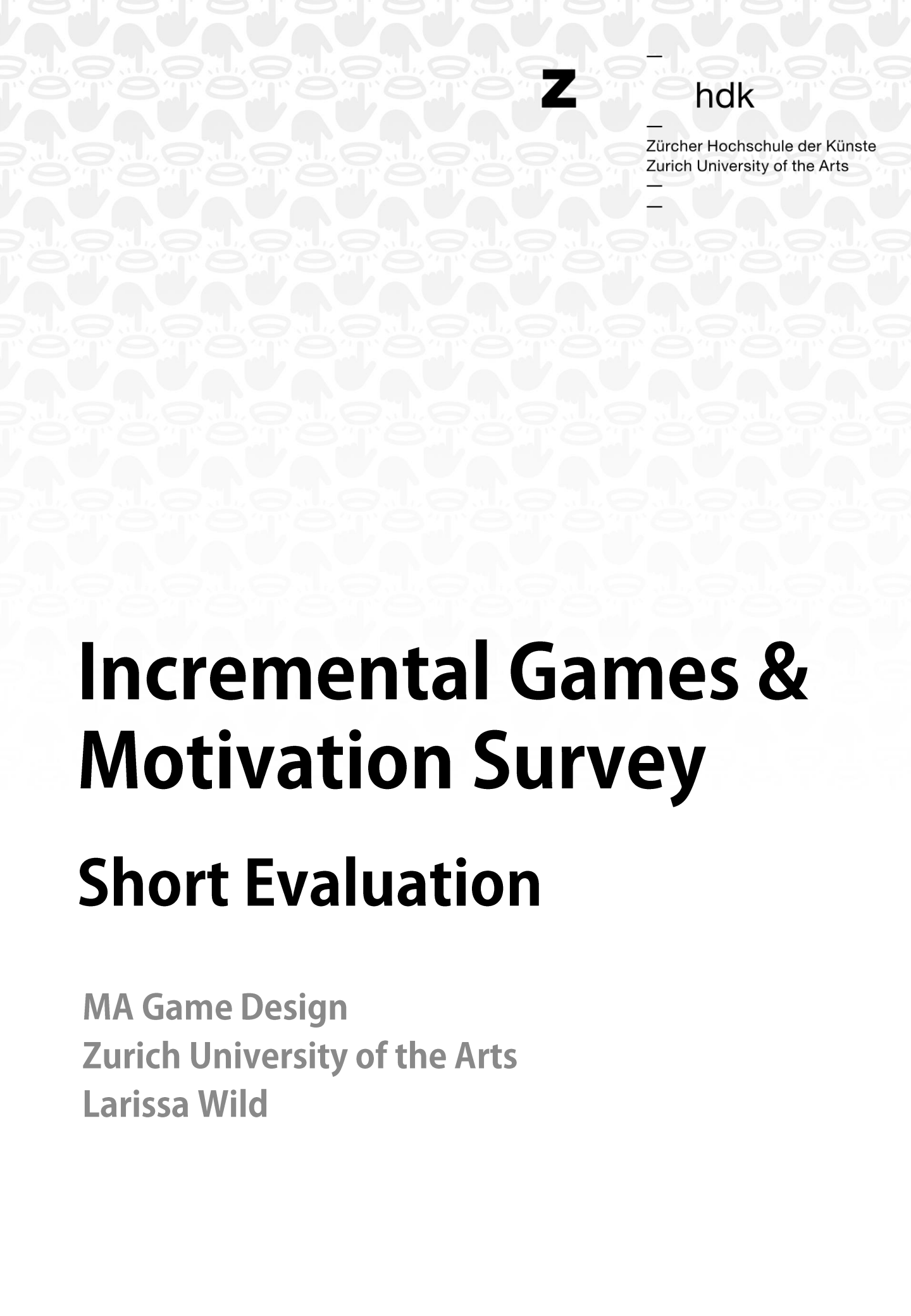




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Zürcher Hochschule der Künste
Zurich University of the Arts
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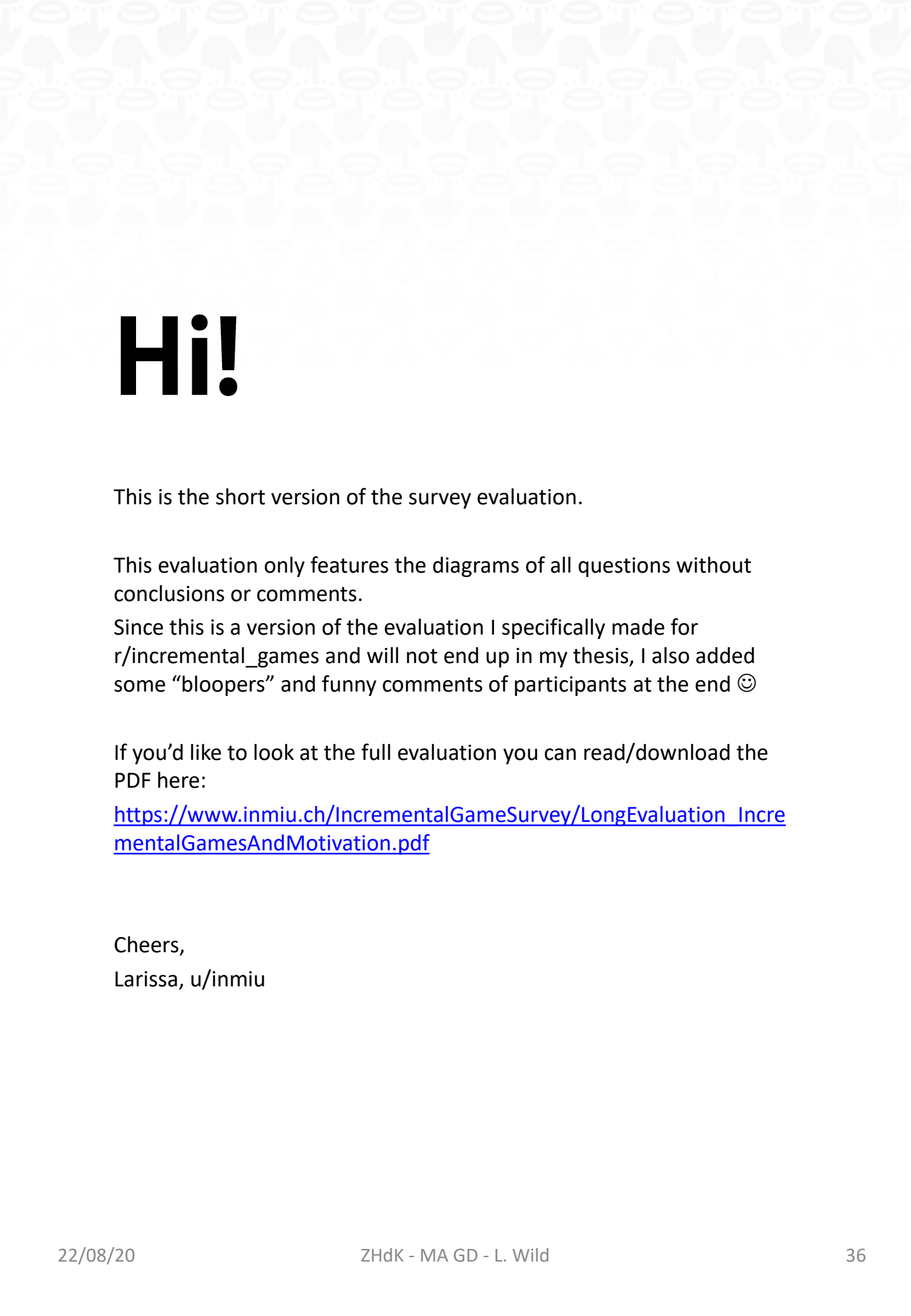
Incremental Games & Motivation Survey

Short Evaluation

MA Game Design

Zurich University of the Arts

Larissa Wild

A repeating pattern of light gray hand icons, each with a small circle above it, covering the entire background.

Hi!

This is the short version of the survey evaluation.

This evaluation only features the diagrams of all questions without conclusions or comments.

Since this is a version of the evaluation I specifically made for r/incremental_games and will not end up in my thesis, I also added some “bloopers” and funny comments of participants at the end 😊

If you’d like to look at the full evaluation you can read/download the PDF here:

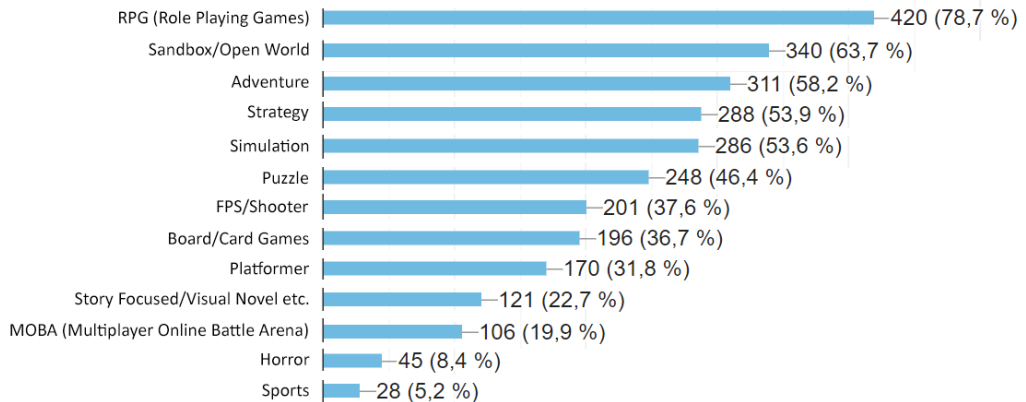
https://www.inmiu.ch/IncrementalGameSurvey/LongEvaluation_IncrementalGamesAndMotivation.pdf

Cheers,
Larissa, u/inmiu

General Questions

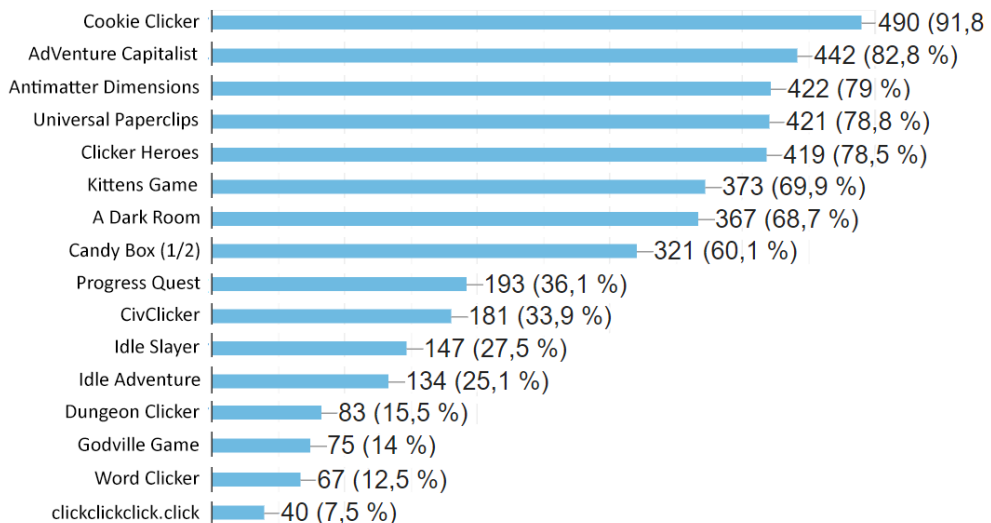
What genre(s) of games do you like to play in general? You can choose multiple.

