

User Survey: How do Minecraft players use modification content?

CS 6650 Research Project by Skyler James

Process

Sixteen questions were designed to address the following themes:

1. How do players decide which mods to try for the first time?
 - What types of modification content do players use? (Forge mods, data packs, client-side mods)
 - Where do they first hear about the mod?
 - What aspects of the mod are most important to the user to consider using it?
2. How do players decide which mods to continue using?
 - What features do players use or value most?
 - What features cause players to stop using the mod?

Participants

More than 60 users responded to invitations to join the study.

Eligibility

To be eligible for the study, participants were required to:

- Be a legal adult (18+ years of age)
- Have prior experience playing Minecraft

Risks

There are no risks associated with this study outside the normal risks of everyday life.

Benefits

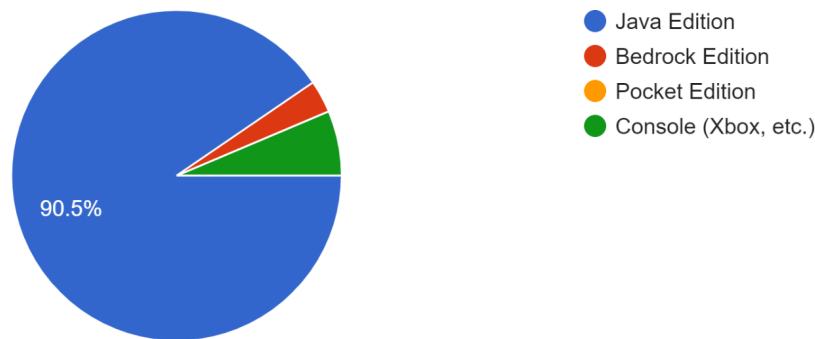
Participants will be given access to the final conclusions of this study to allow them to benefit from the information that is gained.

Questions and Responses

Section: How do Minecraft players use modification content?

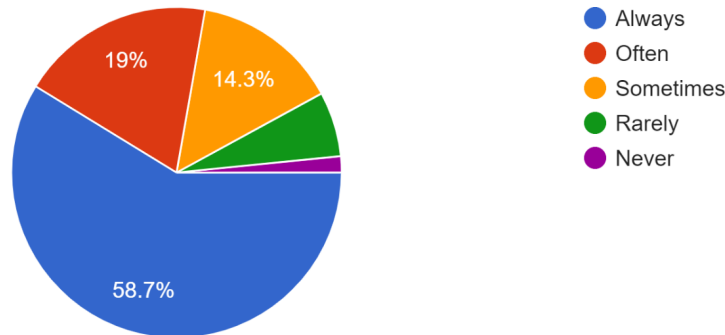
Which version of Minecraft do you use most?

63 responses



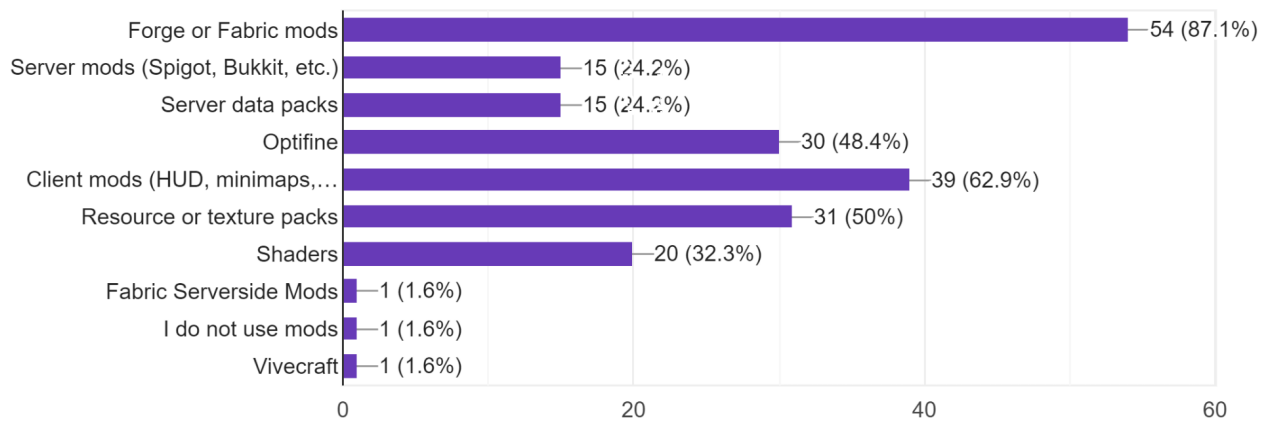
How often do you use modifications when playing Minecraft?

