Personal Questions

Question 1

How many years have you spent professionally working on digital games so far (decimal, 6 months = 0.5)?

....

☐ Please specify: _____

☐ Prefer not to answer

Question 2

How many digital games do you currently work on in a professional capacity (whole number)?

....

☐ Please specify: _____

☐ Prefer not to answer

Question 3

What is your current job title / What are your current job titles?

....

☐ Please specify: _____

☐ Prefer not to answer

Question 4

In which state or states do you work?

....

- [ ] Prefer not to answer
- [ ] Outside of Germany
- [ ] Baden Württemberg
- [ ] Bavaria
- [ ] Berlin
- [ ] Brandenburg
- [ ] Bremen
- [ ] Hamburg
- [ ] Hesse
- [ ] Mecklenburg Western Pomerania
- [ ] Lower Saxony
- [ ] Northrhine-Westphalia
- [ ] Rhineland-Palatinate
- [ ] Saarland
- [ ] Saxony
- [ ] Saxony-Anhalt
- [ ] Schleswig-Holstein
- [ ] Thuringia

Project structure

Question 5

How are the people working on the game structured?

....

☐ One joint team

☐ Multiple feature teams for different parts of the game, such as levels, mechanics, etc...

☐ Several departments for different tasks, such as art, game design, etc...

☐ Other, please specify: _____

☐ Don't know

☐ Prefer not to answer

Question 6

How many people work on the game in your team or department (whole number)?

....

☐ Please specify: _____

☐ Don't know

☐ Prefer not to answer

Question 7

How do you collaborate with others on the game (select all that apply)?

....

- ☐ On-site
- ☐ Remotely
- ☐ Don't know
- ☐ Prefer not to answer

Question 8

What percentage do you typically work on-site on the game?

....

- ☐ Please specify: _____
- ☐ Don't know
- ☐ Prefer not to answer

Question 9

What types of meetings took place and how often?

....

	Prefer not to answer	**Don't know**	**Spontanous / When Needed**	**Regularly**
Meetings on the progress of individual team members, e.g. standups or dailies	◯	◯	◯	◯
Meetings on the progress on the project as a whole, e.g. status meetings and reviews	◯	◯	◯	◯
Meetings to work out upcoming tasks, e.g. refinements or modeling	◯	◯	◯	◯
Meetings for planning and scheduling tasks, e.g. Sprint Planning	◯	◯	◯	◯
Meetings about the progress of work in recent times, e.g. retrospectives and lessons learned	◯	◯	◯	◯

Question 10

Do the meetings and their results get documented?

....

☐ Yes, all of them

☐ Partially, please specify: _____

☐ No, none of them

☐ Don't know

☐ Prefer not to answer

Question 11

How does the development of the game progress (Check all that apply) ?

....

- [ ] Work on one layer of the game at a time. For example, first on an engine, then the basic mechanics, etc...

- [ ] Work on multiple layers of the game simultaneously. For example, on the engine and game in parallel.

- [ ] Developing one feature at a time. For example, level by level, mechanic by mechanic, etc..

- [ ] Parallel development of multiple features such as levels, mechanics, etc....

- [ ] Other, please specify: _____

- [ ] Don't know

- [ ] Prefer not to answer

Question 12

How would you characterize the development process?

....

- [ ] <u>Waterfall / Predictive</u>

  A sequential progression in which the next project phase is started only if the previous phase is completely finished.

- [ ] <u>Iterative</u>

  Progress consists of repeating short-cycles (e.g. Sprints) to deliver a complete feature or meaningful increment.

- [ ] <u>Hybrid</u>

  A combination of linear and iterative progression types in the same project.

- [ ] <u>Ad-Hoc</u>

  Bespoke process created for a specific project, without a previous definition. In ad-hoc process, activities like meetings and work steps are defined on demand and the process changes to respond to issues as they arise.

- [ ] Other, please specify: _____

- [ ] Don't know

- [ ] Prefer not to answer