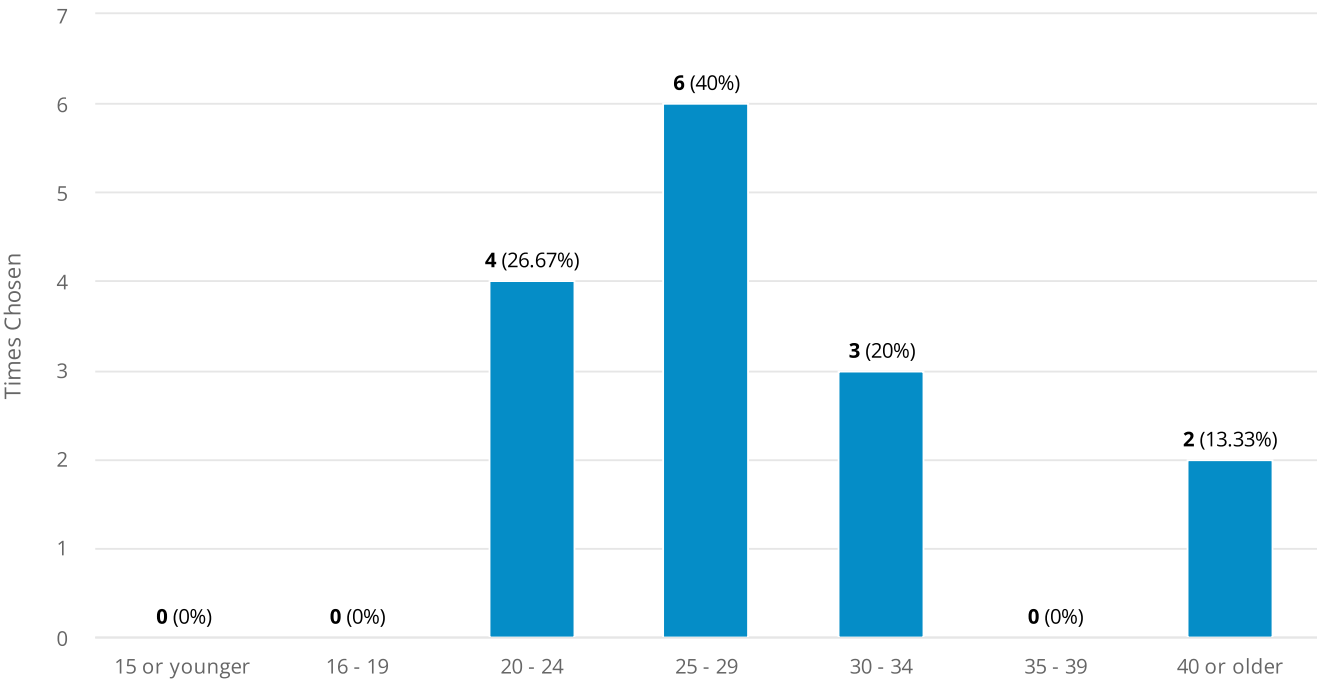# "Finding Liv" Post Game Questionnaire
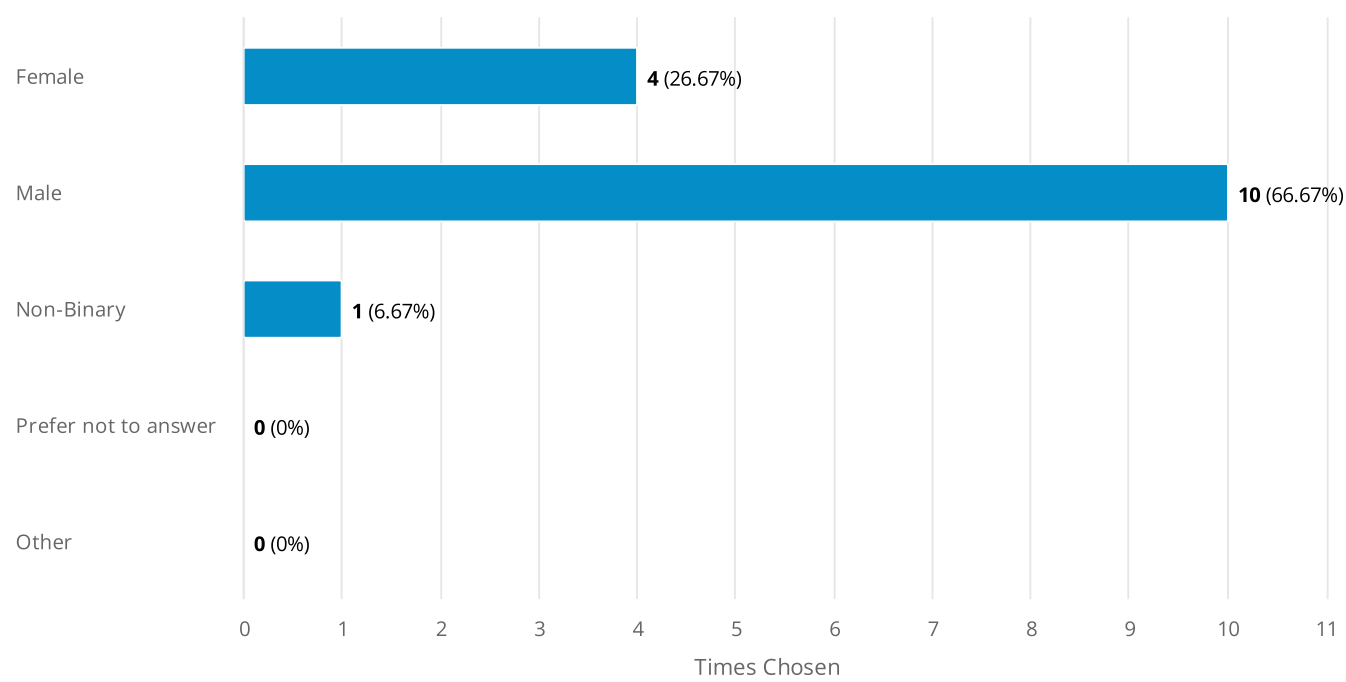
What is your age?

