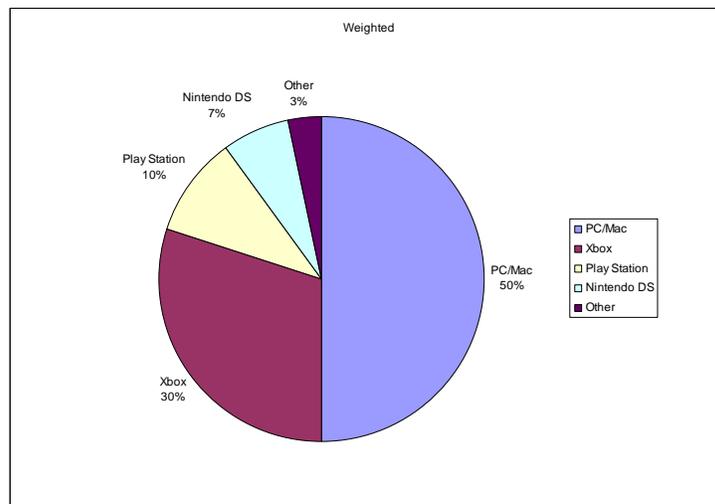
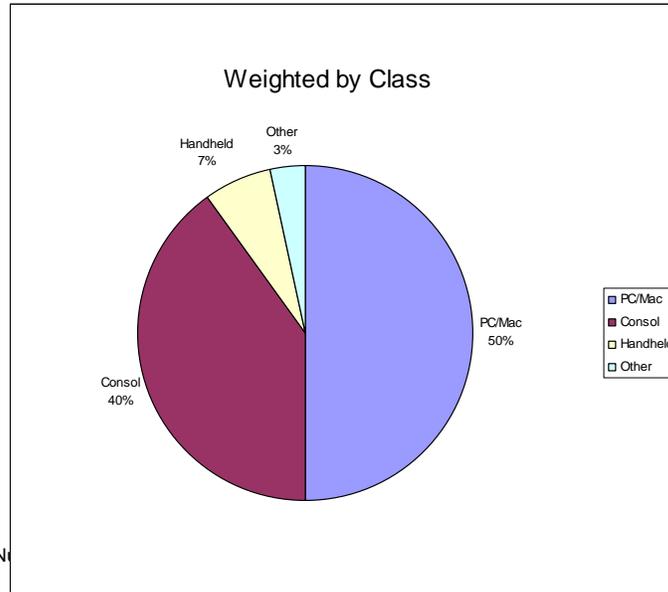


# Survey

## 2012 Platform



# 2012 Platform



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# 2012 Platform

class	1st	2nd	Weighted	Unweighted
PC/Mac	5	5	15	10
Xbox	3	3	9	6
Play Station	1	1	3	2
Nintendo DS	1		2	1
Other		1	1	1

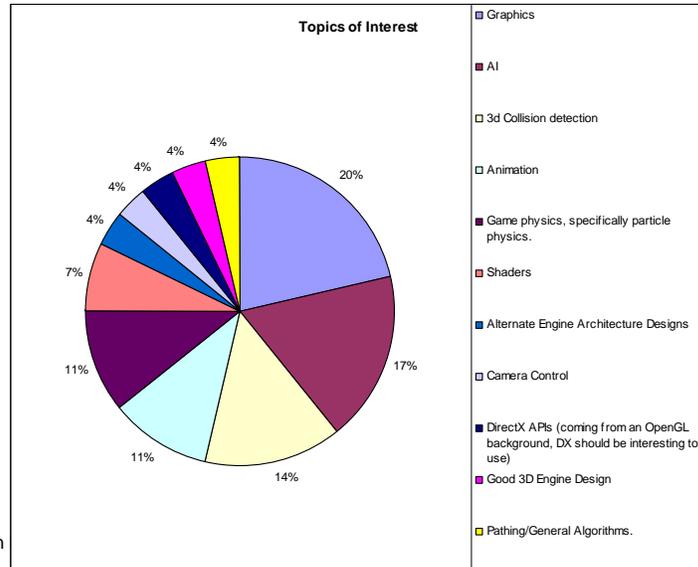
$$\text{Weighted} = 1^{\text{st}} * 2 + 2^{\text{nd}} * 1$$

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## 2012 What interests you?



