Code Name _____________________________  Pre-Game Questionnaire

Sex _____________________________

Age _____________________________

1) How much experience do you have with videogame consoles?
1 3 5 7 9
None Frequent use for several years

2) How often do you play games on videogame consoles?
1 3 5 7 9
Never Daily

3) How much experience do you have playing Tetris or similar puzzle games (e.g. Bejeweled, Dr. Mario, Lumines)
1 3 5 7 9
None Frequent use for several years

4) How much experience do you have with multiplayer computer or console games?
1 3 5 7 9
None Frequent use for several years

5) Do you consider yourself an avid or expert gamer?
1 3 5 7 9
Not at all Yes, very much so.

6) If you choose to play games, what two genres do you play most? (circle two)
RPG Action Fighter FPS Sports Racing Sim Puzzle Rhythm Other ______

7) How much do you spend on game related purchases annually? (estimate) __________

8) What sources do you use to learn about games and decide which to buy? (circle two)
Advertisements, Game reviews, Gaming news websites, Friends’ Recommendations, Other __________ Other __________

9) What most influences your purchase decisions? (Rank Most-least important, 1-9)
Graphics__ Audio__ Replay Value__ Multiplayer Mode(s)___ Sheer Fun____
Price___ Dollar/Hour Value_____ Made by favored studio____
Other______________ ____
1) How much difficulty did you have learning the controls
1 3 5 7 9
None I still don’t know how they work

2) After the initial 3 min learning period, how frequently did you make mistakes?
1 3 5 7 9
Never Almost constantly

3) How well did the icons on each of the special blocks represent their functions?
1 3 5 7 9
Not at all No room for improvement, perfect.

4) How difficult was it to distinguish the various special blocks by color and icon?
1 3 5 7 9
Impossible Each was instantly recognizable

5) The pace of the game was…
1 3 5 7 9
Too Slow Just Right Too Fast

6) When attacked, I could easily tell who had attacked me, and what they had used.
1 3 5 7 9
Never Always

9) How fun was the game?
1 3 5 7 9
Rather dull Amazingly Fun

7) What improvements would you suggest in each of the following
(write on back if necessary)

Graphics
Control Scheme.
Special block representation/behavior
Player interaction
Targeting & queue system

8) Would you choose to buy this game for a platform you already owned? Yes No
10b) If yes, how much would you pay for it? _____________
10c) If no, why not?