



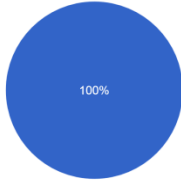
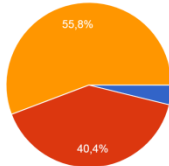
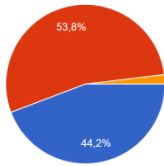
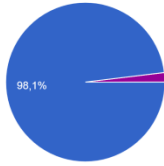
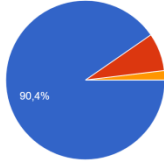
RESEARCH REPORT IN ROMANIA `Fratii Buzesti` National College

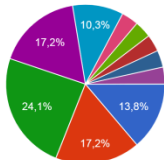
GEGAME PROJECT

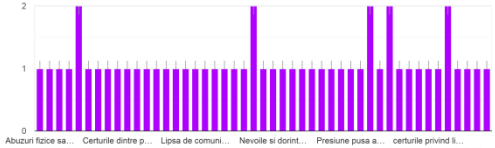
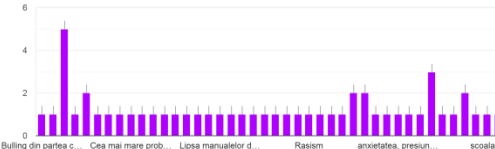
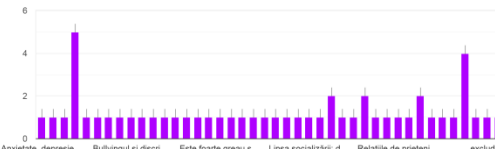
The study was carried out by `Fratii Buzesti` National College, Craiova in April 2021. The participants were between 14 and 16 years old from public school. 52 students participated in the research. All students answered the questions online. This questionnaire consists of demographics, information about problems faced in the family environment, in the school environment, in the social environment, in the online environment, and in sport activities. Also, it consists of questions regarding gender discrimination faced both in real time and online environment. Furthermore, questions regarding gender issues in video games such as how women characters wear, what are the roles of women characters in video games were asked. This questionnaire contains the profile of mobile/video games and the genres and features of the video games.

1.TELL US ABOUT YOU

(These questions tell us more about the kind of person you are)

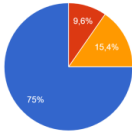
Country	52 participants were from Romania.	Țară 52 de răspunsuri  100% - România - Ungaria - Irlanda - Spania
Age	29(55,8%) participants - 16 years old 21(40,4%) participants - 15 years old 2(3,8%) participants - 14 years old	Vârsta 52 de răspunsuri  55,8% 40,4% 14 15 16
Gender	28 girls (53,8%) 23 boys (44,2%) 1 I'd rather don't answer (1,9%)	Sexul 52 de răspunsuri  53,8% 44,2% - Masculin - Feminin - prefer sa nu raspund
Region	51 participants (98,1%) are from Oltenia	Regiune 52 de răspunsuri  98,1% - Oltenia - Muntenia - Dobrogea - Moldova - Transilvania - Banat - Crisana - Maramures - Bucovina
Live in	47 participants live in a city - 90,4% 4 participants live in a town - 7,7% 1 participant lives in village - 1,9%	Locuiesc într-un ... 52 de răspunsuri  90,4% - oraș mare - oraș mic - sat/zonă rurală
School	All participants attend a normal school	Frecventez o... 52 de răspunsuri  100% - școală normală - școală cu nevoi speciale

Ethnicity	5 participants are Roma 4 participants are Hungarians	Etnia mea este ... 29 de răspunsuri  - maghiară - romă - ucraineană - romana - Romana - română - Română ▲ 1/2 ▼
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2. LET'S TALK ABOUT THE BIGGEST PROBLEMS YOUNG PEOPLE FACE... (These questions ask about the biggest problems young people face today, e.g. bullying, discrimination, being excluded, not being understood).		
In the family environment	The biggest familial problems that teenagers face today are: Physical abuse, divorce of their parents, discrimination, sexist remarks, lack of communication between parents and their children.	În mediul familial, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri 
In the the school environment	In the the school environment the biggest problem is bullying.	În mediul școlar, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri 
In the social environment	In the the social environment the biggest problem is bullying.	În mediul social, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri 
Online	In the the online environment the biggest problem is cyber bullying and the lack of social meetings.	În mediul online, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri 