Number of responses: 15
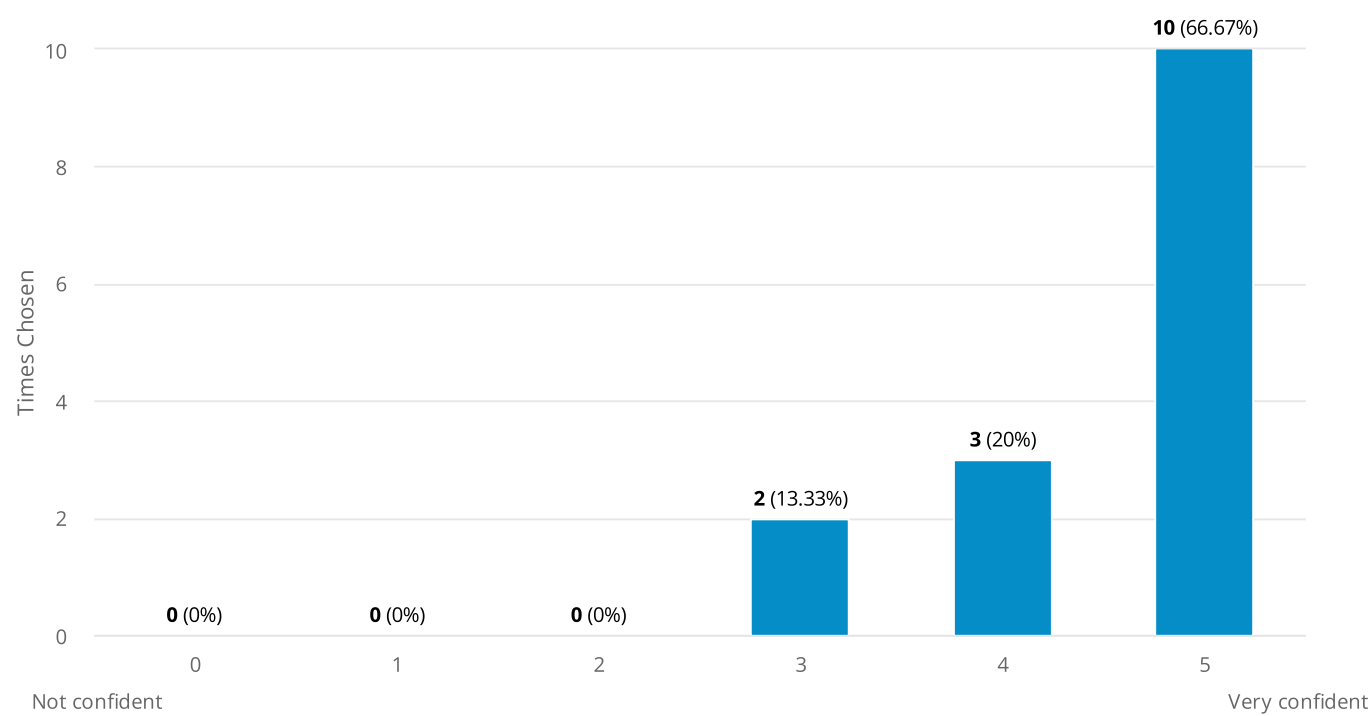
What is your gender?

Number of responses: 15

Gender	Times Chosen
Female	4 (26.67%)
Male	10 (66.67%)
Non-Binary	1 (6.67%)
Prefer not to answer	0 (0%)
Other	0 (0%)

Times Chosen

How confident are you in your English proficiency?