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## 2012 What Interests you

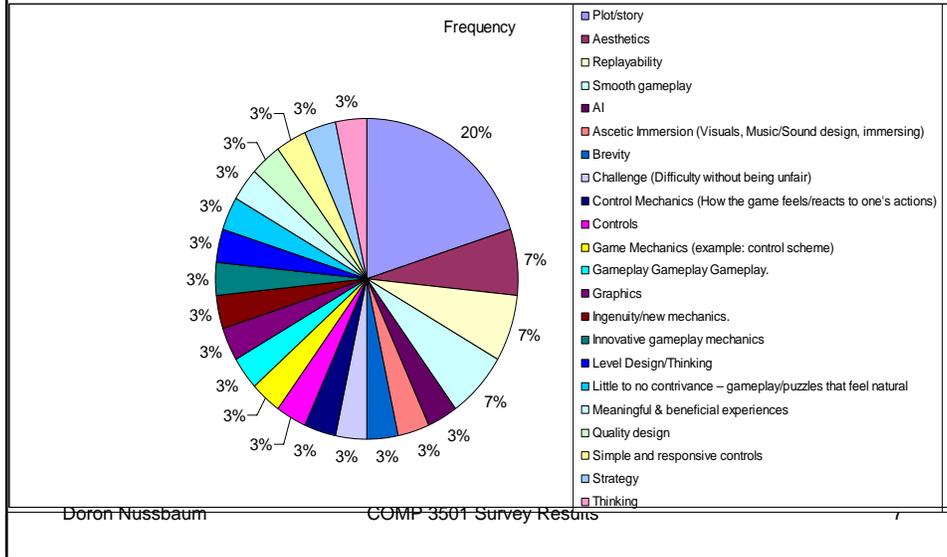
Topic	Frequency
Graphics	6
AI	5
3d Collision detection	4
Animation	3
Game physics, specifically particle physics.	3
Shaders	2
Alternate Engine Architecture Designs	1
Camera Control	1
DirectX APIs (coming from an OpenGL background, DX should be interesting to use)	1
Good 3D Engine Design	1
Pathing/General Algorithms.	1

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# 2012 What do you value in a game?



# 2012 What do you value in a game?

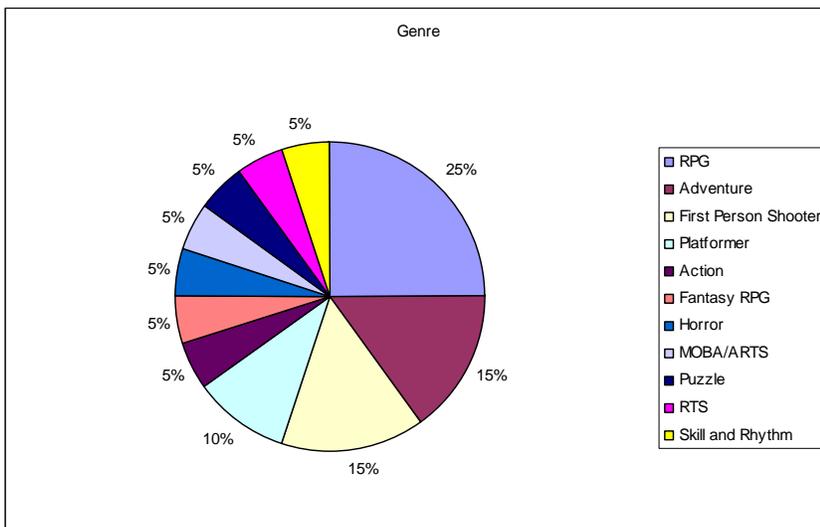
Subject	Frequency
Plot/story	6
Aesthetics	2
Replayability	2
Smooth gameplay	2
AI	1
Ascetic Immersion (Visuals, Music/Sound design, immersing)	1
Brevity	1
Challenge (Difficulty without being unfair)	1
Control Mechanics (How the game feels/reacts to one's actions)	1
Controls	1
Game Mechanics (example: control scheme)	1
Gameplay Gameplay Gameplay.	1
Graphics	1
Ingenuity/new mechanics.	1
Innovative gameplay mechanics	1
Level Design/Thinking	1
Little to no contrivance – gameplay/puzzles that feel natural	1
Meaningful & beneficial experiences	1
Quality design	1
Simple and responsive controls	1
Strategy	1
Thinking	1