In sport activities	In sport activities the biggest problems are: the physical exercises which are performed differently: boys and girls, the fear of being judged, teenagers are not encouraged enough to practice sports.	În sport și activități, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri Bully Certuri între jucători Discriminarea între băieți și fete Lipsa de susținere Pentru elevii de liceu Neînțelegerile între băieți și fete Si aici pot avea loc bullying Tinerii nu au timp să se joace Diferența între băieți și fete Nu știu
In romantic relationships	In romantic relationships the biggest problems are: trust issues, infidelity, lack of empathy, not being serious enough.	În relațiile romantice, care sunt cele mai mari probleme cu care se confruntă tinerii astăzi? 52 de răspunsuri Abuz și violență Certuri între parteneri De obicei, primul Hartuire sexuală Legat de acest lucru Lipsa educației sexuale Lipsa de empatie Majoritatea relațiilor Trust issues neîncrederea în partener este foarte greu oamenii se joacă

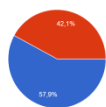
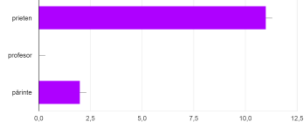
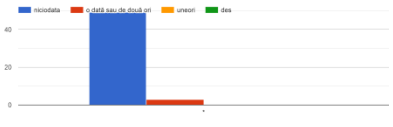
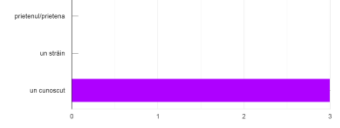
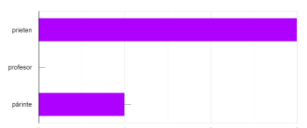
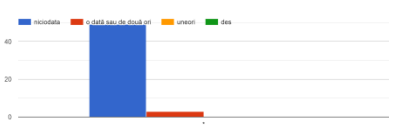
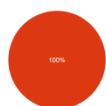
3. THINKING ABOUT YOUR OWN EXPERIENCES... (These questions ask about your own experiences of sexism and harassment.)	
niciodată o dată sau de două ori uneori deseori aproape întotdeauna Cât de des ai experimentat sexismul „în viața reală” ? Cât de des ai suferit abuzuri sau hărțuire „în viața reală” din cauza genului tău?	
How often have you experienced sexism “in real life”?	16 participants - never 10 participants - once or twice 15 participants - sometimes 11 participants - often

How often have you experienced sexism on social media ?	17 participants - never 11 participants - once or twice 12 participants - sometimes 11 participants - often 1 participant - almost always	
How often have you experienced sexism when playing games online ?	20 participants - never 10 participants - once or twice 8 participants - sometimes 12 participants - often 2 participant - almost always	
How often have you experienced abuse or harassment 'in real life' because of your gender?	29 participants - never 9 participants - once or twice 4 participants - sometimes 8 participants - often 2 participant - almost always	
How often have you experienced abuse or harassment online because of your gender?	23 participants - never 12 participants - once or twice 4 participants - sometimes 10 participants - often 3 participant - almost always	
Do you think boys and girls experience problems online differently ?	39 participants think that they experience problems online differently (75%) 5 participants do not think that they experience problems online differently (9,6%) 8 participants are not sure if they experience problems online differently (15,4%)	Crezi că băieții și fetele se confruntă cu probleme online în mod diferit? 52 de răspunsuri  ● Da, așa cred ● Nu, nu cred ● Nu sunt sigur

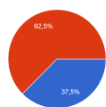
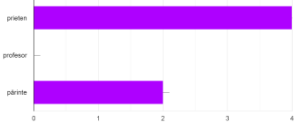
4. DEALING WITH PROBLEMS WHEN THEY HAPPEN

(These questions ask about problems as they occur)