534 Antworten



What Incremental games do you play/have you played? You can choose multiple. (Specify other incremental games which are not on this list in the text box below.)

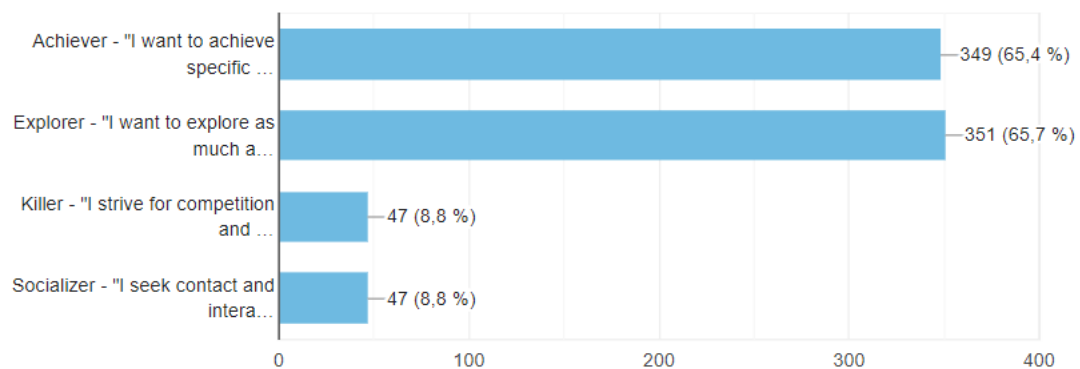
534 Antworten



General Questions

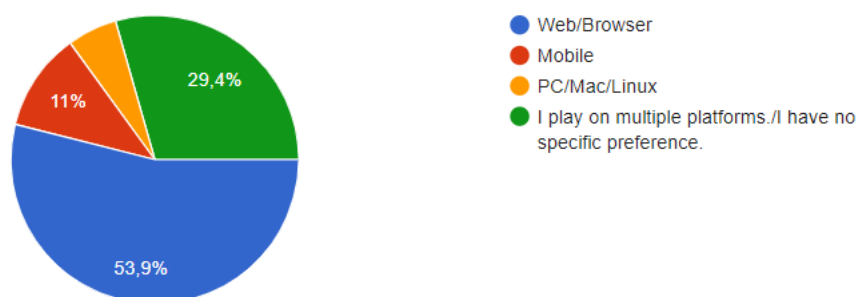
What player type are you most like (Bartle Test)?

534 Antworten



What platform do you prefer for playing incremental games?

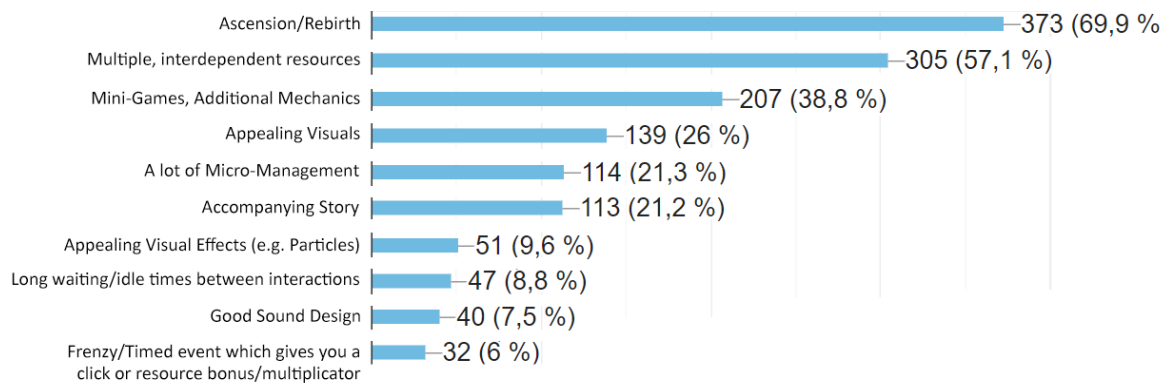
534 Antworten



General Questions

What are your personal "must-haves" for an Incremental game? (Specify other must-haves in the text box below.)

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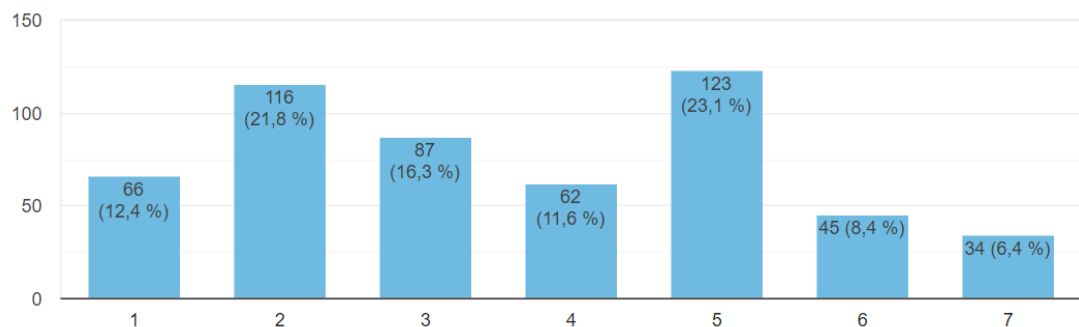
Motivation

Response scale for all following questions:

- 1 = disagree strongly
- 2 = disagree
- 3 = disagree somewhat
- 4 = neutral
- 5 = agrees somewhat
- 6 = agree
- 7 = agree strongly

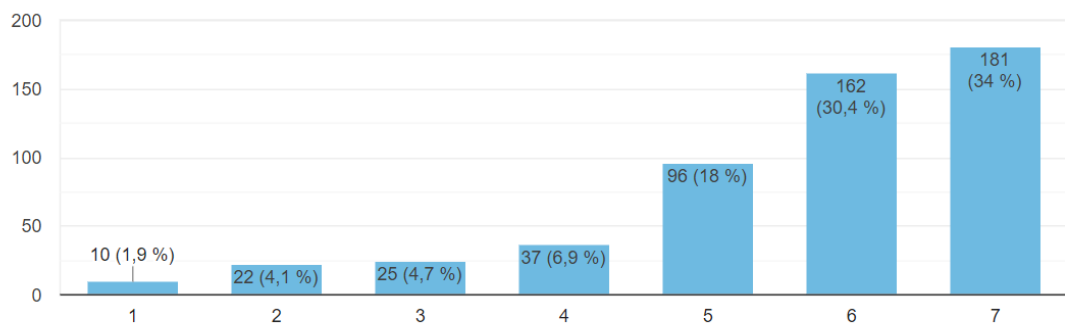
I am motivated to click the main button/resource generating button.

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I am motivated to unlock all achievements, upgrades, purchasables.

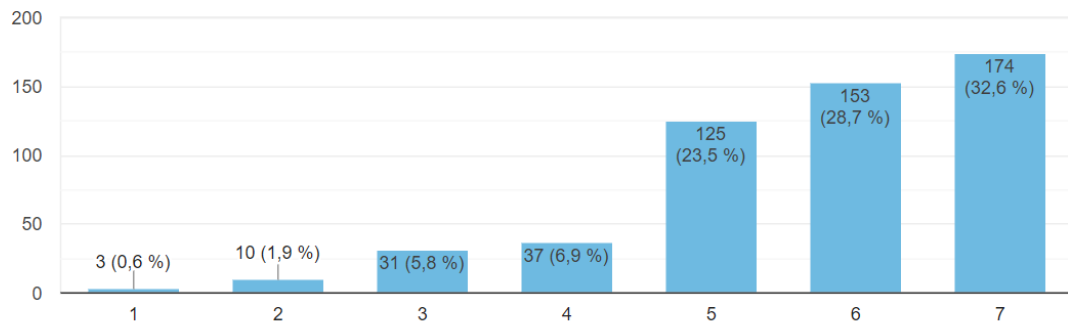
533 Antworten



Motivation

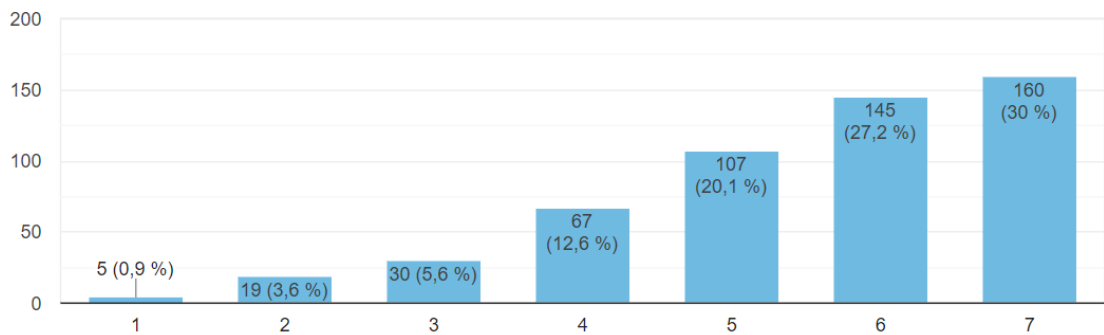
I am motivated to unlock and play other game mechanics/mini-games (if existing).

