

Plagueis Activity Interest Survey Response Breakdown

Question 1: What Types of Competitions Do You Enjoy Participating In?

Most Popular Response:

- Puzzles (75%)

Other Popular Responses:

- Flash Games (62.5%)
- Trivia (62.5%)
- Word Searches (62.5%)
- Gaming (62.5%)
- Lore Development (62.5%)

Least Popular Response:

- Create-a-Comic (0%)

Other Unpopular Responses

- Cluster Races (25%)
- Run-ons (25%)
- Crosswords (37.5%)
- Cryptograms (37.5%)
- Create-a-Meme (37.5%)
- Graphics (37.5%)
- Fiction (Humor) (37.5%)
- Poetry (37.5%)

Question 2: What types of Competitions do you usually participate in?

Most Popular Responses

- Puzzles (75%)
- Flash Games (75%)

Other Popular Responses:

- None Really

Least Popular Responses:

- Create-A-Comic (0%)
- Cluster Races (0%)
- Gaming (0%)

Other Unpopular Responses

- Trivia (12.5%)
- Fiction (Humor) (12.5%)

- Run-Ons (12.5%)

Competition Participation and Enjoyment Breakdown

Unsurprisingly, Flash Games and Puzzles rank at the top of both of these lists, as people seem to both enjoy them and actually participate in them. Flash Games and Puzzles were actually the only two competition types to rank above 37.5% in the participation question, also not too surprising in my opinion. Clear staples of the competition circuit. Flash games also has the unique distinction of being the only competition type that got a higher score in “Participation” than “Enjoyment”, with every other competition type either matching or scoring lower in participation compared to enjoyment.

Comic creation is a notable case in that none of the respondents seem to enjoy or participate in that competition type. In an interesting twist, however, a large portion of respondents stated that they enjoy participating in Gaming competitions, but do not actually participate in them, with a similar contrast being seen in Trivia, Word Searches, and Lore Development, though to a lesser degree.

The average number of options selected in the “Enjoyment” Question is 3.875 per respondent, whereas the average number of options selected in the “Participation” Question is 2.1875 per respondent. This tells us that while people may enjoy more competition types, they often don’t participate in them. Question 4 dives Deeper into this topic.

Question 4: When you don’t participate in a competition, what is usually the primary reason?

- Time (75%)
- Interest (62.5%)
- Effort (12.5%)
- Value (12.5%)

This one is more of a clear cut question with pretty predictable responses. The primary roadblock for most people is either time or interest. Simply put, people most often don’t have the time to participate in every competition they might want to, or are simply uninterested in the specific focus of the competition.

Question 3: What types of Events interest you the Most?

Most Popular Response

- Clan vs Clan Feuds (75%)

Other Popular Responses

- Storyline or Lore Based Events (62.5%)
- Casual Events (62.5%)
- DJB Wide Events (62.5%)

Unpopular Responses

- Themed Events (25%)
- Cooperative Multi-Clan Events (37.5%)

The Most Popular Events are Clan Feuds, while DJB Wide Events such as GJW and RoS are also popular. However, these larger events that involve us cooperating with another Clan seem less popular, interestingly enough. Perhaps it is the more competitive nature of the larger than Plagueis events that really lights a fire within the respondents, which I suppose does make sense.

Casual events, that are simply sets of competitions without a unifying story or theme seem popular, as do specific lore or story events, but themed events, such as the Vacation or Holiday events seem to be the least popular selection among respondents.

Questions 5 & 6: What types of Competitions/Events would you like to see More/Less of in the Future?

What the respondents want more of:

- Puzzles
- Flash Games
- Graphics
- Fictions (Story-based)
- Run-Ons

What the respondents want less of:

- Multi-player Gaming
- “Irrelevant” Fiction

Notably the responses to the last two questions were less than half compared to the overall number of respondents. That could be because, rather than multiple choice, I left it up to the respondent to type in their response. However, even then, there were some popular options requested by multiple respondents in both questions, with “Fictions” being mentioned multiple times in the “More” question, while “Multiplayer” was mentioned multiple times in the “Less” question.

That, however, wraps up all of the notable data that I could pull from the survey. Take it as you will. For the sake of the archives, [here](#) is a link to the survey. Adieu.