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# 2012 Genre



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# 2012 Genre

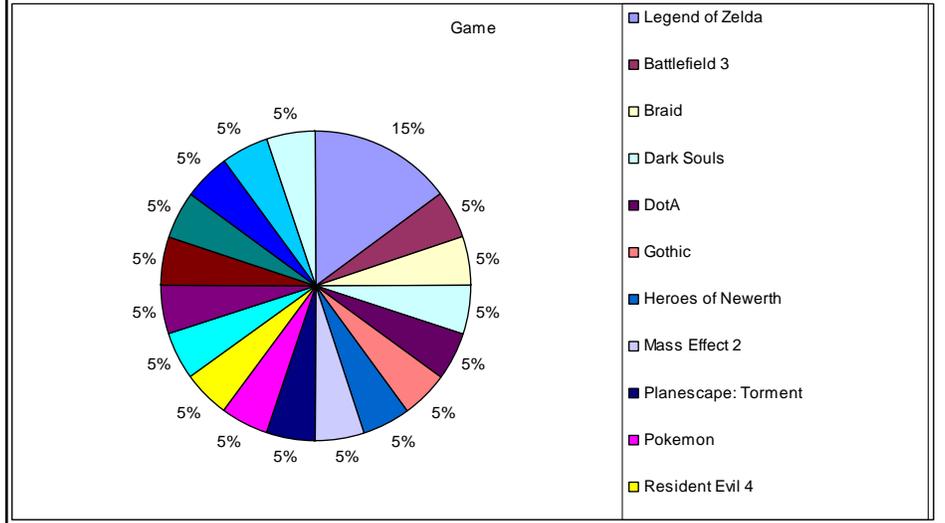
Genre	Frequency
RPG	5
Adventure	3
First Person Shooter	3
Platformer	2
Action	1
Fantasy RPG	1
Horror	1
MOBA/ARTS	1
Puzzle	1
RTS	1
Skill and Rhythm	1

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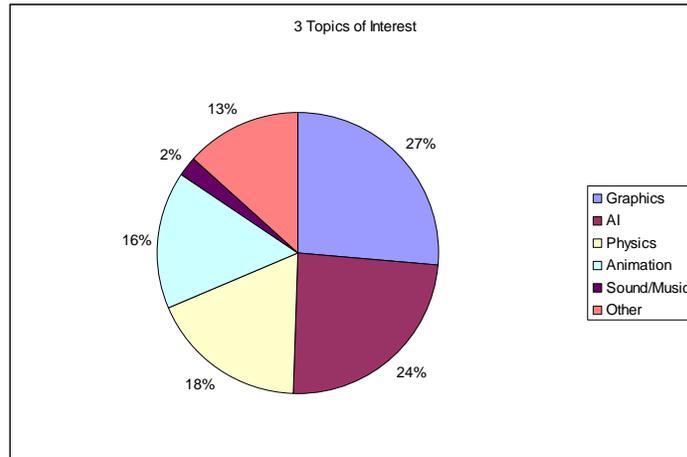
# 2012 Favourite Game