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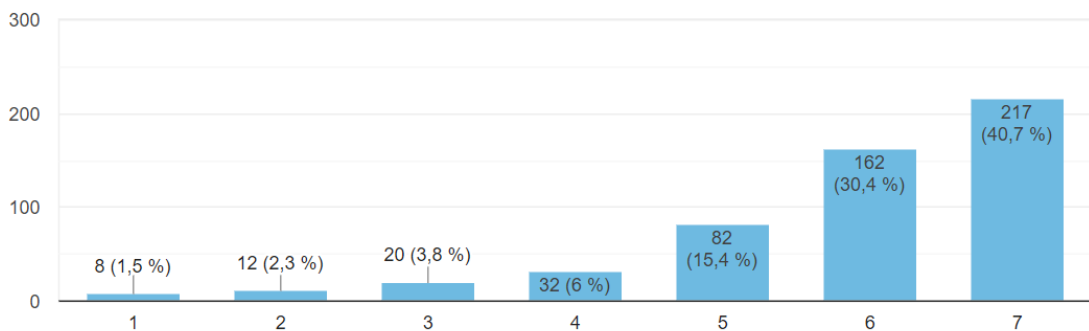
I am motivated to optimize my playthrough and play more efficiently.

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I am motivated to replay the game and/or use ascension/rebirth features (if existing).

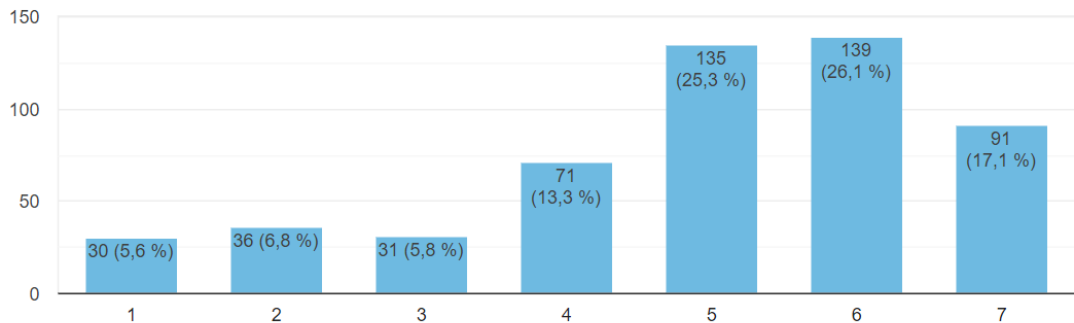
533 Antworten



Motivation

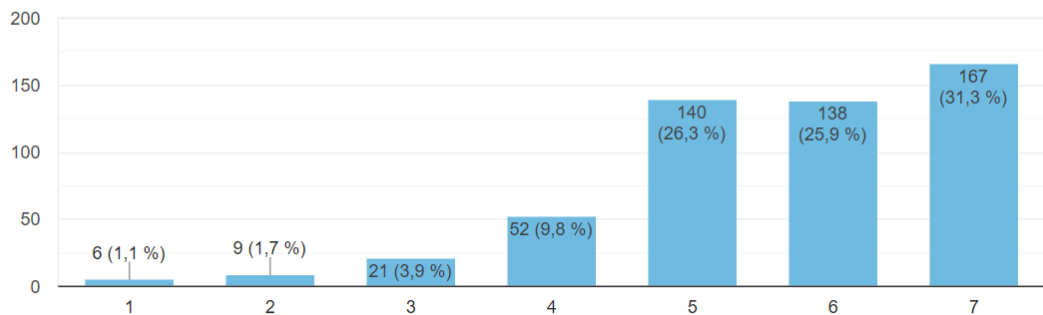
I am motivated to improve my strategy/approach when (re)playing.

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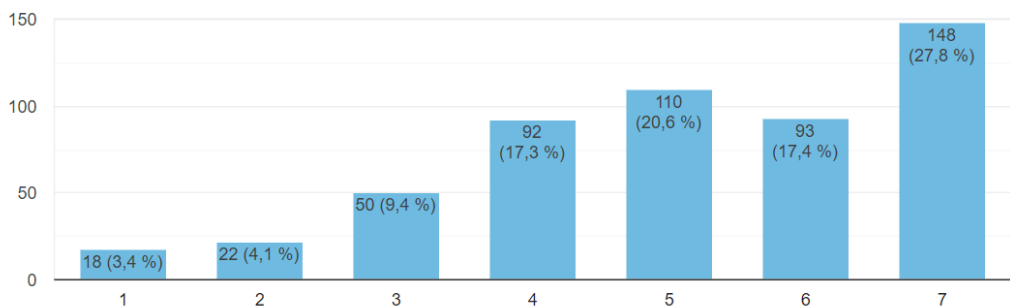
I am motivated when my resource count increases quickly.

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I am motivated when my resource count reaches very large numbers.

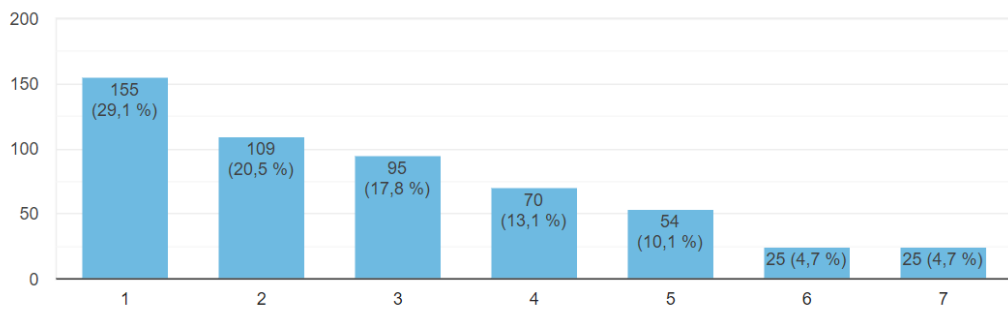
533 Antworten



Motivation

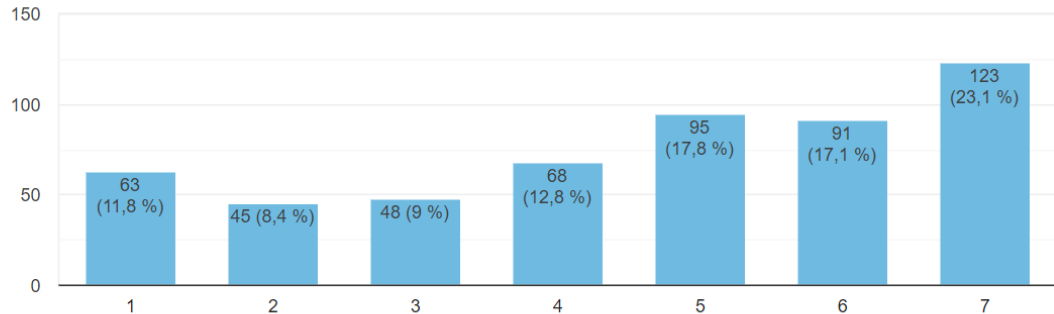
I am motivated to set up challenges for myself while (re)playing (e.g. Try to get to a certain resource count in x minutes etc.).

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I am motivated to find out more about the story (if existing).

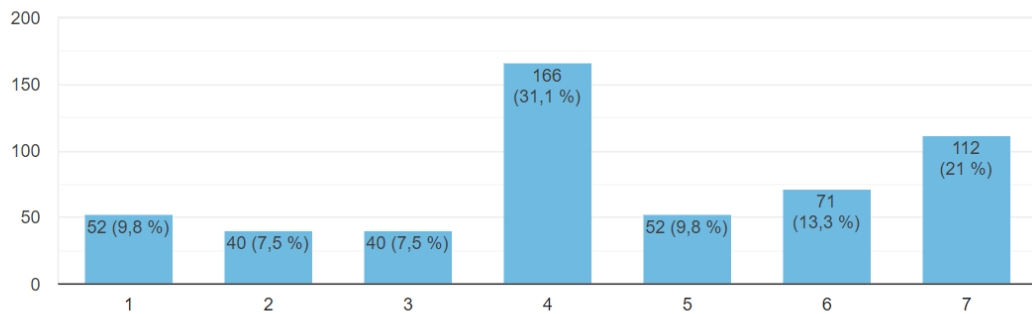
533 Antworten



Click Feedback

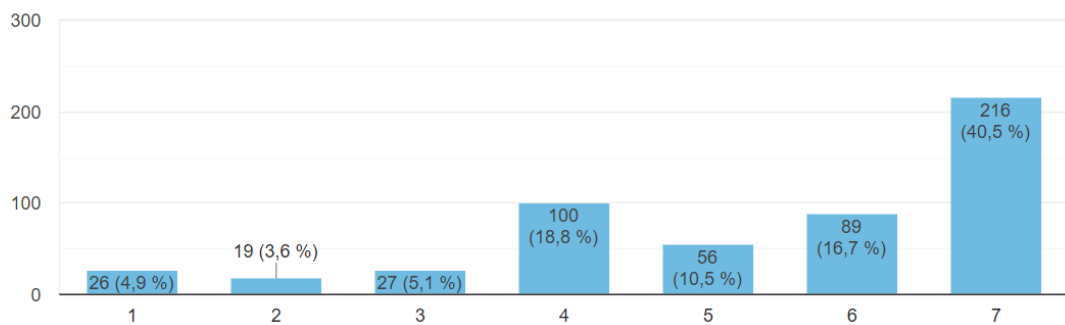
I think that clicking with a mouse is more satisfying than tapping (on a screen) while playing incremental games.