Number of responses: 15

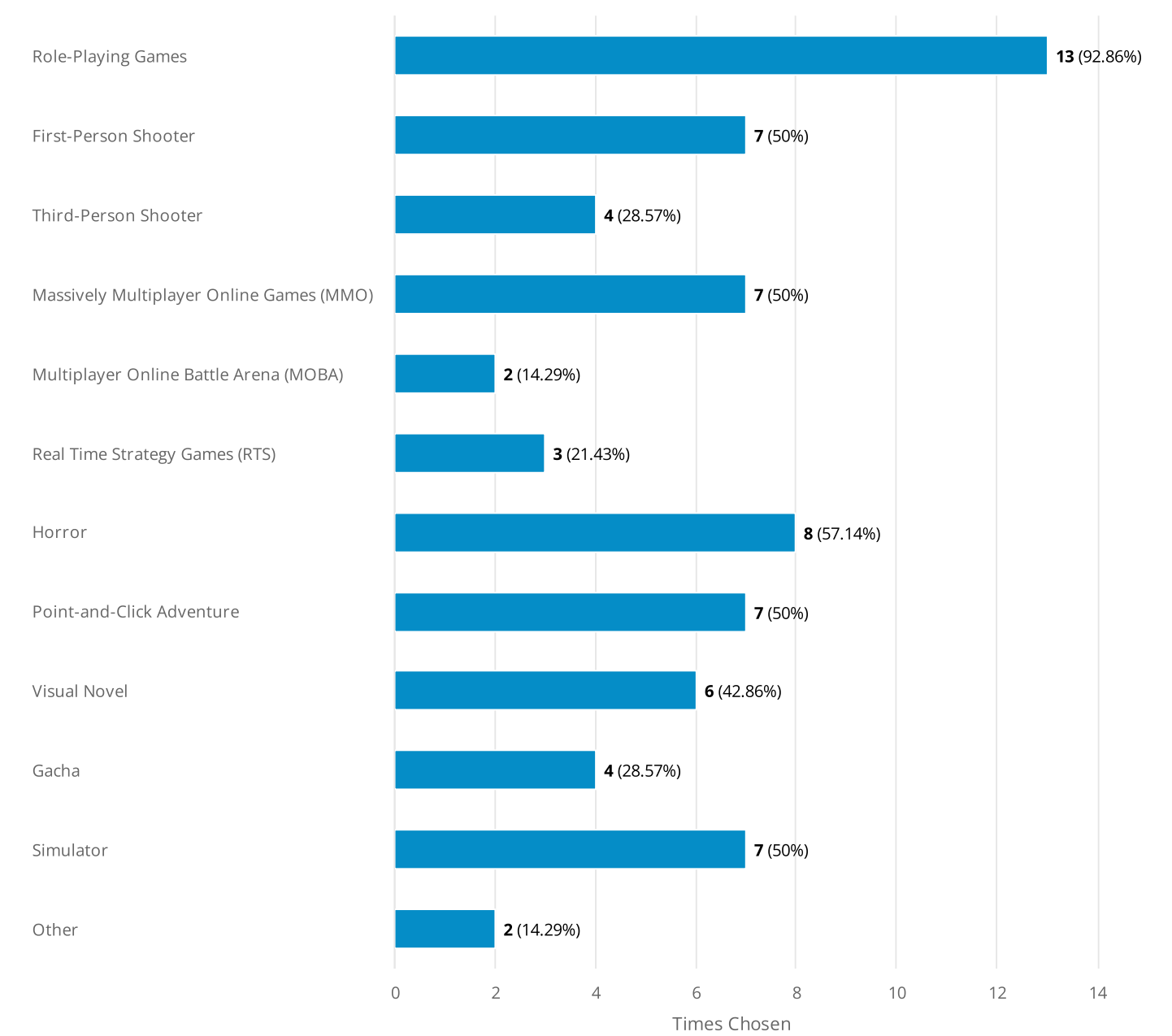| Rating	Times Chosen
0 (Not confident)	0 (0%)
1	0 (0%)
2	0 (0%)
3	2 (13.33%)
4	3 (20%)
5 (Very confident)	10 (66.67%)

How often do you play video games?

Number of responses: 15
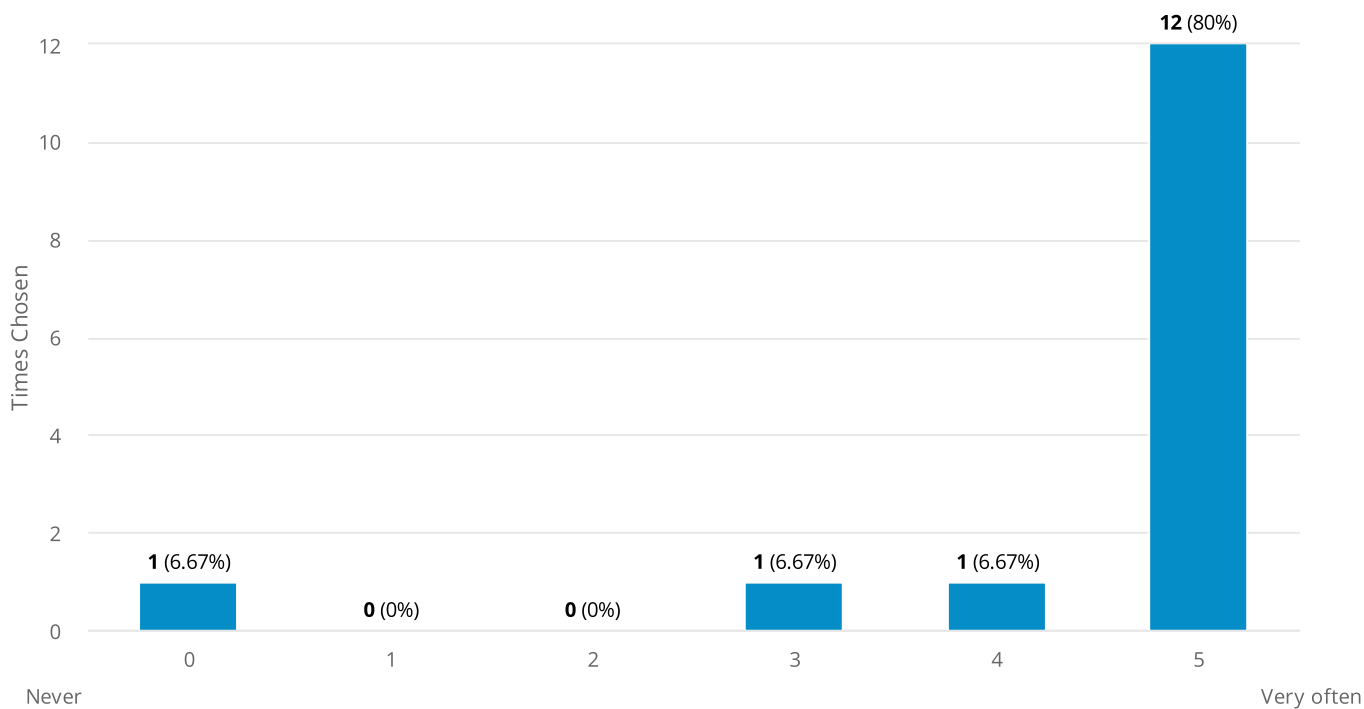
Which of the following genres of Video Games do you play normally?