63 responses



What types of modifications do you use when playing Minecraft? Select all that apply

62 responses



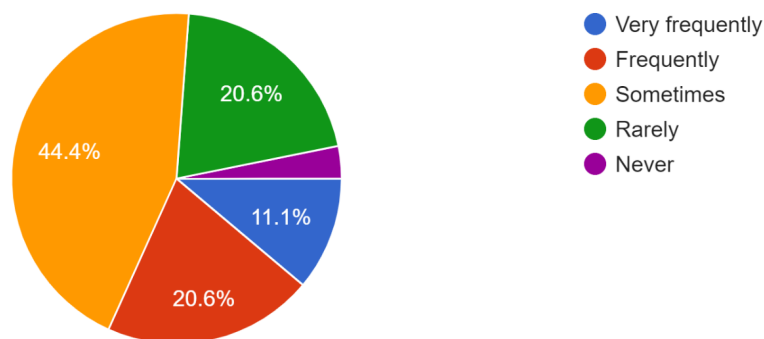
Where do you usually hear about modification content for the first time?

63 responses



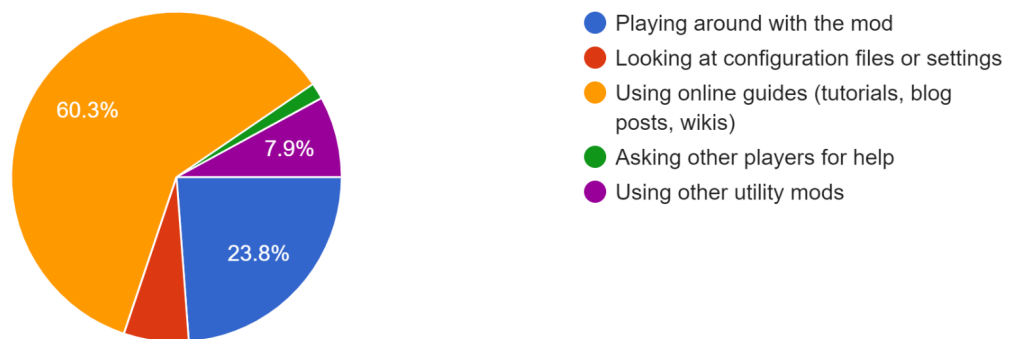
How often do you try *new* modification content

63 responses



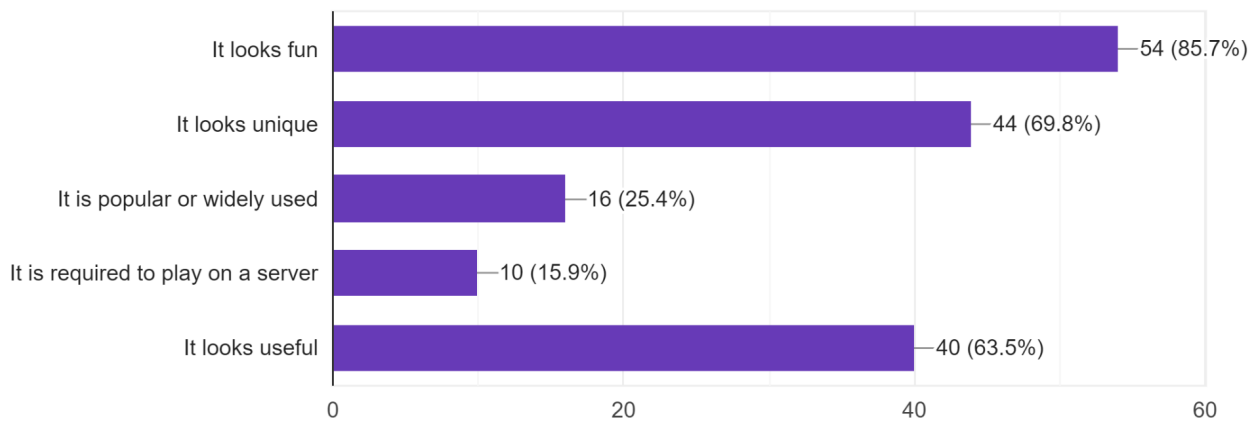
How do you usually learn how to use *new* modification content?