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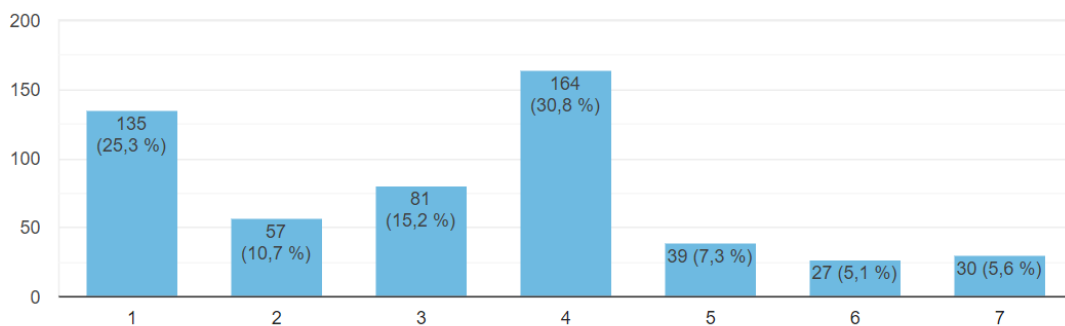
I think that clicking with a mouse is more satisfying than using a trackpad while playing incremental games.

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I think that tapping (on a screen) is more satisfying than using a mouse while playing incremental games.

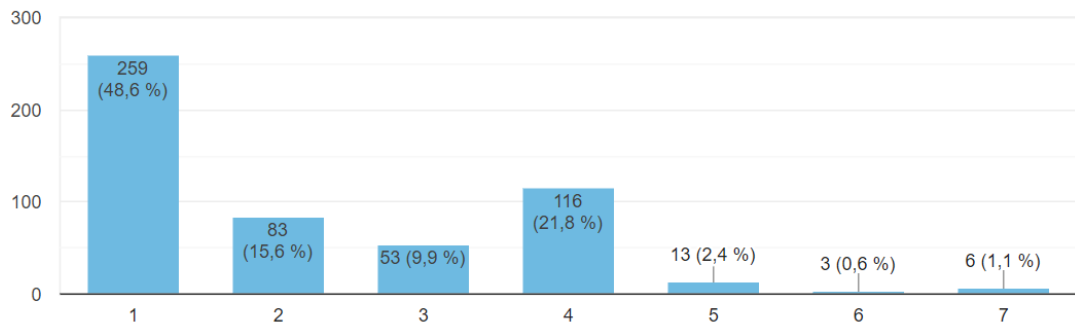
533 Antworten



Click Feedback

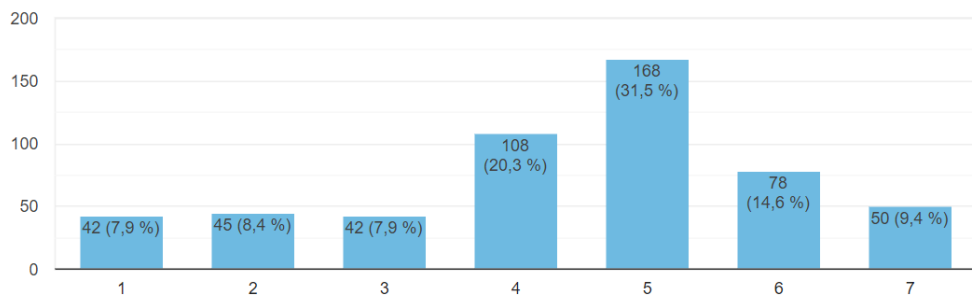
I think that using a trackpad is more satisfying than using a mouse while playing incremental games.

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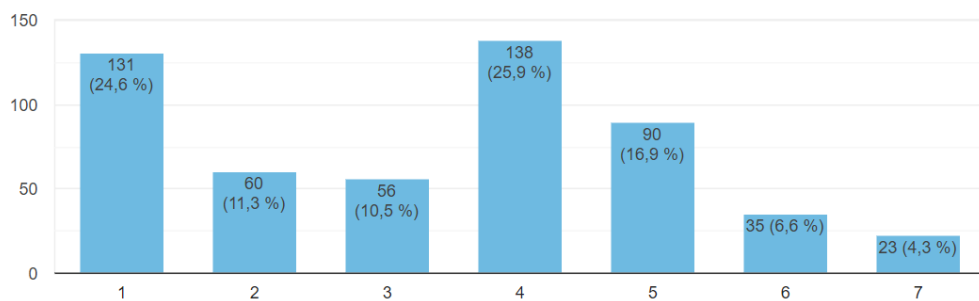
I feel satisfaction when a click is accompanied by a visual effect (e.g. particles) on screen.

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I feel satisfaction when a click is accompanied by an auditative effect (e.g. sound effect/chime) on screen.

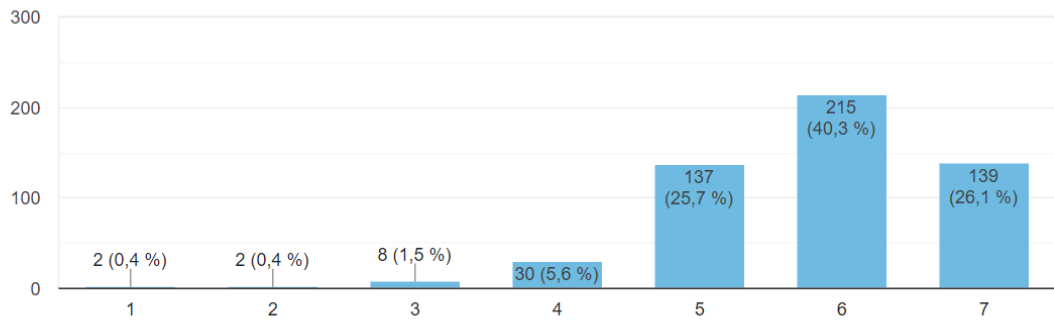
533 Antworten



Positive Player Feeling

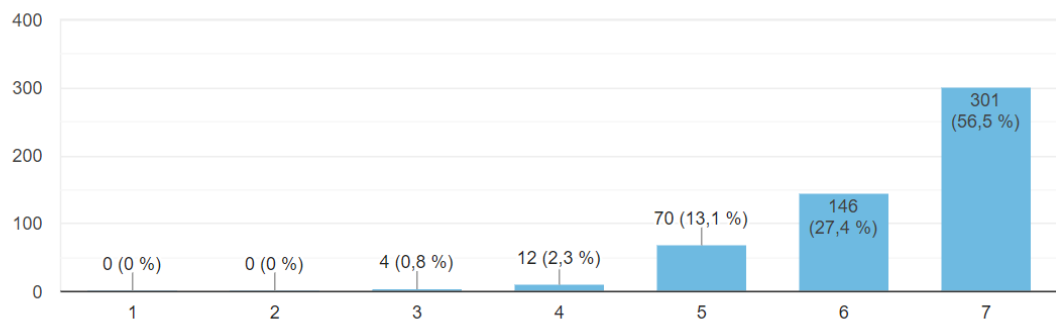
I feel happy/satisfied when I reach a milestone/achievement.

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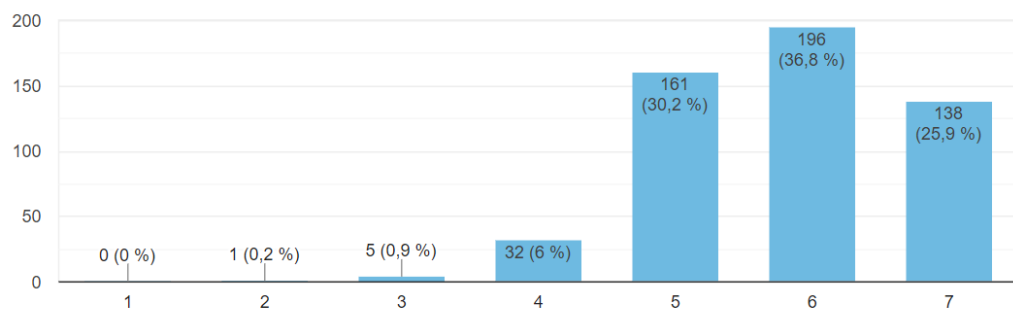
I feel happy/satisfied when I unlock a new mechanic or mini-game.

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I feel happy/satisfied when I can purchase an item/upgrade.

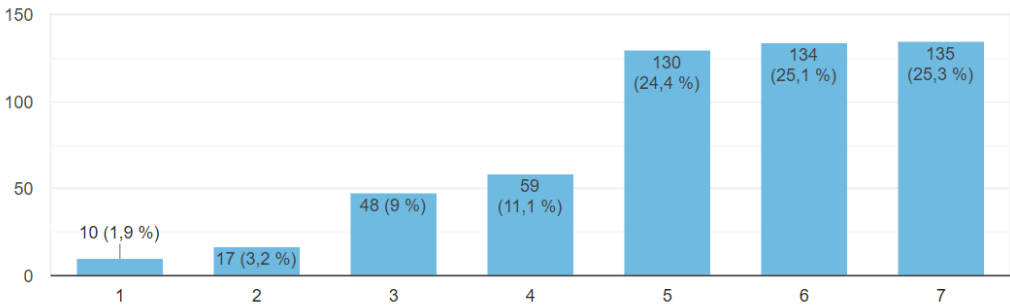
533 Antworten



Positive Player Feeling

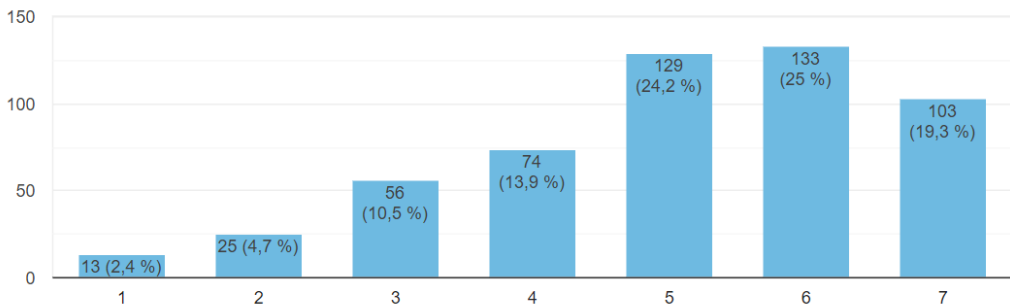
I feel happier/more satisfied when I reach a milestone/achievement after waiting for a long time.