# 2012 Favourite Game

Game	Frequency
Legend of Zelda	3
Battlefield 3	1
Braid	1
Dark Souls	1
DotA	1
Gothic	1
Heroes of Newerth	1
Mass Effect 2	1
Planescape: Torment	1
Pokemon	1
Resident Evil 4	1
Star Fox 64	1
Starcraft	1
Super Smash Bros. Brawl - Wii	1
Tales of the Abyss	1
Team Fortress 2	1
The World Ends with You (Nintendo DS)	1
Ultima Underworld: The Stygian Abyss	1

# 2011 What interests you?



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# 2011

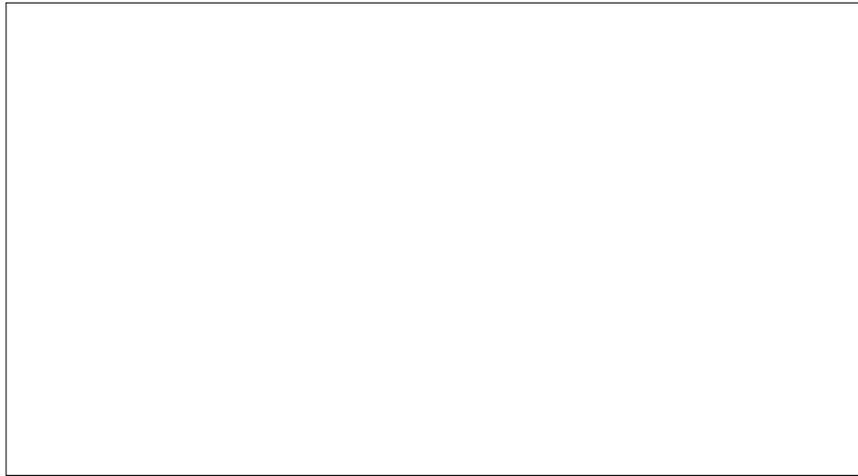
	Topics of Interest
Graphics	22
AI	20
Physics	15
Animation	13
Sound/Music	2
Other - Basics of Game Development	1
Other - character development	1
Other - DirectX Libraries	1
Other - Efficiency optimizations for common game tasks (collision detection, path finding etc)	1
Other - Fine Tuning; finding the perfect balance between difficult and easy	1
Other - HCI - User Interface	1
Other - Level Design	1
Other - Level Design	1
Other - NW Games - internet play	1
Other - Programming for Consoles	1
Other - special-effects	1

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# What do you value in a game?

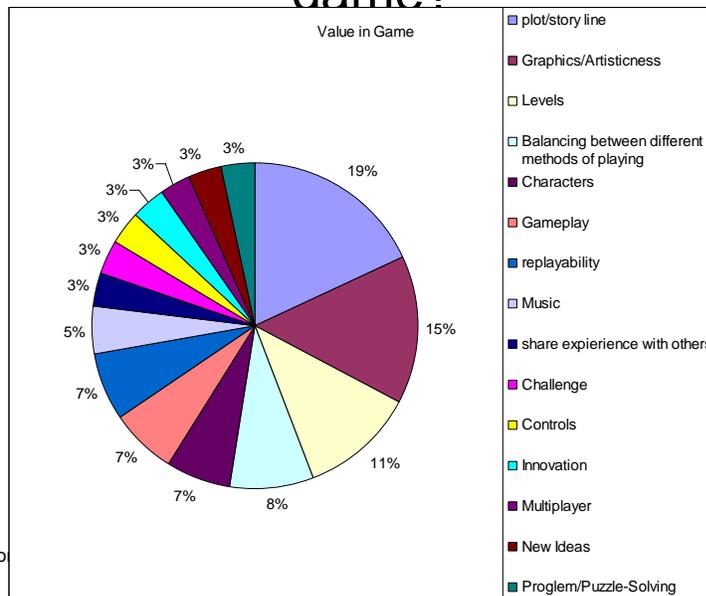


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# 2011 What do you value in a game?