Number of responses: 14

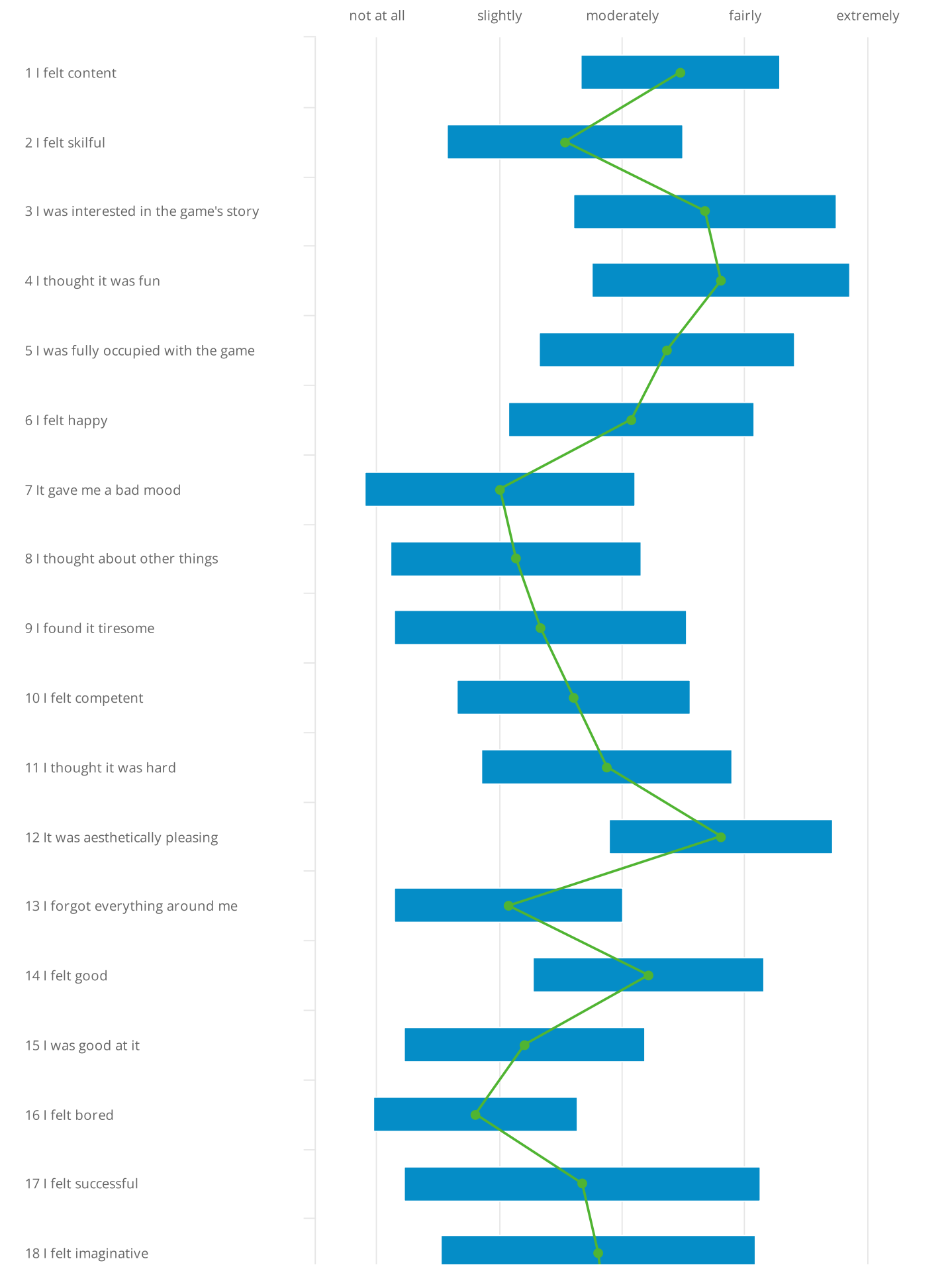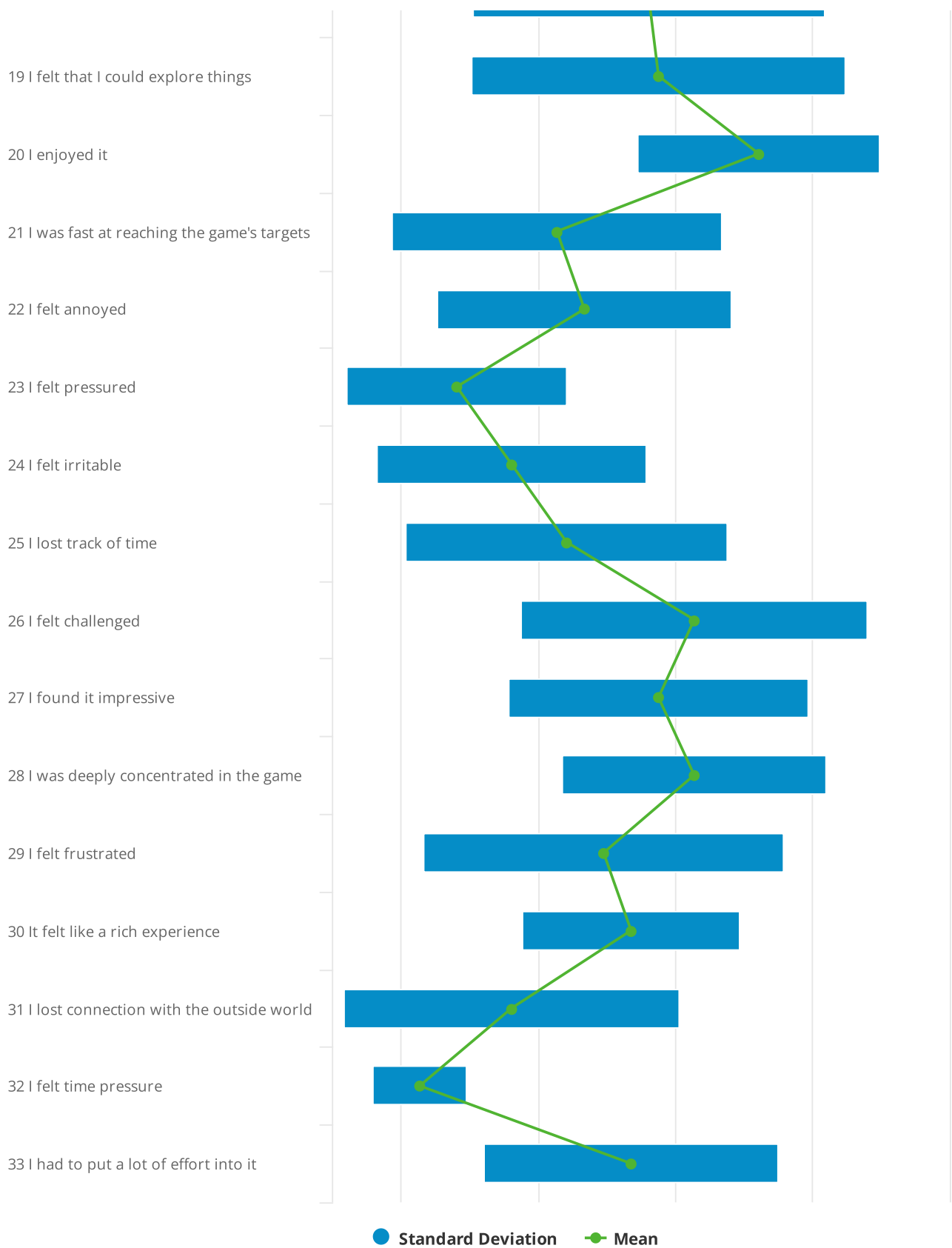| Genre	Times Chosen
Role-Playing Games	13 (92.86%)
First-Person Shooter	7 (50%)
Third-Person Shooter	4 (28.57%)
Massively Multiplayer Online Games (MMO)	7 (50%)
Multiplayer Online Battle Arena (MOBA)	2 (14.29%)
Real Time Strategy Games (RTS)	3 (21.43%)
Horror	8 (57.14%)
Point-and-Click Adventure	7 (50%)
Visual Novel	6 (42.86%)
Gacha	4 (28.57%)
Simulator	7 (50%)
Other	2 (14.29%)