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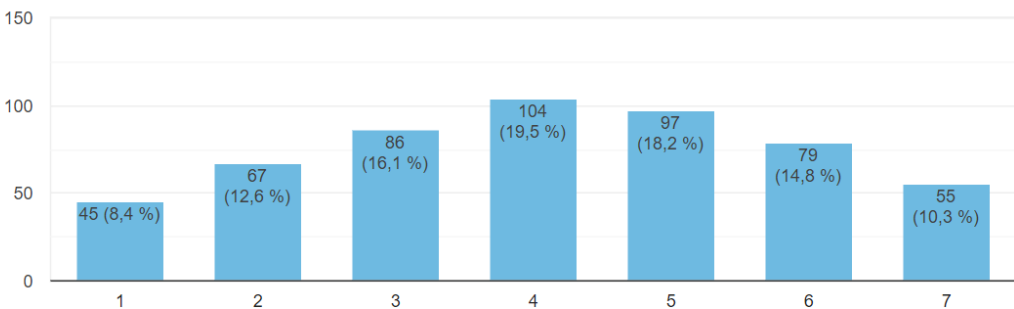
I feel happier/more satisfied when I can purchase an item/upgrade after waiting for a long time.

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I like to wait for longer periods of time to be able to bulk-purchase/bulk-unlock features in an incremental game.

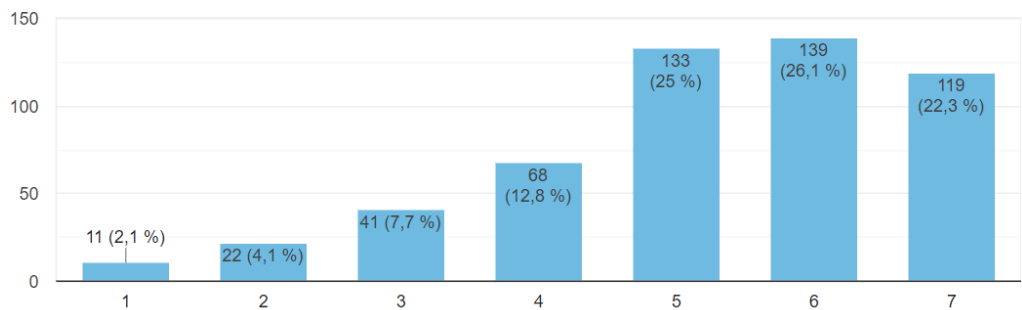
533 Antworten



Positive Player Feeling

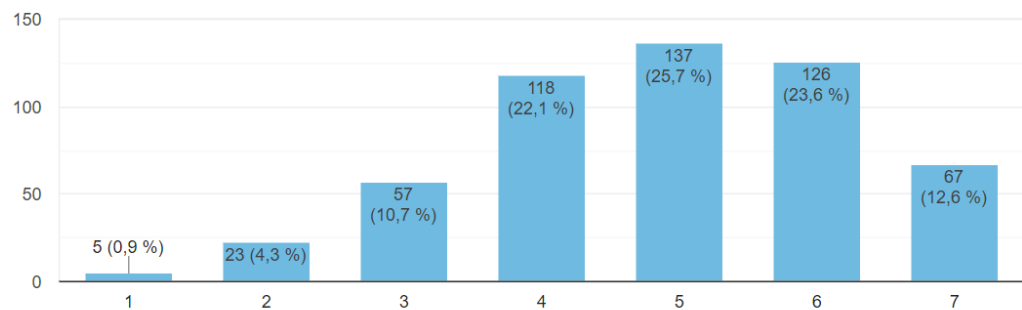
I feel empowered when I can bulk-purchase/bulk-unlock features in an incremental game.

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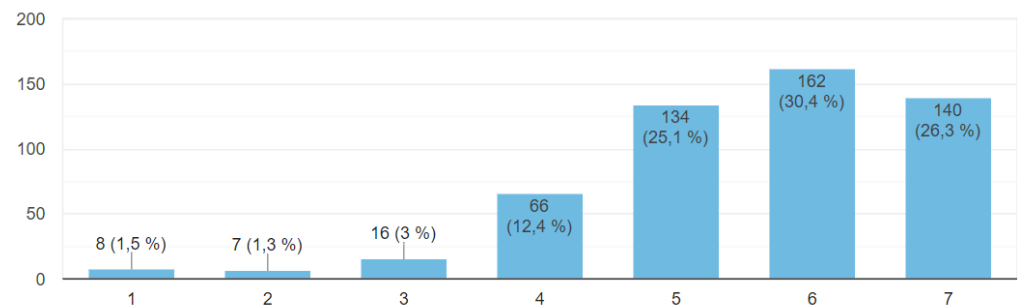
I like to wait for shorter periods of time to be able to spend my resources immediately in an incremental game.

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I feel happy/satisfied when a new/different strategy works better in a new playthrough.

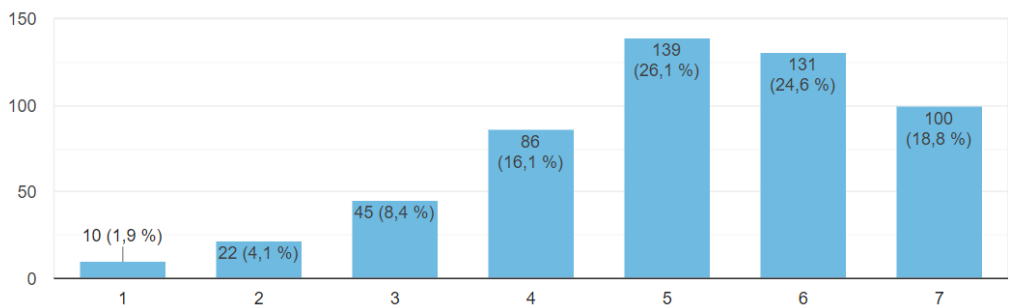
533 Antworten



Positive Player Feeling

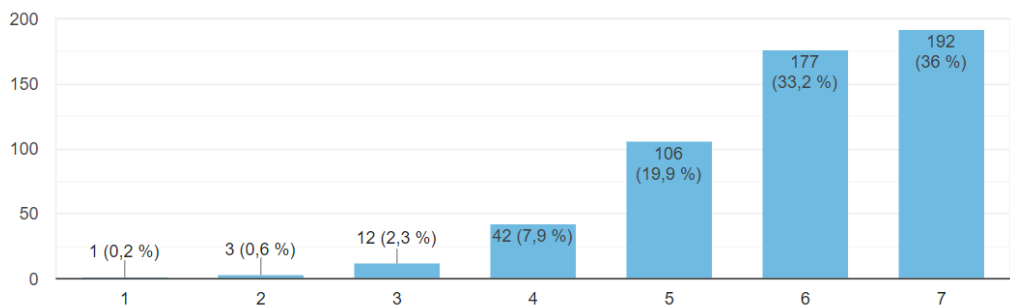
I feel excited to plan ahead.

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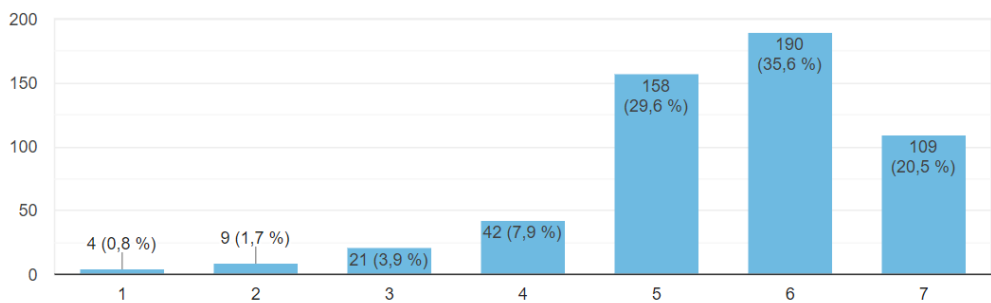
I feel happy/satisfied when a plan/strategy works out.

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I feel excited when I am coming closer to reaching a milestone/self-imposed goal.

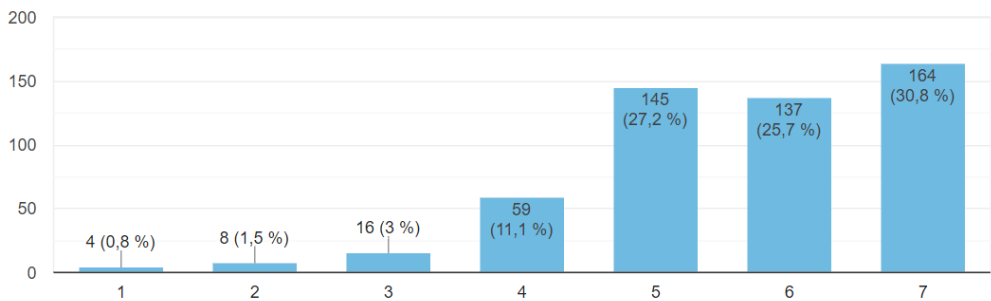
533 Antworten



Positive Player Feeling

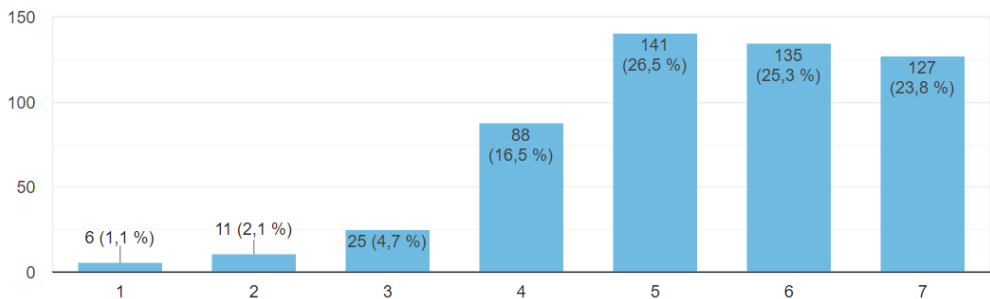
I feel positively challenged by a game's increasing complexity/difficulty.

