

Comfort Game Potential Survey Template

For the equations that go with this survey template, go to

www.jennpadilla.design/comfortgames.

* Indicates required question

1. **How familiar are you with the game? ***

Mark only one oval.

1 2 3 4 5 6 7 8 9 10

Unfamiliar Familiar

2. **How stressful is the game? ***

Mark only one oval.

1 2 3 4 5 6 7 8 9 10

Unstressful Stressful

3. **How predictable is the game? ***

Mark only one oval.

1 2 3 4 5 6 7 8 9 10

Unpredictable Predictable

4. Is the game nostalgic? *

(In this context, a nostalgic game is defined as "A game that rekindles positive memories of earlier interactions with the game, previous entries in the series, or outside factors present during earlier interactions with the game. The memories can be from any point from the player's life.")

Mark only one oval.

Yes

No

5. How many hours do you have in the game? *

(You can check in your profile on your switch if the game was opened recently)

[Note to game dev: create hour ranges that make sense for your game and let the player know how to check how many hours they have. This was originally written for Animal Crossing: New Horizons]

Mark only one oval.

<5

6-10

11-30

31-60

61-150

150-300

301-600

601-1000

1001-2000

2001<

6. **Did you guess on the last question? ***

Mark only one oval.

- Yes
- Yes, but I'm confident in my answer
- No

7. **Would you consider the game a comfort game? ***

(A comfort game is a game you have revisited multiple times because it's comfortable to play)

Mark only one oval.

- Yes
- It was at some point
- It could be
- No

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