63 responses



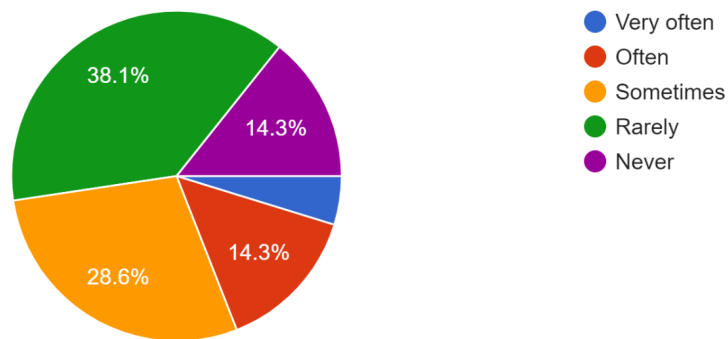
What is it about *new* modification content that makes you want to try it for the first time? Select all that apply.

63 responses

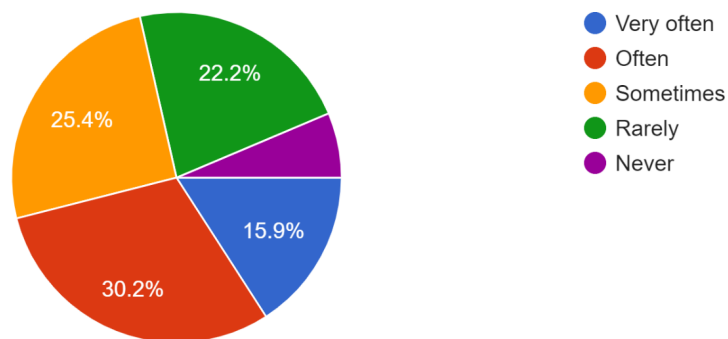


Section: What causes players to stop using modification content?

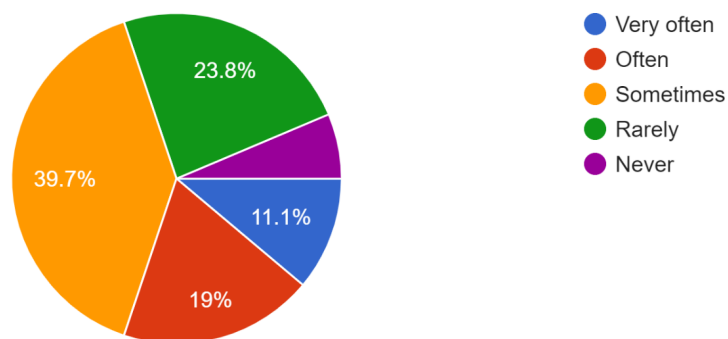
How often do you stop using modification content because: It was difficult to use.
63 responses



How often do you stop using modification content because: It was not fun.
63 responses

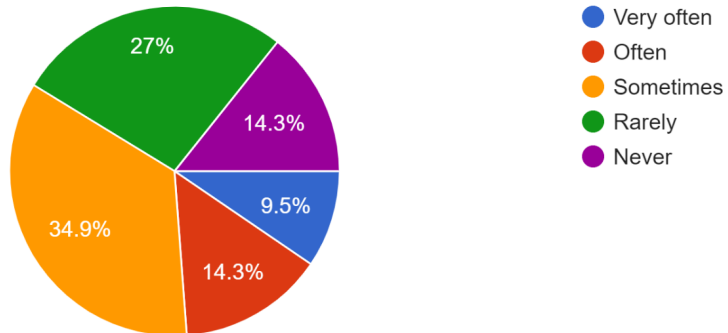


How often do you stop using modification content because: It was fun at first but became boring.
63 responses



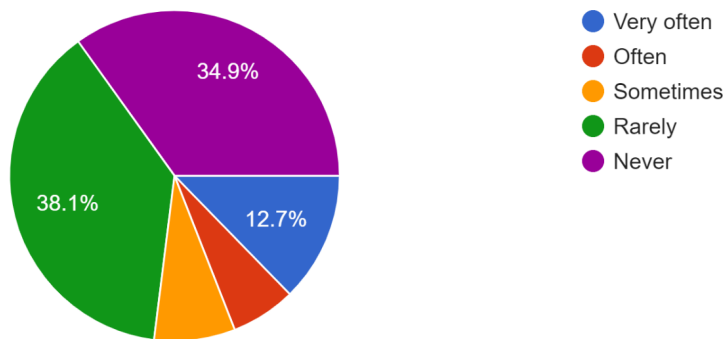
How often do you stop using modification content because: It did not have the features you expected.

63 responses



How often do you stop using modification content because: It was not compatible with your device.

63 responses



How often do you stop using modification content because: It was not updated to a more recent version of Minecraft.

63 responses