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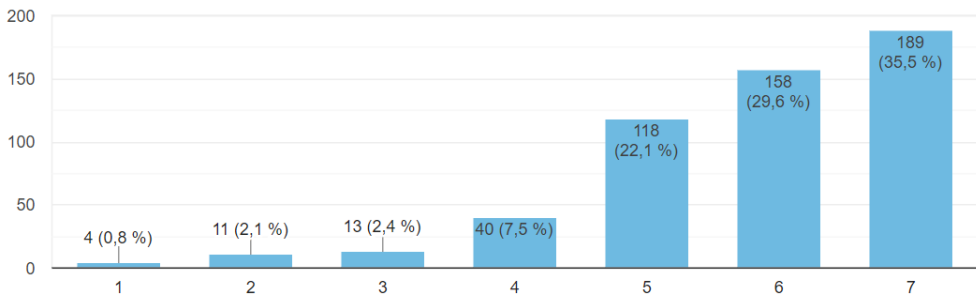
I feel empowered when I have an abundance of resources.

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I feel empowered when my resources increase faster than in a previous playthrough.

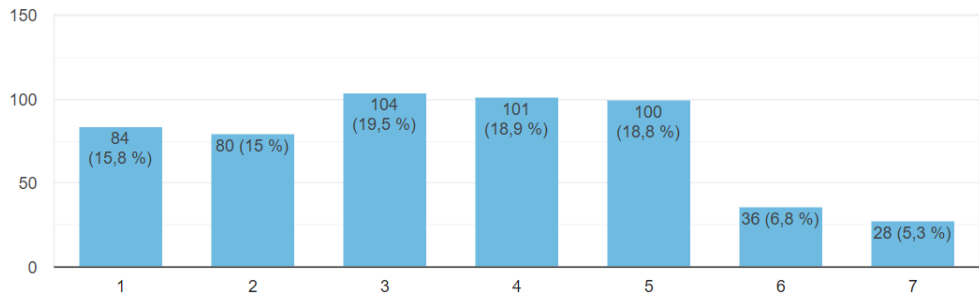
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Positive Player Feeling

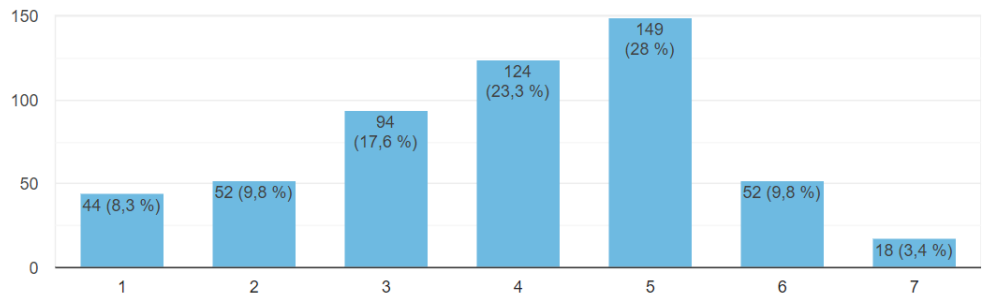
I feel euphoric/ecstatic when I get a bonus or a frenzy (e.g. timed event where click power or other resource production is increased).

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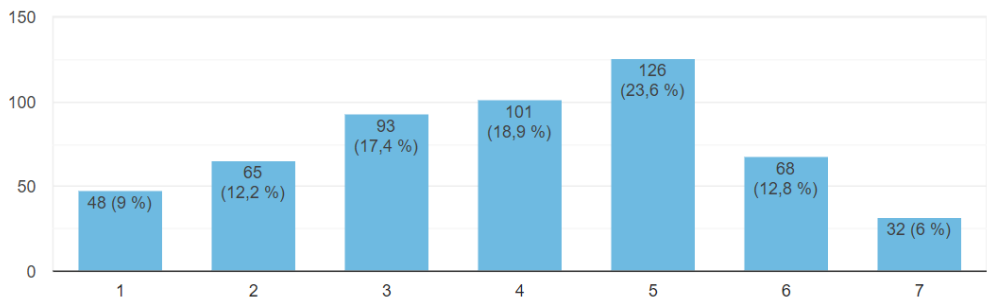
I like the anticipation idle times/waiting times bring to the game.

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I experience idle time/waiting times as relaxing.

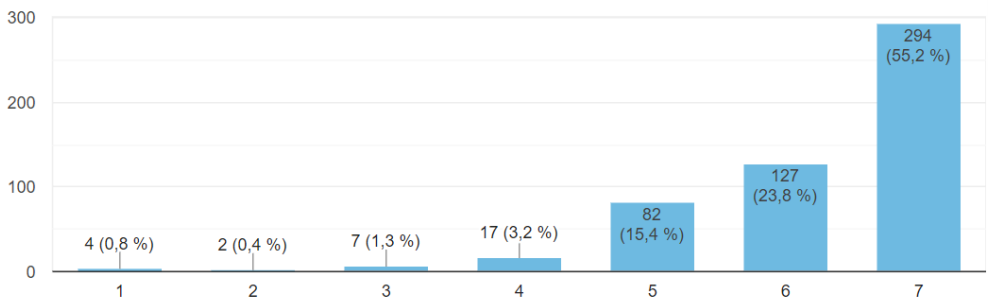
533 Antworten



Positive Player Feeling

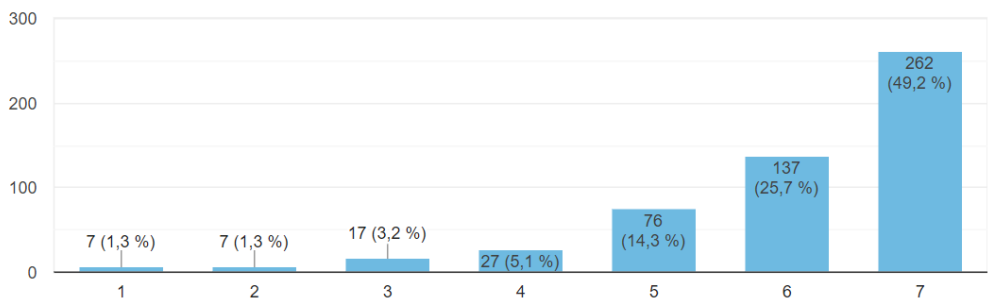
I like that I can leave the game alone and still make progress.

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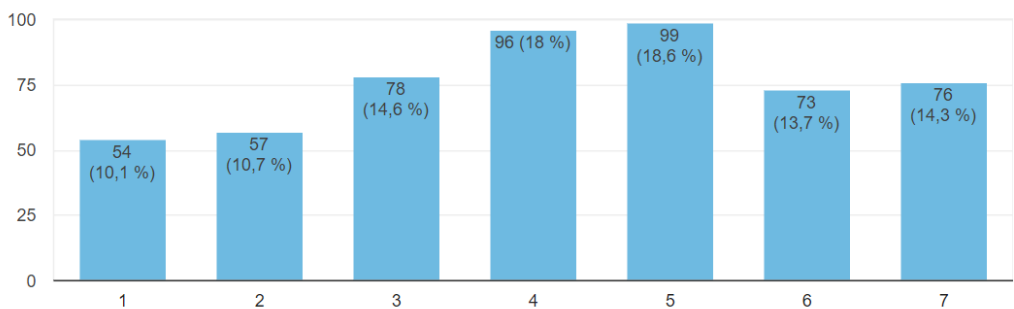
I like that I don't have to interact with the game all the time and still make progress.

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I feel satisfied when the game has no definite end/win state.

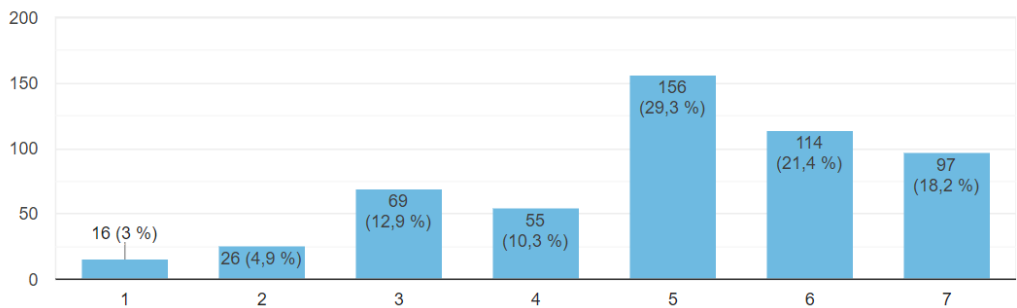
533 Antworten



Negative Player Feeling

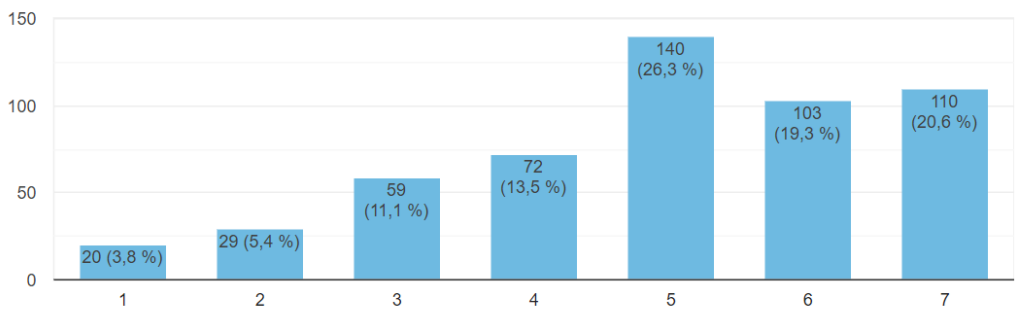
I feel impatient when I can't interact with the game, because I lack resources.

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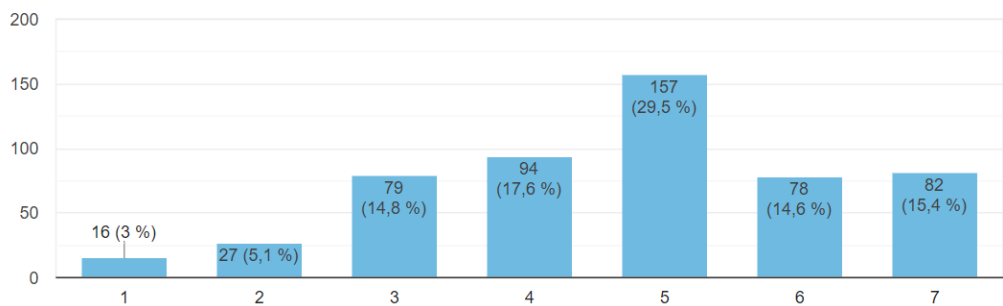
I feel bored when I can't interact with the game, because I lack resources.