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# 2011

plot/story line	11
Graphics/Artisticness	9
Levels	7
Balancing between different methods of playing	5
Characters	4
Game play	4
replay ability	4
Music	3
share experience with others	2
Challenge	2
Controls	2
Innovation	2
Multiplayer	2
New Ideas	2
Proglem/Puzzle-Solving	2

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A smooth gameplay experience	1
Combat Quality	1
Competitive Play	1
Epic stuff	1
Fun	1
Fun Mechanic	1
Game Depth	1
Games that require Strategic thinking	1
gears	1
Good Voice Acting	1
Humour	1
Immersion	1
Originality	1
Realism	1
Requires skill and doesn't have an easy tactic that can overpower everything else ( has a good balance)	1
Thinking	1
User Interface	1
Variability	1
Exploration	1

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# Platform

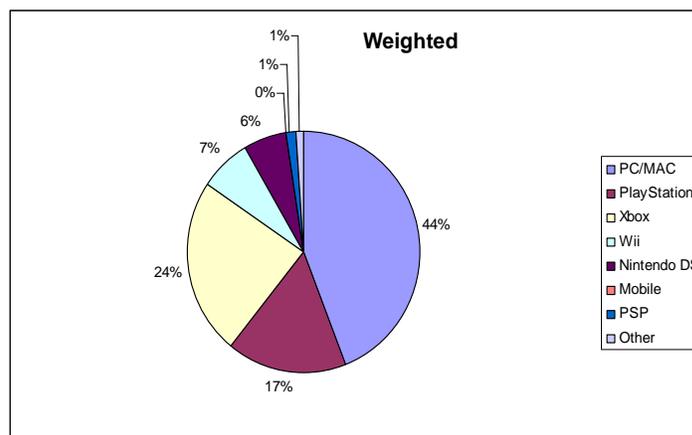
- What platform do you prefer?

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# 2011 Platform

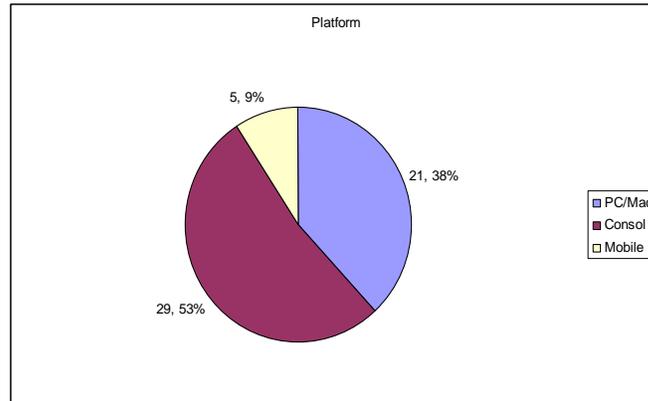


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# 2011 Platform



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# 2011 Platform

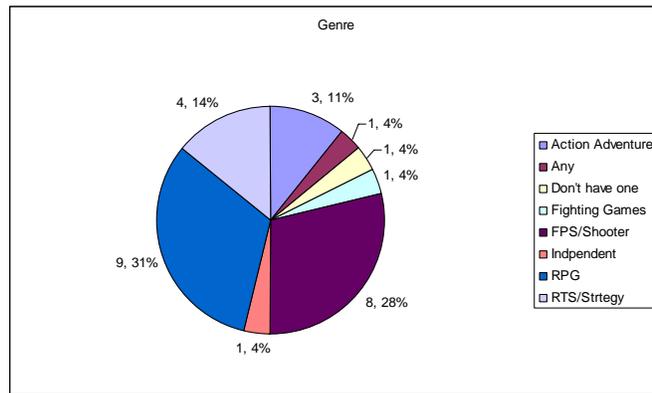
	1st Choice	2nd Choice	Weighted (1 <sup>st</sup> *2+2 <sup>nd</sup> )	unweighted
PC/MAC	16	5	37	21
PlayStation	5	4	14	9
Xbox	4	12	20	16
Wii	2	2	6	4
Nintendo DS	1	3	5	4
Mobile	0	0	0	0
PSP	0	1	1	1
Other		1	1	1