Have you ever received sexual pictures or videos online that you didn't want?	30 participants - never 6 participants - once or twice 11 participants - sometimes 5 participants - often	Al primit vreodată online poze sau videoclipuri sexuale pe care nu le-ai dorit? 22 de răspunsuri <table><tr><th>Frecvență</th><th>Număr de participanți</th></tr><tr><td>niciodată</td><td>30</td></tr><tr><td>o dată sau de două ori</td><td>6</td></tr><tr><td>uneori</td><td>11</td></tr><tr><td>des</td><td>5</td></tr></table>	Frecvență	Număr de participanți	niciodată	30	o dată sau de două ori	6	uneori	11	des	5
Frecvență	Număr de participanți											
niciodată	30											
o dată sau de două ori	6											
uneori	11											
des	5											
If yes, what sort of pictures were they	Nude - 17 participants Porno - 13 participants Child porno - 1 participant	Dacă da, ce fel de imagini erau ? 22 de răspunsuri <table><tr><th>Tip de imagine</th><th>Număr de participanți</th></tr><tr><td>imagini nute</td><td>17</td></tr><tr><td>pornografie</td><td>13</td></tr><tr><td>Pornografie infantilă</td><td>1</td></tr></table>	Tip de imagine	Număr de participanți	imagini nute	17	pornografie	13	Pornografie infantilă	1		
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imagini nute	17											
pornografie	13											
Pornografie infantilă	1											
If yes, who sent them?	5 participants - boyfriend/girlfriend 15 participants - a stranger 4 participants - someone they know	Dacă da, cine le-a trimis? 22 de răspunsuri <table><tr><th>Sursa</th><th>Număr de participanți</th></tr><tr><td>prietenul/prietena</td><td>5</td></tr><tr><td>un străin</td><td>15</td></tr><tr><td>un cunoscut</td><td>4</td></tr></table>	Sursa	Număr de participanți	prietenul/prietena	5	un străin	15	un cunoscut	4		
Sursa	Număr de participanți											
prietenul/prietena	5											
un străin	15											
un cunoscut	4											
If yes, did you tell anybody about it?	50% - yes 50% - no	Dacă da, ai spus cuiva despre asta? 20 de răspunsuri <table><tr><th>Răspuns</th><th>Procent</th></tr><tr><td>Da</td><td>50%</td></tr><tr><td>Nu</td><td>50%</td></tr></table>	Răspuns	Procent	Da	50%	Nu	50%				
Răspuns	Procent											
Da	50%											
Nu	50%											
If yes, who did you tell?	to a friend - 8 participants to a parent - 6 participants	Dacă da, cui ai spus? 10 de răspunsuri <table><tr><th>La cine</th><th>Număr de participanți</th></tr><tr><td>prieten</td><td>8</td></tr><tr><td>profesor</td><td>0</td></tr><tr><td>părinte</td><td>6</td></tr></table>	La cine	Număr de participanți	prieten	8	profesor	0	părinte	6		
La cine	Număr de participanți											
prieten	8											
profesor	0											
părinte	6											
Have you ever been asked to send nudes of yourself?	32 participants - never 12 participants - once or twice 5 participants - sometimes 3 participants - often	Ti s-a cerut vreodată să trimiți nuduri proprii? 20 de răspunsuri <table><tr><th>Frecvență</th><th>Număr de participanți</th></tr><tr><td>niciodată</td><td>32</td></tr><tr><td>o dată sau de două ori</td><td>12</td></tr><tr><td>uneori</td><td>5</td></tr><tr><td>des</td><td>3</td></tr></table>	Frecvență	Număr de participanți	niciodată	32	o dată sau de două ori	12	uneori	5	des	3
Frecvență	Număr de participanți											
niciodată	32											
o dată sau de două ori	12											
uneori	5											
des	3											
If yes, by whom?	8 participants - boyfriend/girlfriend 11 participants - a stranger 6 participants - someone they know	Dacă da, de către cine? 20 de răspunsuri <table><tr><th>Sursa</th><th>Număr de participanți</th></tr><tr><td>prietenul/prietena</td><td>8</td></tr><tr><td>un străin</td><td>11</td></tr><tr><td>un cunoscut</td><td>6</td></tr></table>	Sursa	Număr de participanți	prietenul/prietena	8	un străin	11	un cunoscut	6		
Sursa	Număr de participanți											
prietenul/prietena	8											
un străin	11											
un cunoscut	6											