533 Antworten



I feel impatient when I have to wait for resources to accumulate.

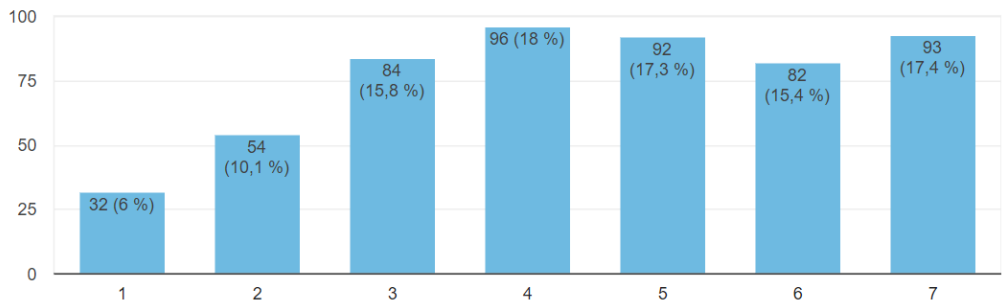
533 Antworten



Negative Player Feeling

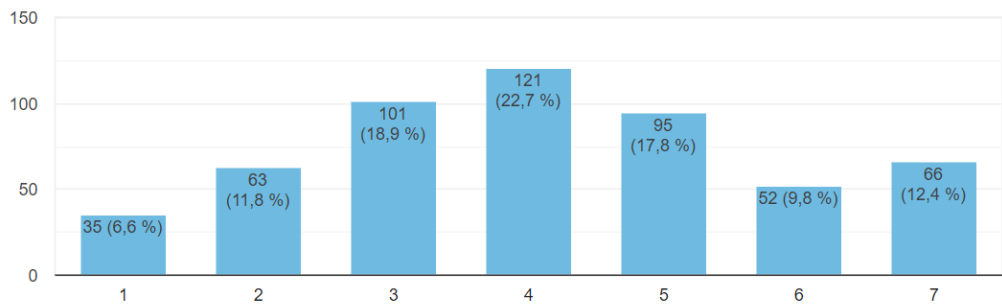
I feel underchallenged when I can't interact with the game.

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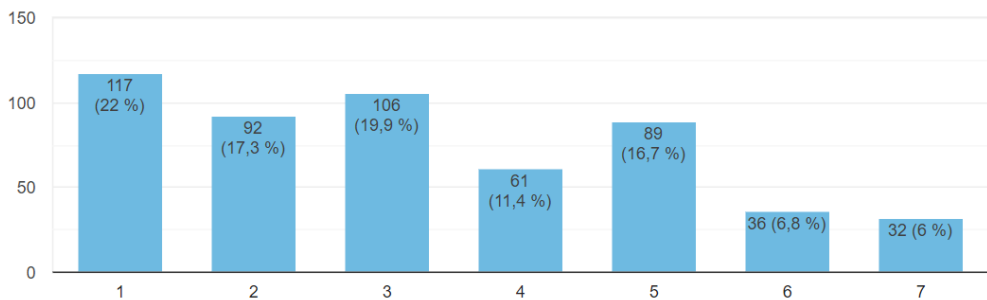
I feel underchallenged when I have to wait for resources to accumulate.

533 Antworten



I feel overwhelmed with too many resources.

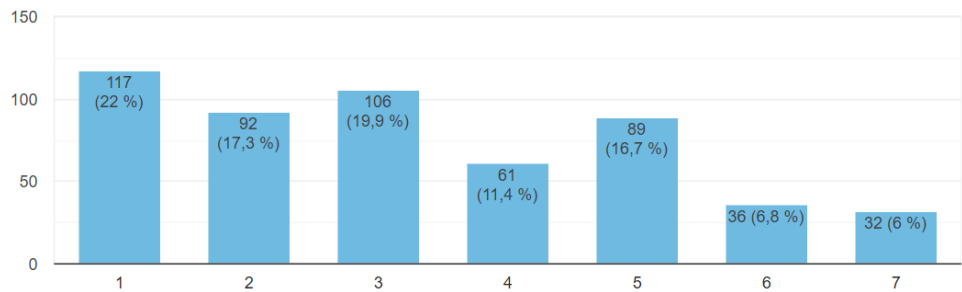
533 Antworten



Negative Player Feeling

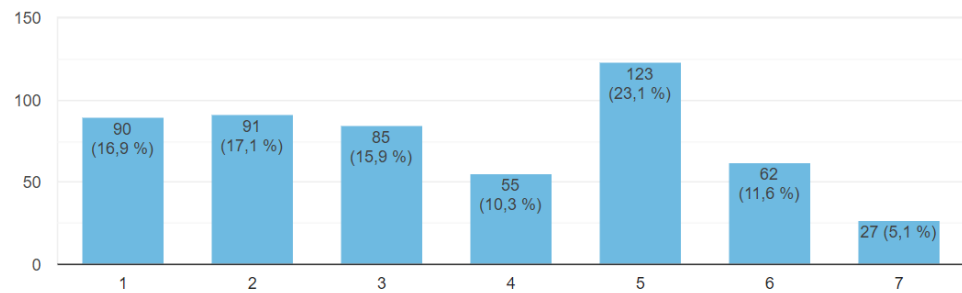
I feel overwhelmed with too many resources.

533 Antworten



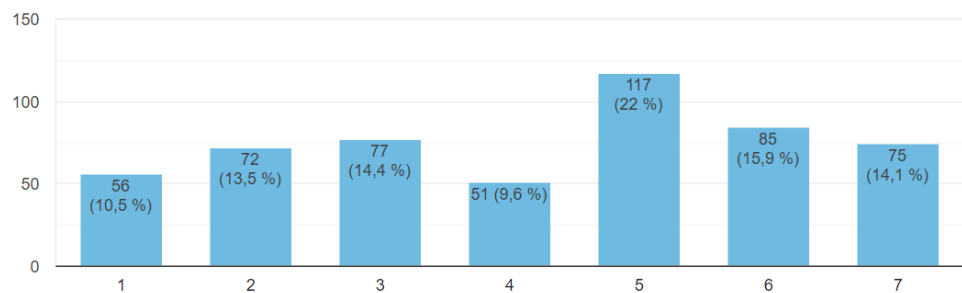
I feel overwhelmed with too many possible decisions/choices (e.g. What to spend resources on etc.).

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I feel overwhelmed with too many tasks or too much micro-management.

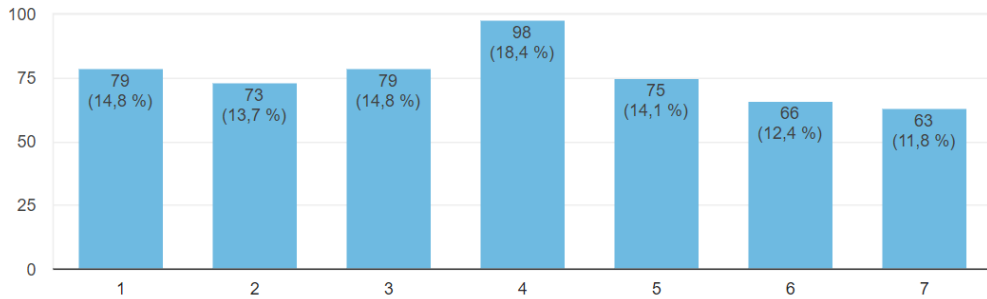
533 Antworten



Negative Player Feeling

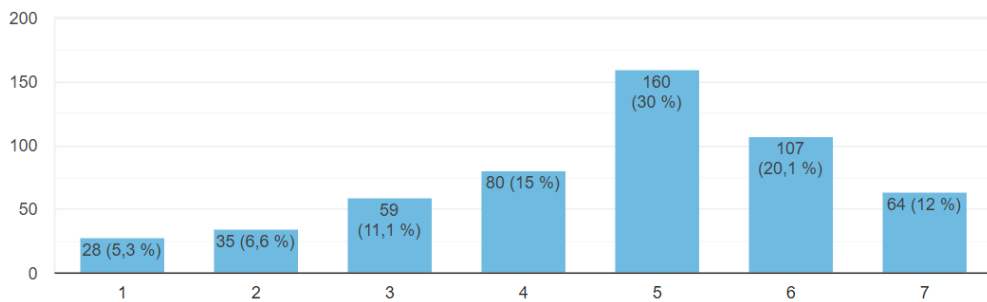
I feel unsatisfied when the game has no definite end/win state.

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Playing an incremental game feels pointless after some time.

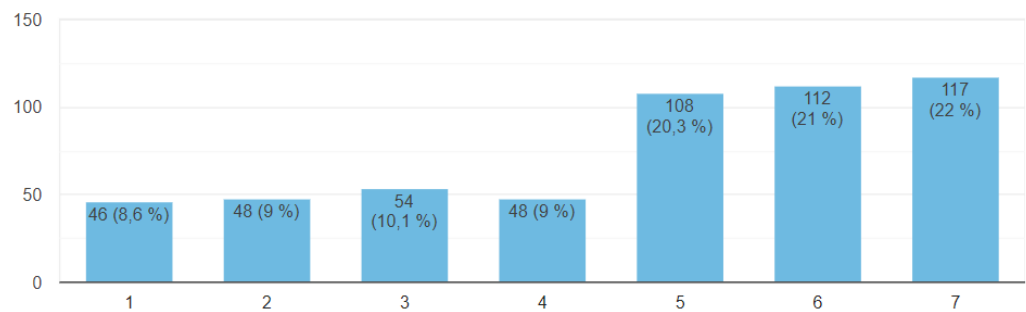
533 Antworten



Implications

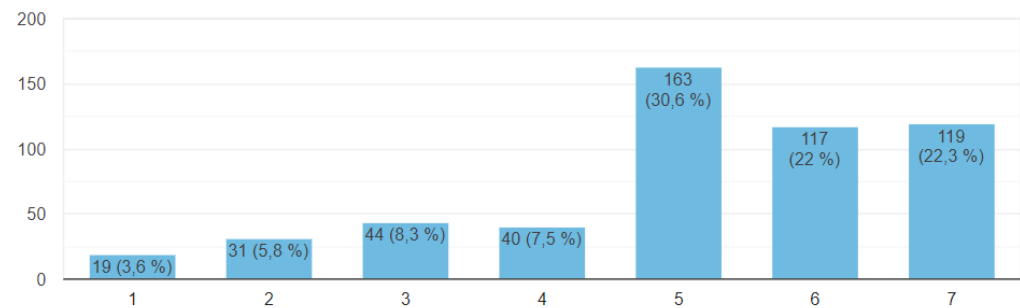
I sometimes can't/couldn't stop playing an incremental game.

