

Survey response count

At the time that this email was generated, your survey had **36** respondents start the survey (the actual number that completed the survey may be lower but will be reflected in the data shown below).

Did attendees learn something new?

36 out of 36 respondents (100.0%) indicated that they learned something new during your event.

Event CSAT

Your event resulted in a CSAT score of **4.64**. This score comprised of the following responses:

- 21 respondents were 'Extremely satisfied';
- 12 respondents were 'Somewhat satisfied';
- 0 respondents were 'Neither satisfied nor dissatisfied';
- 0 respondents were 'Somewhat dissatisfied';
- 0 respondents were 'Extremely dissatisfied';

Support satisfaction score

The AWS staff that supporter your event produced a support satisfaction score of **4.76**. This score comprised of the following responses:

- 26 respondents were 'Extremely satisfied';
- 6 respondents were 'Somewhat satisfied';
- 1 respondent was 'Neither satisfied nor dissatisfied';
- 0 respondents were 'Somewhat dissatisfied';
- 0 respondents were 'Extremely dissatisfied';

How likely will respondents attend another event?

The likelihood of attending another event score for your event was **4.97**. This score comprised the following responses:

- 32 respondents were 'Extremely likely';
- 1 respondent was 'Somewhat likely';
- 0 respondents were 'Neither likely nor unlikely';
- 0 respondents were 'Somewhat unlikely';
- 0 respondents were 'Extremely unlikely';

How prepared were the respondents for your event?

The preparedness score for your event was **3.45**. This score comprised of the following responses:

- 3 respondents were 'Extremely prepared';
- 15 respondents were 'Somewhat prepared';
- 10 respondents were 'Neither prepared nor unprepared';
- 4 respondents were 'Somewhat unprepared';
- 1 respondent was 'Extremely unprepared';

Favourite aspects of your event

Respondents provided the following free-form feedback on their favourite aspects of your event:

- Using services, I haven't used before, fun & competitive;
- Working with people I don't normal work with. Being challenged!

- The competitive part and the random P1s and outages keeping you on the edge;
- The whole concept of GameDay is brilliant. It's fun, great team building activity. Plus learned loads about different AWS services.
- Competitive, seeded environment, real life scenarios;
- The team I worked with was great, the tasks were challenging but with our combined skills and experience we were able to complete them.;
- Enjoyed playing the game. It was quite complex so took a while before really appreciated how best to play.;
- Fun and engaging. Would prefer some more infrastructure as code exercises instead of console;
- The GameDay was engaging and fun, it was run well, and all the support staff were on hand to help when needed. The concept was enjoyable and all the tasks were difficult enough to provide areas for knowledge sharing and ensured we learnt something new;
- Existing resources and content were extremely good. Pre-existing deployed resources. Dashboards, wikis and guidance tasks (plus health statuses) made it extremely easy to learn quickly and feel real value and impact from the changes.;
- Well-structured and fun;
- I liked the variety of tasks and that I was able to investigate AWS services I have never used before.
- Mixture of technical tasks and managing business supply and demand;
- Fun tasks and collaboration with the team.;
- Liked the ease of being able to do things, working with new tech and new people. Would attend again;
- Getting to use AWS services I'd not used before, and the problem-solving aspect of it;
- The pace was perfect, felt fun to get everyone together, it was a great balance of fun & informative.;
- Gamification of learning;
- Working with people that I don't normally work with Learning some new things about AWS (particularly fraud detector) Meeting and chatting to some interesting AWS staff;
- It's really engaging and having a points-based system brings out a fun competitiveness amongst all the teams!
- I really enjoyed working in the groups and discussing the different services I had not yet seen before with the pros.
- The dashboard and mini business decisions that needed to be made, the ability to do what you wanted in the AWS account you were given, free lunch and happy hour.;
- using AWS services that I do not often use and having fun;
- Good division of problems/tasks to solve. Gamification/score board made it exciting and gave a visible consequence to actions/progress. Team had a workable spread of experience. Appreciated the food/drink and social hour afterward.
- High pace, competitive, some exposure to services I hadn't used before, good prizes, great pizza, excellent team;
- The way it had been set up; it was exceptionally well done. The dashboard and the task list were all very impressive. The challenges themselves were great as

well, I really enjoyed the self-organisation that it forced the team to do. One thing that particularly stood out to me was that the engineers were focussed on profit and the income. This doesn't normally happen and often the coding and implementation take priority. I thought it was impactful to see that if you set a clear goal, and reward people based off that goal. They will work towards it.;

- How instructions and rules layout was brief allowing lots of time for figuring things out using the docs and *nudges* from the staff on hand. It felt interactive and hands on which is the only way to learn things.