

1. Personal Information

Thank you for agreeing to participate in this research project!

Please take some time to answer all of the questions in this survey, which should take you between 20 and 25 minutes. Your responses will help us to learn about the effectiveness of a framework that has been developed to assist video game designers in their design practices.

1. Please create a user name. You'll need this again after this unit is finished, so please make it something that you'll remember!

2. Are you male or female?

Male

Female

3. How old are you?

4. What level are you at in your education?

Undergraduate: 1st or 2nd year

Undergraduate: 3rd or 4th year

Undergraduate: Advanced undergraduate

Graduate: 1st year Masters

Graduate: Advanced Masters

Graduate: 1st year Ph.D.

Graduate: Advanced Ph.D.

5. What is/was your undergraduate major?

6. If you are a graduate student, which field are you concentrating in (enter "N/A" if you're not a graduate student)?

7. How long have you worked in the game industry?

- Less than 1 year
- 1–3 years
- 4–6 years
- 7–9 years
- 10 years or more
- I'm new to the field

8. How long have you been designing games?

- Less than 1 year
- 1–3 years
- 4–6 years
- 7–9 years
- 10 years or more

9. How frequently do you play video games?

- Never
- 1–3 hours/week
- 4–6 hours/week
- 7–9 hours/week
- 10+ hours/week

2. Design practices

10. You've been hired by the Museum of the American Indian to design a video game that embodies the value of fairness as it relates to American Indian culture. In your opinion, what do you think the five most important activities might be when designing the game?

3. Reflection questionnaire

11. In this section, please check the appropriate circle to indicate your level of agreement with statements about your actions and thinking in this course.

	Definitely agree	Agree with reservation	I can't answer this	Disagree with reservation	Definitely disagree
When I am working on some activities, I can do them without thinking about what I am doing.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
This course requires us to understand concepts taught by the instructor.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I sometimes question the way others do something and try to think of a better way.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
As a result of this course I have changed the way I look at myself.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
In this course we do things so many times that I started doing them without thinking about it.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
To pass this course you need to understand the content.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I like to think over what I have been doing and consider alternative ways of doing it.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
This course has challenged some of my firmly held ideas.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
As long as I can remember handout material for examinations, I do not have to think too much.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I need to understand the material taught by the teacher in order to perform practical tasks.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I often reflect on my actions to see whether I could have improved on what I did.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
As a result of this course I have changed my normal way of doing things.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
If I follow what the lecturer says, I do not have to think too much on this course.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
In this course you have to continually think about the material you are being taught.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I often reappraise my experience so I can learn from it and improve for my next performance.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
During this course I discovered faults in what I had previously believed to be right.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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4. SocQ

In this final section, the purpose of the questionnaire is to determine what people who are using or thinking about using various programs are concerned about at various times during the innovation adoption process.

For completely irrelevant items, please circle "0" on the scale. Other items will represent concerns you do have in varying degrees of intensity. A "7," for example, would indicate that the statement is "very true of you now."

Please respond to the items in terms of your present concerns, or how you feel about your involvement or potential involvement with integrating social values into video game design now. We do not hold to any one definition of this program, so please think of it in terms of your own perceptions of what it involves.

5. SoCQ 1

Use the key below to help you respond to the questions:

	Not true of me now			Somewhat true of me now			Mostly true of me now	
	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

12. I am concerned about people's attitudes toward integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

13. I now know of several approaches for how I might go about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

14. I don't even know what social values in video game design are.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

15. I am concerned about not having enough time to learn about social values in video game design so that I can integrate them effectively into my own game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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16. I would like to help other people to integrate social values into their own game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

17. I have very limited knowledge about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

18. I would like to know the effect of integrating social values into video game design on my professional status.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. SoCQ 2

Use the key below to help you respond to the questions:

	Not true of me now			Somewhat true of me now			Mostly true of me now	
	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

19. I am concerned about what my current or future employer(s) might expect me to know about integrating social values into video game design and how those expectations might be in conflict with what I would like to do.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

20. I am concerned about improving what I presently know about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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21. I would like to develop working relationships with those who are interested in integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	jq	jq	jq	jq	jq	jq	jq	jq

22. I am concerned about how integrating social values in video game design might affect my current or future clients.

	0	1	2	3	4	5	6	7
Response	jq	jq	jq	jq	jq	jq	jq	jq

23. I am not concerned about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	jq	jq	jq	jq	jq	jq	jq	jq

24. I would like to know who will make decisions about my integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	jq	jq	jq	jq	jq	jq	jq	jq

25. I would like to discuss the possibility of integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	jq	jq	jq	jq	jq	jq	jq	jq

7. SoCQ 3

Use the key below to help you respond to the questions:

	Not true of me now			Somewhat true of me now			Mostly true of me now	
	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

26. I would like to know what resources are available if integrating social values into video game design is to be integral to my job.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

27. I am concerned about my inability to manage all that integrating social values into video game design might require.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

28. I would like to know how my designing is supposed to change by integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

29. I would like to familiarize my colleagues and other designers about integrating social values into video game design as I learn more.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

30. I am concerned about evaluating the impact of integrating social values into video game design on my current or future clients.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

31. I would like to be able to change how social values are integrated into video game design as I learn more about the topic.

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	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

32. I am completely occupied with other things.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. SoCQ 4

Use the key below to help you respond to the questions:

	Not true of me now			Somewhat true of me now			Mostly true of me now	
	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

33. I would like to know what other designers are doing in this area.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

34. At this time, I am not interested in learning about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

35. I would like to determine how to supplement, enhance, or replace practices associated with integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

36. I would like to use feedback from my current or future clients to alter practices associated with integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

37. I would like to know how my job as a designer will change when I am

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integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

38. My present schedule prevents me from learning too much about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

39. I would like to know how practices associated with integrating social values into video game design is better than the practices that I employ now when I design.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

9. SoCQ 5

Use the key below to help you respond to the questions:

	Not true of me now			Somewhat true of me now			Mostly true of me now	
	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

40. I would like to modify the practice of integrating social values into video game design based on the experiences of my current or future clients.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

41. Although I don't know about integrating social values into video game design, I am concerned about things in the area.

	0	1	2	3	4	5	6	7
Response	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

42. I would like to excite my current or future clients about the idea of integrating social values into video game design.

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	0	1	2	3	4	5	6	7
Response	jñ	jñ	jñ	jñ	jñ	jñ	jñ	jñ

43. I am concerned about the time that it would take to learn about integrating social values into video game design that will prevent me from doing what I am supposed to be doing as part of my current or future job.

	0	1	2	3	4	5	6	7
Response	jñ	jñ	jñ	jñ	jñ	jñ	jñ	jñ

44. I would like to know what integrating social values into video game design will require in the immediate future.

	0	1	2	3	4	5	6	7
Response	jñ	jñ	jñ	jñ	jñ	jñ	jñ	jñ

45. I would like to coordinate my efforts in integrating social values into video game design with others in order to maximize the effect of this approach to game design.

	0	1	2	3	4	5	6	7
Response	jñ	jñ	jñ	jñ	jñ	jñ	jñ	jñ

46. I would like to have more information about the time and energy required in order to learn about integrating social values into video game design.

	0	1	2	3	4	5	6	7
Response	jñ	jñ	jñ	jñ	jñ	jñ	jñ	jñ

You're done! Thank you for taking the time to complete this questionnaire. We truly appreciate your help!