

Perceptions of Game Quality: Older vs. Newer

Scan the QR code to participate.

Hi, I'm **Harley Nordman**, and I'm conducting an academic research study for Composition I at **Portland State University** examining how players perceive challenge, creativity, social interaction, and overall quality in video games.

Your voice helps document how the gaming community thinks about design change over time.



Study Milestones

- **325+ responses collected**
- Shared across **45+ gaming communities**
- Expanded further through volunteer participant outreach

This research reflects perspectives from a wide range of gaming spaces — including online forums, Discord communities, and university groups.

Participant Age Representation

Five-Point Age Summary

- Minimum: 13
- Q1: 21
- Median: 27
- Q3: 35
- Maximum: 80



Gamers across generations are represented.



The survey takes just a few minutes.



All experience levels welcome.



Conducted by Harley Nordman, Portland State University.