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# 2010 Genre



	Genre
Action Adventure	3
Any	1
Don't have one	1
Fighting Games	1
FPS/Shooter	8
Independent	1
RPG	9
RTS/Strategy	4

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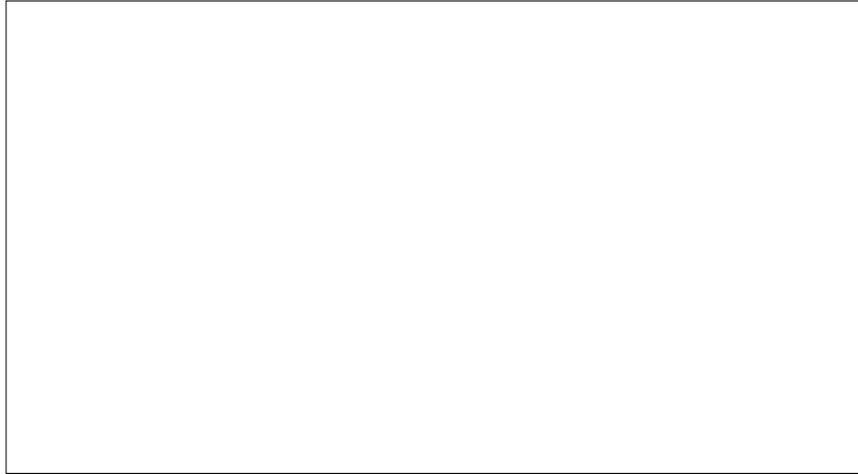
# 2011 Favourite Game

Game	
Starcraft	6
The Legend of Zelda: Ocarina of Time	3
Baldur's Gate	2
Metal Gear Solid	2
BioShock	1
Call of Duty	1
Counterstrike Source	1
Final Fantasy X (PS2)	1
Fire Emblem	1
Kingdom Hearts	1
Minecraft	1
Onimusha	1
Portal	1
Rock Band 3	1
San Andreas	1
Super Smash Bros. Brawl is probably a safe choice	1
Tales of symphonia	1
World of Warcraft	1
WOW	1

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# 2010 Survey



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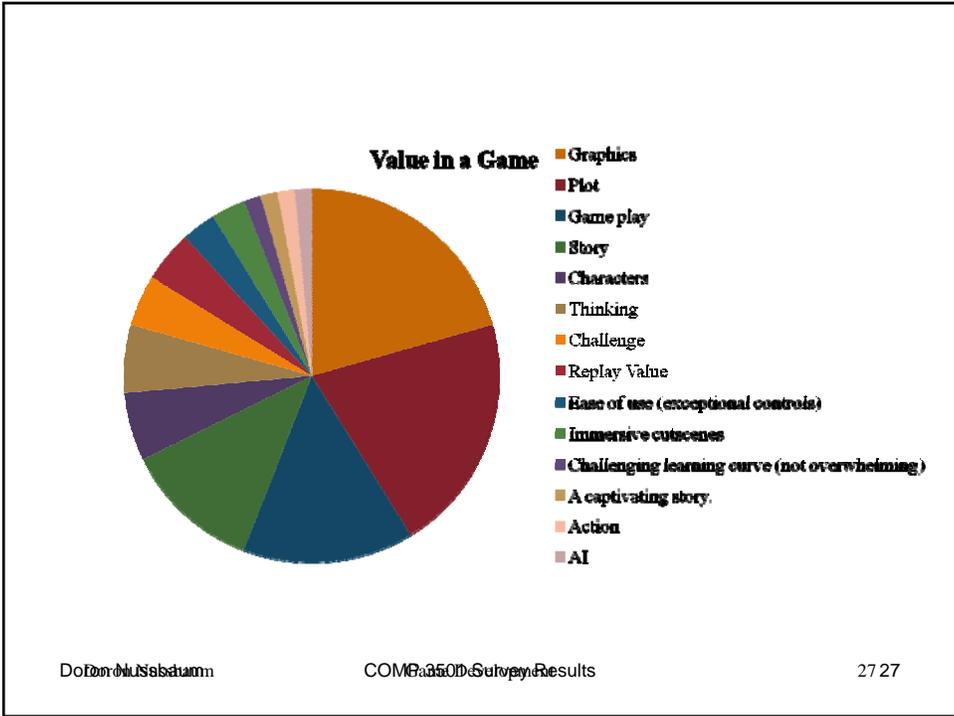
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## Survey Winter 2010