Times Chosen

"Other" text answers:

Plateform / Adress / Souls like / Puzzle

Rougelikes

Core Module

Number of responses: 15

	not at all	slightly	moderately	fairly	extremely
1 I felt content					
2 I felt skilful					
3 I was interested in the game's story					
4 I thought it was fun					
5 I was fully occupied with the game					
6 I felt happy					
7 It gave me a bad mood					
8 I thought about other things					
9 I found it tiresome					
10 I felt competent					
11 I thought it was hard					
12 It was aesthetically pleasing					
13 I forgot everything around me					
14 I felt good					
15 I was good at it					
16 I felt bored					
17 I felt successful					
18 I felt imaginative					

19 I felt that I could explore things

20 I enjoyed it

21 I was fast at reaching the game's targets

22 I felt annoyed

23 I felt pressured

24 I felt irritable

25 I lost track of time

26 I felt challenged

27 I found it impressive

28 I was deeply concentrated in the game

29 I felt frustrated

30 It felt like a rich experience

31 I lost connection with the outside world

32 I felt time pressure

33 I had to put a lot of effort into it

● **Standard Deviation**   ●—● **Mean**

Social Presence Module

Number of responses: 15

	not at all	slightly	moderately	fairly	extremely

1 I empathized with the others

2 My actions depended on the others actions

3 The others' actions were dependent on my actions

4 I felt connected to the others

5 The others paid close attention to me

6 I paid close attention to the others

7 I felt jealous about the others

8 I found it enjoyable to be with the others

9 When I was happy, the others were happy

10 When the others were happy, I was happy

11 I influenced the mood of the others

12 I was influenced by the others moods

13 I admired the others

14 What the others did affected what I did

15 What I did affected what the others did

16 I felt revengeful

17 I felt schadenfreude (malicious delight)
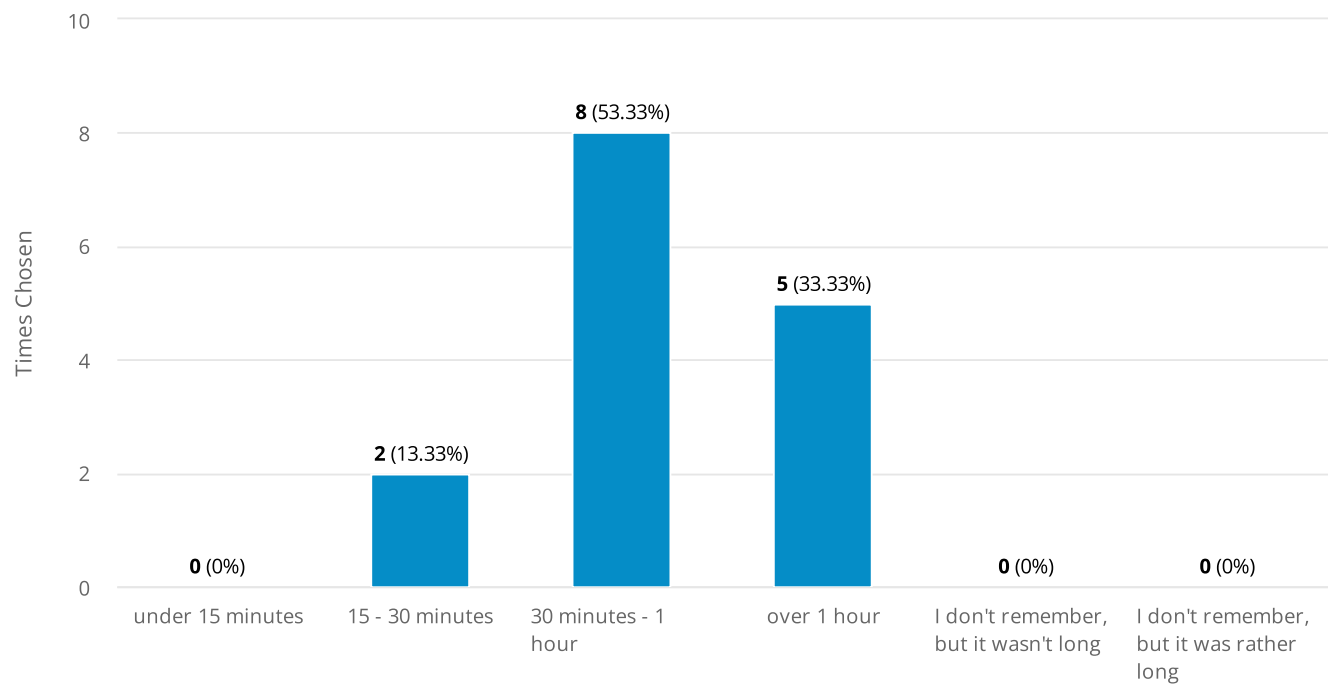
● Standard Deviation ─●─ Mean

Post-Game Module
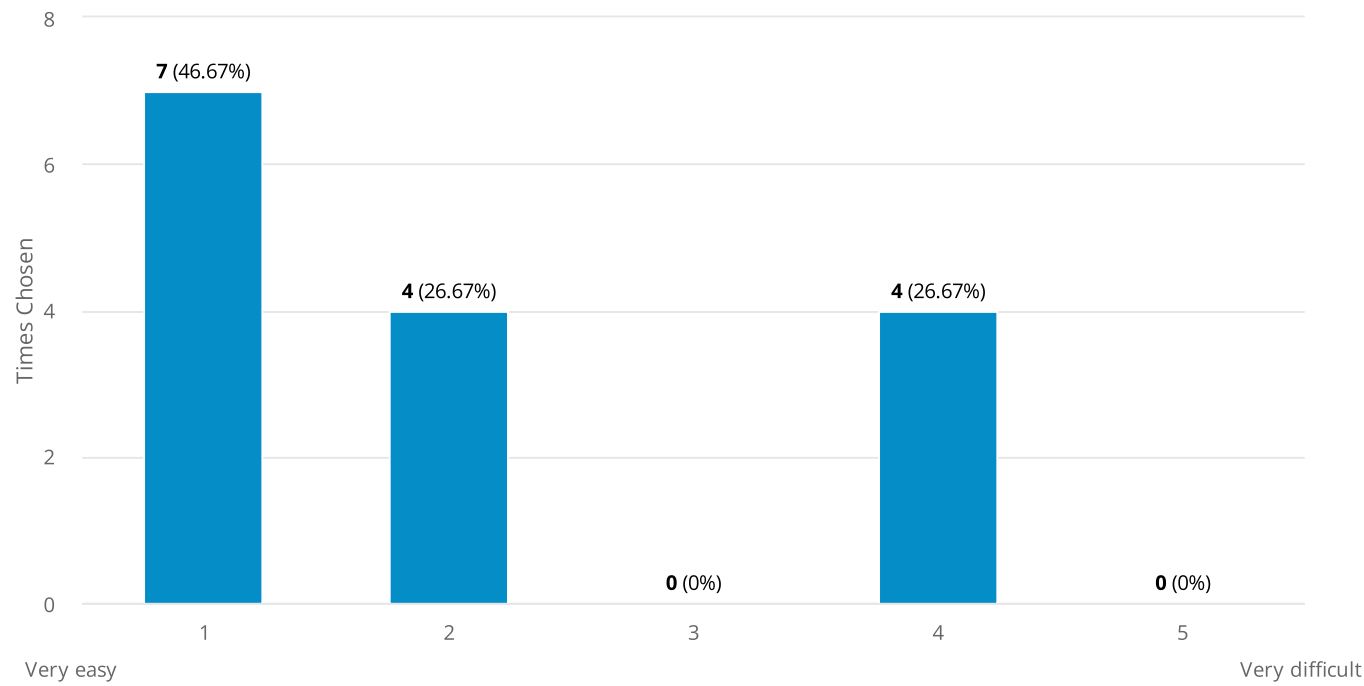
Number of responses: 15