If yes, did you tell anybody about it?	59,7% - yes 42,1% - no	Dacă da, ai spus cuiva despre asta? 19 răspunsuri 
If yes, who did you tell?	to a friend - 11 participants to a parent - 2 participants	Dacă da, cui ai spus? 11 răspunsuri 
Has anyone ever shared a nude photo of you without your permission ?	49 participants - never 3 participants - once or twice	A distribuit cineva vreodată o fotografie nudă cu tine fără permisiunea ta? 3 răspunsuri 
If yes, who shared it?	3 participants - someone they know	Dacă da, cine le-a trimis? 3 răspunsuri 
If yes, did you tell anybody about it?	100% - yes - 3 participants	Dacă da, ai spus cuiva despre asta? 3 răspunsuri 
If yes, who did you tell?	to a friend - 3 participants - 100% to a parent - 1 participant - 33%	Dacă da, cui ai spus? 3 răspunsuri 
Has anyone ever threatened to share a nude photo of you in exchange for something?	49 participants - never 3 participants - once or twice	Te-a amenințat cineva vreodată că să share la o fotografie nudă a ta în schimbul a ceva? 3 răspunsuri 
If yes, who made the threat?	2 participants - someone they know	Dacă da, cine a făcut amenințarea? 2 răspunsuri 
If yes, did you tell anybody about it?	No 2 participants	Dacă da, ai spus cuiva despre asta? 2 răspunsuri 

If yes, who did you tell?	-	No answers
Have you ever been part of an online group (e.g. Discord, SnapChat, WhatsApp) in which nude images were shared without another person's consent?	47 participants - never 3 participants - once or twice 1 participants - sometimes 1 participants - often	Ai făcut vreodată parte dintr-un grup online (de ex. Discord, SnapChat, WhatsApp) în care imaginile nud au fost distribuite fără consimțământul tău altei persoane?
If yes, did you tell anybody about it?	25% - yes - 1 participant 75% - no - 3 participants	Dacă da, ai spus cuiva despre asta? 4 răspunsuri
If yes, who did you tell?	only 1 participant told a friend	Dacă da, cui ai spus? Un răspuns
Are you confident expressing personal views online?	46 participants - yes 4 participants - no 2 participants - not sure	Ești încrezător când îți exprimi opiniile personale online? (Opiniile personale înseamnă propriile gânduri și păreri despre lucruri generale) 52 de răspunsuri
Are you confident expressing political views online?	46 participants - yes 5 participants - no 1 participants - not sure	Ești încrezător când îți exprimi opiniile politice online? (Opiniile politice înseamnă propriile gânduri și opinii despre, de exemplu, mediu, egalitatea de gen, rasismul sau politica) 52 de răspunsuri
Have you ever experienced coercive control from a boyfriend/girlfriend?	28 participants - never 20 participants - once or twice 3 participants - sometimes 1 participant - often	Ai experimentat vreodată controlul coercitiv din partea prietenului / prietenei? 52 de răspunsuri
If yes, what form did it take?	22 participants(42,3%) - the person who is verifying your phone 5 participants(9,6%) - the person who is verifying your location 10 participants(19,2%) - the person who is verifying who do you like	Dacă da, ce formă a luat? 52 de răspunsuri

If yes, did you tell anybody about it?	10 participants (62,5%) - No 6 participants (37,5%) - yes	Dacă da, ai spus cuiva despre asta? 15 răspunsuri  Legend: Da (blue), Nu (red)
If yes, who did you tell?	4 participants(66,7%) - to a friend 2 participants(33,3%) - to a parent	Dacă da, cui ai spus? 6 răspunsuri  Legend: prieten (4), profesor (0), părinte (2)

5. HOW DO YOU PLAY VIDEOGAMES?

(In this section we are interested in the games you play and how you play them.