<b>Value in a Game</b>	
Graphics	14
Plot	14
Game play	10
Story	8
Characters	4
Thinking	4
Challenge	3
Replay Value	3
Ease of use (exceptional controls)	2
Immersive cut-scenes	2
a good learning curve that challenges without overwhelming	1
A well thought out, captivating story.	1
Action	1
AI	1

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**Value in a Game**

an intuitive interface	1
Animation	1
Beliveable characters and AI	1
Clever Puzzles/Mechanics	1
Compelling Visuals / World	1
Content - Atmosphere (ie. effective) / Script (ie. effective, well-worded, appropriate, humorous) / Audio (ie. good quality, good voice actors) / Good Level Design	1
Controls	1
Customizability	1
Engine Design - Creativite Features / Stability / User Interface (ie. customizability, user-friendly, well laid out)	1
Entertaining Gameplay	1
Firstly, I enjoy unique and non-repeative gameplay or puzzles in games.	1
Freedom (lots of choices, variety of things to do, non-linearity)	1
Fun	1

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<b>Value in a Game</b>	
good learning curves where the game becomes more difficult	1
Humor	1
Immersiveness. (Whether the game allows the player to create his own reasons for playing)	1
Innovative game design	1
Input	1
Intelligent level design.	1
interaction	1
Intuitiveness (How unique the world and gameplay are)	1
Large, epic events	1
Level Design	1
Levels	1
many real life features	1
Multiplayer	1
online gameplay	1
Puzzles	1

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<b>Value in a game</b>	
Puzzles	1
Sharing a good game with others	1
Side Quests	1
Stability	1
strategy	1
Strong Story/Plot	1
Style - Flow (ie. smooth transitions between levels) / Look & Feel (ie. cell shading, attention to detail) / Entertaining (ie. fun to play, replay value, multiplayer)	1
Teamwork	1
teamwork	1
The art of the game's world (looks of the levels, characters, etc.)	1
the fun in the gameplay	1
Various levels of gameplay difficulty for different players	1

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## Survey results

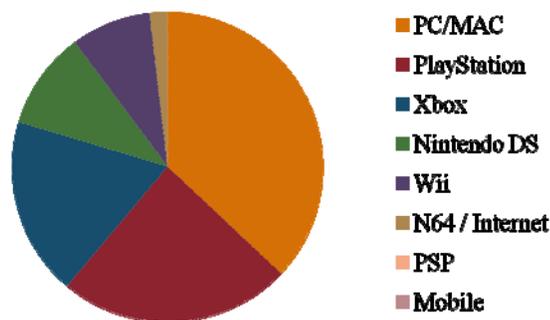
	1 <sup>st</sup> Choice	2 <sup>nd</sup> Choice	Weight (2*1 <sup>st</sup> +2 <sup>nd</sup> )	Un-weighted
PC/MAC	18	4	40	22
PlayStation	8	10	26	18
Xbox	6	8	20	14
Nintendo DS	2	7	11	9
Wii	2	5	9	7
N64 / Internet		2	2	2
PSP			0	0
Mobile			0	0