How long did you play "Finding Liv"?
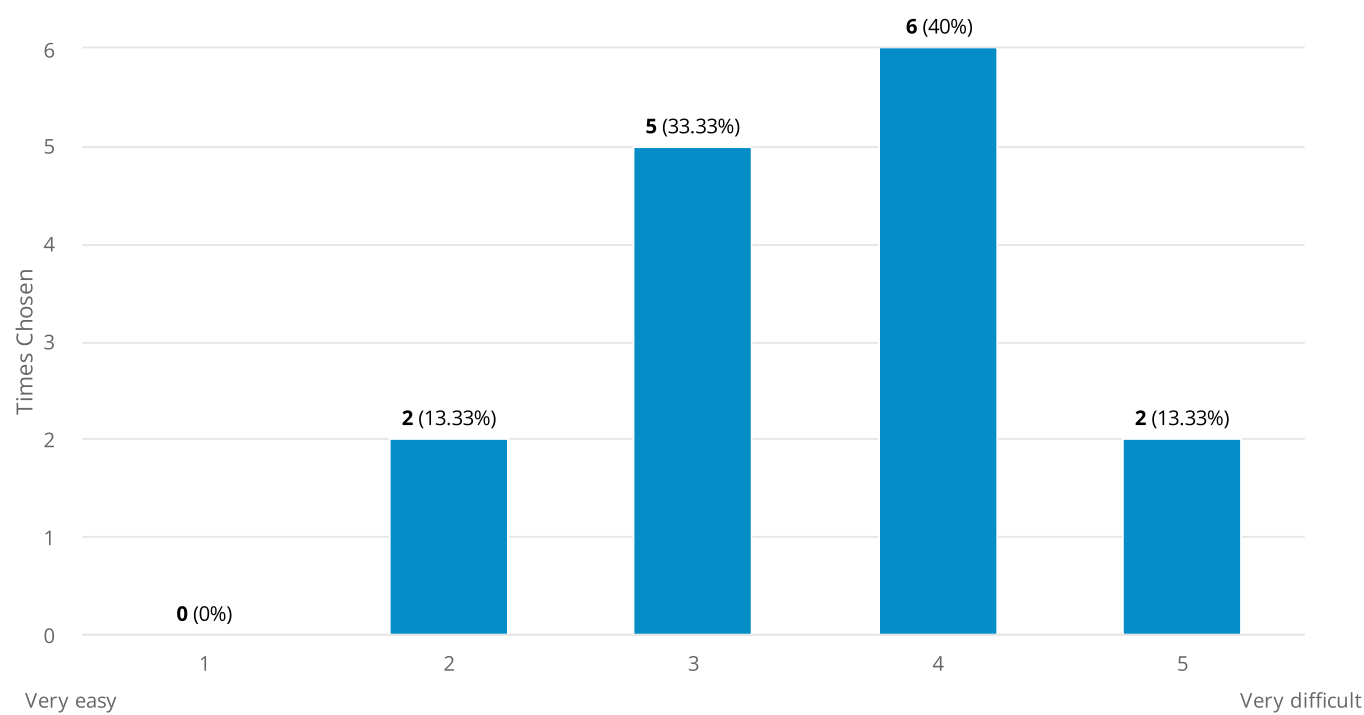
Number of responses: 15

