out. I look forward to seeing how it continues to develop moving into next year and beyond.

Report Summary

I suppose this'll function as a glorified TL;DR section, which often ends up being just as long as the original, but I'll do my best to summarise the key areas I'm planning on implementing some level of change:

- There is a generally favourable opinion of the *Game Night* software. The *UniCon* seems almost universally popular. For those with limited screen space, note that it's possible to show both the *UniCon* and the broadcast graphics simultaneously.
- I've started tightening up my host workflow, reducing the number of anecdotes and distractions mid-game, and curtailing the continuity in order to reduce stream runtimes and generally make them a bit snappier, #LetsGetOnWithTheQuiz.
- People enjoy the variety of trivia and generally recognise it as being of a high standard. A reminder that all writers and proofers are unpaid volunteers, without whom there would be little to no stream at all.
- Most folks think that the community is friendly and well-intentioned, and whilst there is a little bit of cliquey-ness, that isn't necessarily to be unexpected, nor is it inherently a bad thing as long as everybody stays respectful and kind.
- Aside from the runtime occasionally being a bit long (see first bullet point for solution), stream frequency and length is generally regarded as being about right. Thursday streams may be being shortened from next season.
- *Battlefront* is the most popular supplementary format. From next season, I'm planning on changing these from "warm-up games" to "mid-time games".
- *Distinction!* is the most popular main format, with *Data Leak* being the only format that nobody actively dislikes. Less popular formats (*Moneybox*, *The Pyramid*, *Bidding War*) will remain on rotation next season, but their frequency will be reduced, whilst *Spotlight* will become the default "back-up" format, rather than being discretely scheduled. New formats will be forthcoming next season, with the possibility of other retired formats being revisited or reskinned.
- A decent majority of players enjoy the lottery draws, and slightly more than half of respondents feel they are motivated by either Medal Cabinets, the Penny Bank or both. These will all stay in place moving forwards (possibly with some other end of stream decompression features), with the understanding that for many players, they are essentially treated as extra content that they can choose to ignore.