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## 2010 Survey Platform



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#of times	game
3	Fallout
3	Final Fantasy
3	The Legend of Zelda
2	Super Mario
2	None
1	Babo Violent 2
1	Baten Kaitos: Eternal Wings and the Lost Ocean (for Gamecube)
1	Borderlands
1	Call of Duty: Modern Warfare 2
1	Darkfall Online
1	Diablo II
1	Fifa 2010
1	Final Fantasy
1	Half Life 2
1	Mass Effect

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#of times	game
1	Medieval 2: Total War.
1	Metal Gear Solid
1	Monkey Island Series
1	Oblivion
1	Portal
1	Professor Layton
1	Rachet and Clank series
1	Socom 2 u.s. Navy seals
1	Team Fortress 2
1	The Final Fantasy Series
1	Total Annihilation
1	Total war series
1	Uncharted/Jak Series Same developer
1	World of Warcraft

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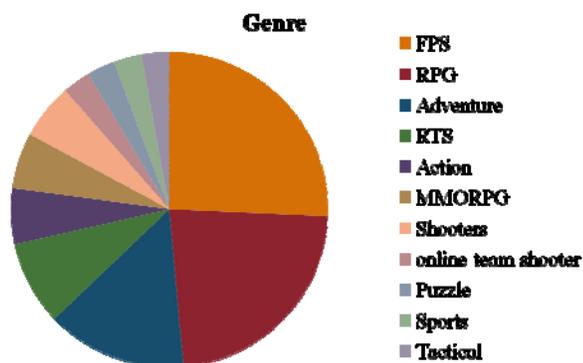
# Survey results

# of times	Genre
9	FPS
8	RPG
5	Adventure
3	RTS
2	Action
2	MMORPG
2	Shooters
1	online team shooter
1	Puzzle
1	Sports
1	Tactical

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## 2010 What interests you?

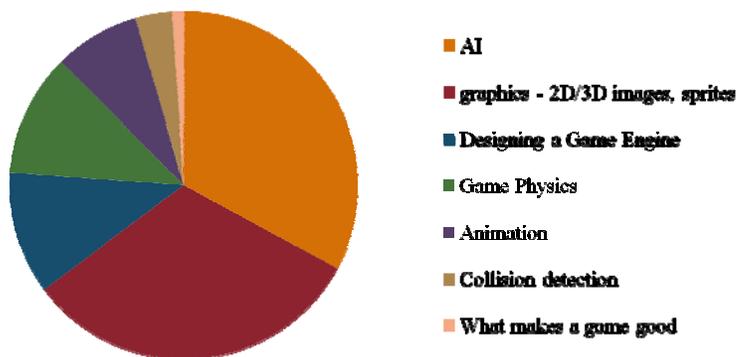
Three Topics	
AI	29
graphics - 2D/3D images, sprites	28
Designing a Game Engine	10
Game Physics	10
Animation	7
Collision detection	3
What makes a game good	1

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Three Topics



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<b>Three Topics</b>	
Algorithms	1
An understanding of game design concepts	1
Combining all components (graphics, animation, sound, etc) together efficiently.	1
controller input	1
design - Proper design of a game engine	1
design Advanced programming concepts in gaming	1
design Better engine and API design	1
design Engine Design	1
design Game Code Structure (what classes relate to what and how)	1
design Game engines	1
design More efficient implementations of code I've already done	1
Design Process	1
design Programming with 3d models	1
Design strategies	1

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<b>2010 Three Topics</b>	
Effective team communication and organization	1
Graphic Programming	1
handling states	1
How a lot of the behind the scenes stuff works... possibly databases etc.	1
How to make a game entertaining to play	1
how to put everything together to make a good quality game	1
Input/Peripheral Integration into Software/Games	1
Insight into the field	1
LAN networking	1
level design	1
Level Design Techniques	1
MMO	1
Programming techniques	1
sound	1
Strategies for creative gameplay	1
What makes a game good	1