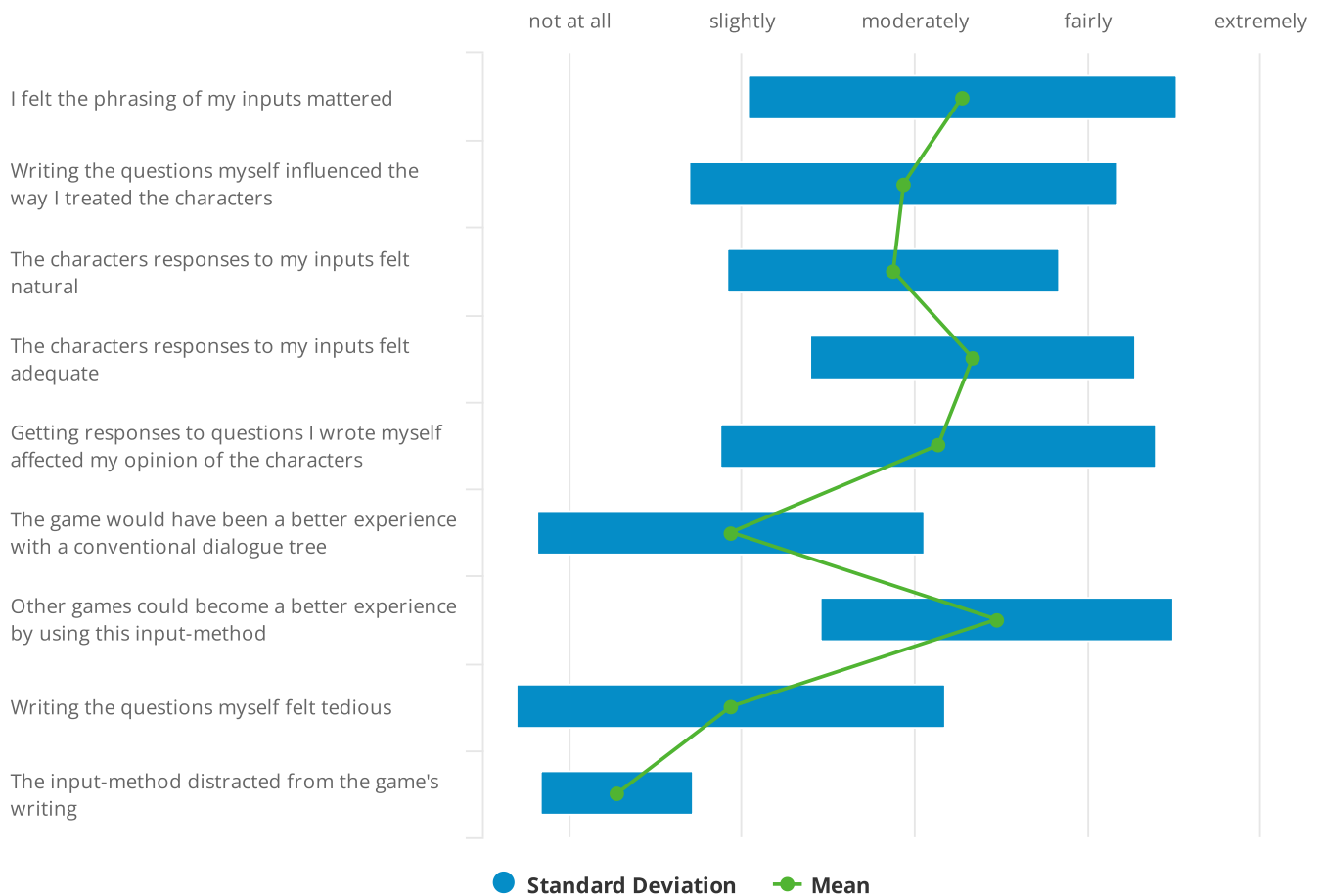# Using the game's input-method was...

Number of responses: 15

Getting the characters to understand my inputs was...

Number of responses: 15

Gameplay Experience

Number of responses: 15

| | not at all | slightly | moderately | fairly | extremely |

I felt the phrasing of my inputs mattered

Writing the questions myself influenced the way I treated the characters

The characters responses to my inputs felt natural

The characters responses to my inputs felt adequate

Getting responses to questions I wrote myself affected my opinion of the characters

The game would have been a better experience with a conventional dialogue tree

Other games could become a better experience by using this input-method

Writing the questions myself felt tedious

The input-method distracted from the game's writing

● Standard Deviation ●—● Mean

Do you have any further comments?

Number of responses: 8

Text answers:

the buggy nature of the input system made it hard to interact with naturally, an improved system would be a better experience than a dialog tree

In a lot of situation the characters did not understand what i was trying to say and that forced me to use the dictionary to find out what i can ask people about in order to progress. I think that impacted negativly my experience with the game.

While there might be some contradicting statements in my evaluation i want to at least adress some aspects:
In my opinion many games could benfit from implementing this input-method. The Method itself however needs to be further developed to be enjoyable.
Since the System reacted to key words pretty harshly one example which dissatisfied me was "can i talk to Frank?" to which the answer was "I live here with my husband Frank and our two kids".
In my Opinion "User Error Tolerance" and "Controllability" needs to be enhanced further to offer a well-rounded Product.

The general concept would probalby work a lot better, with a bigger catalogue of possible phrases. The characters did often not understand simple sentences, which made it quite frustrating at times.
Also locking the player out of solving the mystery, because some clues hadn't been collected, made it feel punishing to think for yourself instead of relying on the notebook.

At first it was a challenge to understand how the game would prefer me to construct the sentences but intuitive when using more conventional language. It also feels like such a system would be a great addition in a game with vendors, given the possibility of a notoriety level. Overall great experience and adds an interesting layer of interactivity in the videogame medium.

as a prototype it works perfectly well, my only wish is that there was a little more repercussion from mean questions (either good or bad).

Bingus

Very cute game, a few hickups here and there. Accidently left a few times without saying goodbye. The help option was a bit unsure.