



## Mobile Block



The following survey will take approximately 10-15 minutes to complete. You will be asked to answer questions about your gameplay experience. Please answer these questions as honestly and accurately as possible! By clicking the button below, you agree to letting us use this data for analysis on this project only. If you have any questions, feel free to email us at [pennyjarsocial@gmail.com](mailto:pennyjarsocial@gmail.com)

## Desktop Block



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## DemographicsBlock

Please enter your Tester ID:

What is your age?

- Under 18
- 18-21
- 22-25
- 26-28
- 29-35
- 36-45
- 46-55
- Over 55
- Prefer Not to Say

What gender do you identify as?

- Male
- Female
- Nonbinary
- Other
- Prefer not to say

## Genre Familiarity

How would you describe your **interest** in **puzzle** games?

- I never play them.
- I rarely play them
- I play them sometimes.
- I play them often.
- This is the only genre I play.

Please rate your **proficiency** with **puzzle** games.

- Novice
- Intermediate
- Advanced
- Expert
- I'm not sure

How would you describe your **interest** in **horror** games?

- I never play them.
- I rarely play them.
- I play them sometimes.
- I play them often.
- This is the only genre I play.

Please rate your **proficiency** with **horror** games.

- Novice
- Intermediate
- Advanced
- Expert
- I'm not sure

From the list below, which **horror games** have you played?

- Outlast
- Layers of Fear (1 or 2)
- Simulacra
- PT
- Resident Evil 1
- Resident Evil 2 (Original or Remake)
- Resident Evil 7
- Other
- None of the above

Of the games you have played, how would you rate your experience with them?




	Hated	Disliked	Neutral	Liked	Loved
» Outlast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Layers of Fear (1 or 2)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Simulacra	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» PT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Resident Evil 1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Resident Evil 2 (Original or Remake)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Resident Evil 7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» Other					
<input style="width: 250px; height: 20px;" type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
» None of the above	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Of the experiences listed below, how would you rate your experiences with **horror** content?

	Hate	Dislike	Neutral	Like	Love	I don't listen/watch/attend this
Movies	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Television	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Podcasts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Interactive Experiences (Horror Mazes etc.)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## UI

Below is a list of UI icons and actions in the game. For each icon, choose what you think that icon did.

	Interact	Examine	Take	Cannot Interact	I don't know
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Complete the following statement: "The controls felt \_ \_ \_ \_"

- Very Satisfying
- Satisfying
- Slightly Satisfying

- Neutral
- Slightly Frustrating
- Frustrating
- Very Frustrating

Why did you feel the controls were  
'\$ {q://QID35/ChoiceGroup/SelectedChoices}'?

While playing the game, did you run at any point?

- Yes
- No
- I'm not sure

Why didn't you run while playing the game?



## Progression

Complete the following statement: "I \_ \_ \_ \_ \_ knew where I needed to go."

- Always
- Often
- Sometimes
- Rarely
- Never

Why did you feel like you  
'\${q://QID33/ChoiceGroup/SelectedChoices}' knew where  
you needed to go?

Did you get stuck at any point during the game?

- Yes
- No

Where did you get stuck?

Did you finish the game?

- Yes
- No
- I'm not sure

Why didn't you finish the game?

## Puzzle Block

How long, on average, do you think it took you to solve each puzzle?

- Less than 1 minute

- 1-2 Minutes
- 3-4 Minutes
- Longer than 4 Minutes

Why do you think the puzzles took you "\$ {q://QID22/ChoiceGroup/SelectedChoices} "? (Multiple Answer)

- I didn't know what I needed to do.
- I knew exactly what I needed to do.
- I knew what I needed to do, but could not execute it.
- I did not know I was trying to solve a puzzle.
- I thought the game was broken.
- It was too hard.
- It was too easy.

How would you rate the difficulty of the puzzles on a scale of 1 to 10, with 1 being the easiest and 10 being the most difficult.

- 1
- 2
- 3
- 4
- 5
- 6
- 7

- 8
- 9
- 10

How would you rate the difficulty of the puzzles on a scale of 1 to 10, with 1 being the easiest and 10 being the most difficult.

- 1  2  3  4  5  6  7  8  9  10

## Narrative

How many interactable objects did you interact with while playing the game? (Approximately)

- 0  1-3  4-6  6-10  10+  I'm not sure

What do you think the story of the game is?

## Word Association

From the list of words below, pick the ones that you feel best fit with your experience playing this game.

- |  |   |
|--|---|
| <input type="checkbox"/> Abstract        | <input type="checkbox"/> Creepy           |
| <input type="checkbox"/> Rural           | <input type="checkbox"/> Boring           |
| <input type="checkbox"/> Suspensful      | <input type="checkbox"/> Chaotic          |
| <input type="checkbox"/> Comforting      | <input type="checkbox"/> Homey            |
| <input type="checkbox"/> Detailed        | <input type="checkbox"/> Narrative-Driven |
| <input type="checkbox"/> Modernism       | <input type="checkbox"/> Static           |
| <input type="checkbox"/> Foreign         | <input type="checkbox"/> Dynamic          |
| <input type="checkbox"/> Common          | <input type="checkbox"/> Organized        |
| <input type="checkbox"/> Gameplay-Driven | <input type="checkbox"/> N/A              |
| <input type="checkbox"/> Unique          |   |

## Mobile-Rating

Overall, how would you rate your experience playing the game, with 1 being lowest and 10 being highest?

- 1
- 2
- 3
- 4
- 5

- 6
- 7
- 8
- 9
- 10

## Desktop-Rating

Overall, how would you rate your experience playing the game, with 1 being lowest and 10 being highest?

1  2  3  4  5  6  7  8  9  10

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