533 Antworten



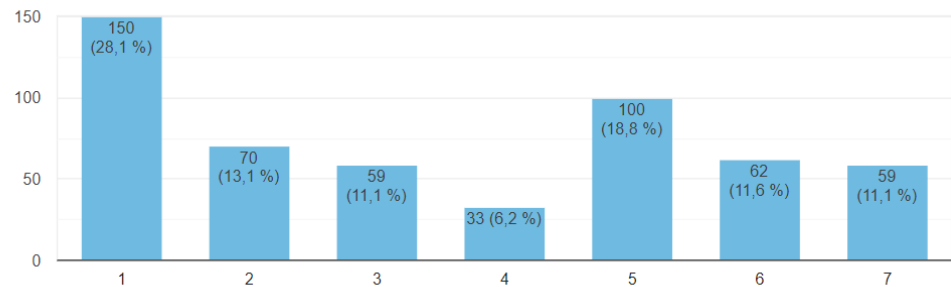
I sometimes feel/felt that I have to check in on the game often.

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An incremental game has gotten in the way of my everyday life before (e.g. having to interrupt routine, chore etc. to check in on the game).

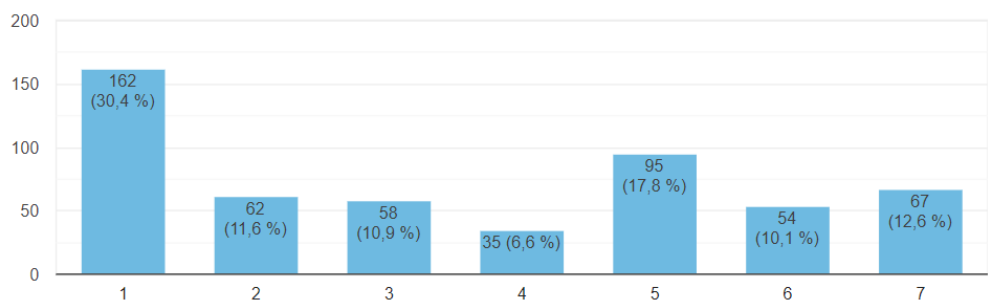
533 Antworten



Implications

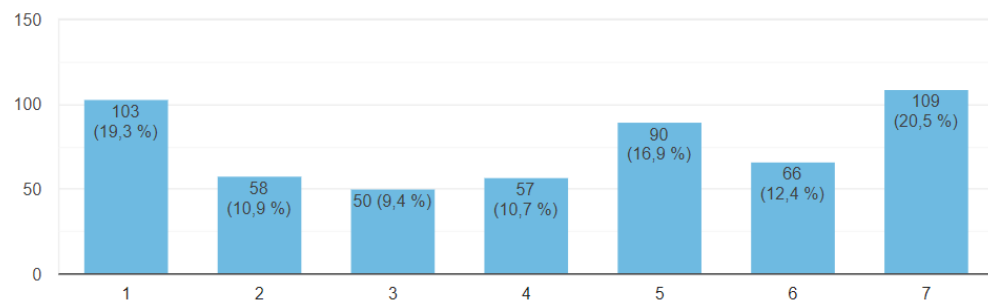
An Incremental game has gotten in the way of my regular work/school life at least once (e.g. not being able to focus on a task because of the game).

533 Antworten



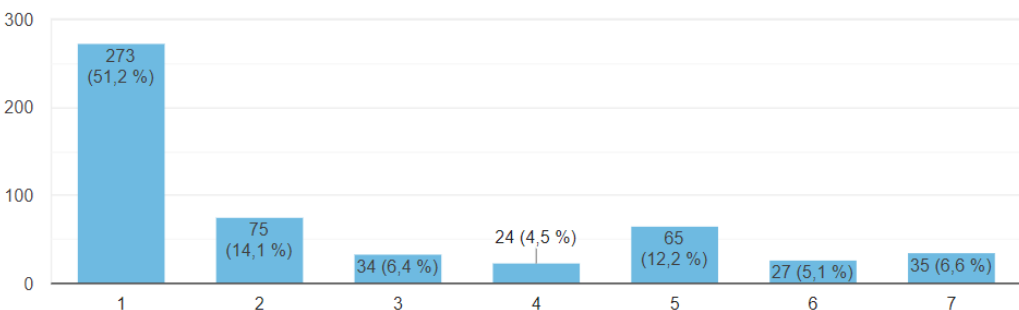
I felt addicted to an incremental game before.

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I feel/felt that I would have paid money (eg. In-app purchases) to accelerate my progress in an incremental game.

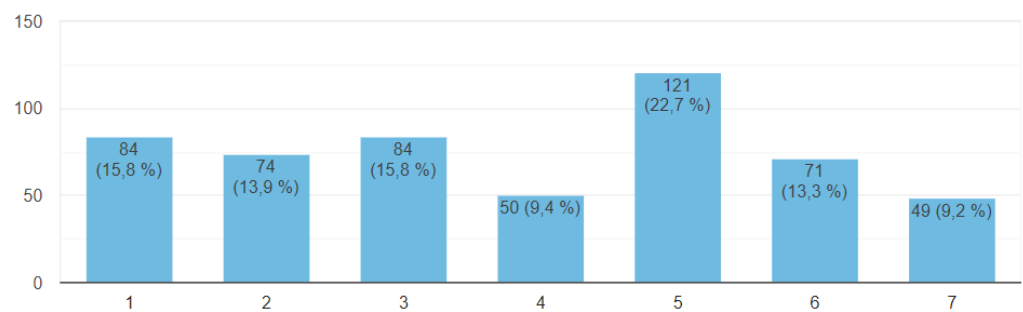
533 Antworten



Implications

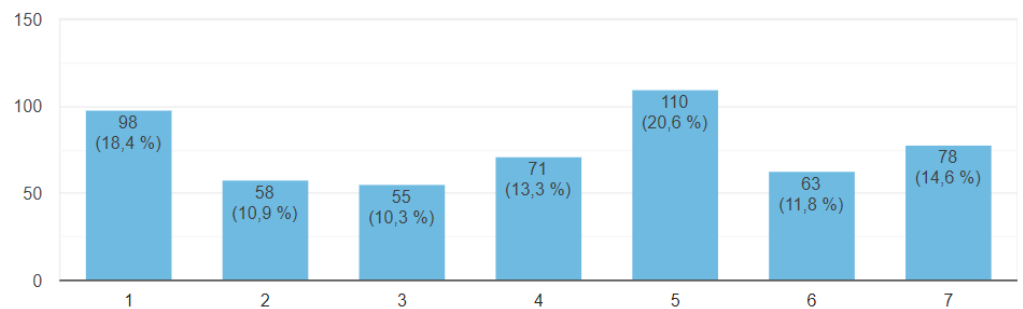
I have/had trouble to not let myself get distracted by an incremental game.

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I noticed that I sometimes fell into some sort of trance while playing an incremental game.

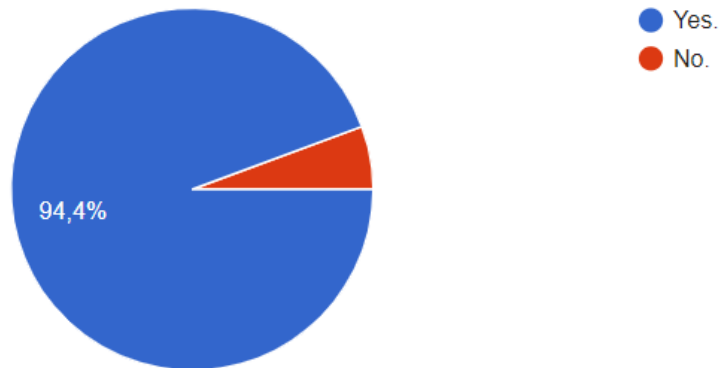
533 Antworten



Playing Time

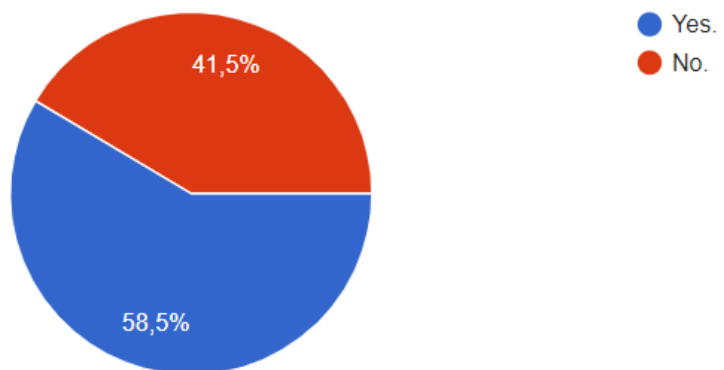
I have played an incremental game for more than one month.

533 Antworten



I have played an incremental game for more than one year.

533 Antworten



Funsies & what made me smile while evaluating

420 (78,7 %)

373 (69,9 %)

Nice.



LARGE NUMBERS



Numbers go up



Numbers go up



Numbers go up



Number Go Up



The number just has to go up

Submitted on the topic of must-haves.

Funsies & what made me smile while evaluating

I wish you a great thesis and exam \o/

I hope I have helped and good luck with your thesis!

Good luck on your thesis mate

No. But, good luck on your thesis!

Good luck on your master thesis !

Good luck with your thesis!

I wish you luck 😊

Wish you all the best on your thesis! <3

Good luck!

Thank you! <3

A repeating pattern of light gray hand icons, each with a small circle above it, covering the top portion of the slide.

Thanks

I want to thank everyone who participated and gave me an insight into their playing behavior!

Each and every answer helped me to get informative and meaningful data which I can use in my thesis and for further research.

This survey brushed over many topics, without being able to go into too much depth, but it gives a very good basis to understand the dynamic between player and incremental game more.

Further research is needed, of course, which I hope I will be able to conduct in the future.