How often do you play videogames?	10 participants(19,2%)-never 7 participants(13,5%)-rarely 3 participants(5,8%)-once or twice a month 7 participants(13,5%)-once or twice a week 7 participants(13,5%)-many times per week 18 participants(34,6%) - everyday	Cât de des joci jocuri video? 52 de răspunsuri • Nu joc jocuri video • Rarori • O dată sau de două ori pe lună • O dată sau de două ori pe săptămână • De multe ori pe săptămână • În fiecare zi
Would you call yourself a "gamer"?	23 participants(44,2%)-yes 23 participants(44,2%)-no 6 participants(11,5%)-I am not sure	Te-ai eticheta ca „gamer”? 52 de răspunsuri • Da • Nu • Nu sunt sigur
If yes, which of the following gamer identities best matches yours?	13 participants(25%)-none 20 participants(38,5%)-casual 9 participants(17,3%)-social 8 participants(15,4%)-hard core 1 participants(1,9%)-retro 1 participants(1,9%) - casual, social, hard core	Dacă da, care dintre următoarele identități de gamer se potrivește cel mai bine cu a ta? 52 de răspunsuri • Nicuna • Casual (li-ar putea să joci jocuri pentru o breacă timp din când în când. Dacă i... • Social (în mod obișnuit, joci jocuri cu alți prieteni. Poți să petreci timp cu... • Hard Core (ai un interes personal pentru un anumit tip de joc. Ești foarte... • Retro (preferă jocurile din epoca jocurilor N... • Profesional (Joci jocuri pentru a-ți... • Casual, social, hard core
For what reasons do you play typically video games	14 participants - 26,9% -Just to pass the time 22 participants - 42,3% -Boredom 30 participants - 57,7% -To spend time with friends or make new ones 28 participants - 53,8% -To feel better 12 participants - 23,1% -To overcome challenges 2 participants - 3,8% -Part of schoolwork Other: 3 participants 5,8% - I do not play	Din ce motive joci de obicei jocuri video (bifezi toate cele care se aplică) 52 de răspunsuri • Doar pentru a trece timpul • Plictiseală • Pentru a petrece timp cu prietenii • Când mi s-a mai dat • Pentru a depăși provocările • Pentru a scăpa de stres • Nu joc • Nu joc jocuri video • Nu joc jocuri video • Nu joc jocuri video

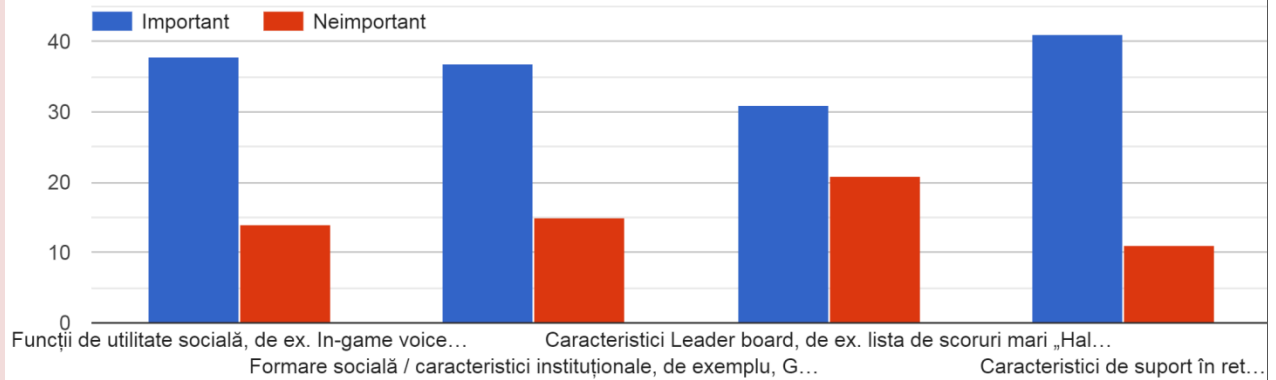
	1 participant 1,9% - I do not play video games 1 participant 1,9%- To overcome depression																															
Which of the following game genres do you prefer?	15 participants (36,6%)-RPG (e.g. Legend of Zelda, Final Fantasy) 15 participants (36,6%)-Open World (e.g. Witcher 3, Skyrim) 12 participants (29.3%)-MMORPG (e.g. Elder Scrolls Online, World of Warcraft) 16 participants (39%)-MOBAs (e.g. Fortnite, League of Legends, DOTA) 23 participants (56,1%)-Shoot em' ups/ Shooters (e.g. Call of Duty,) 13 participants (31,7%)-Fighter (e.g. Tekken, Street Fighter) 24 participants (58,5%)-Action/ Adventure (e.g. Grand Theft Auto, Hitman, Metal Gear Solid) 15 participants (36,6%)-Strategy Games (e.g. Command and Conquer, Civilisation, Age of Empires) 17 participants (41,5%)-Sport Games (e.g. FIFA, eSports) 16 participants (39%)-Horror Games (e.g. Outlast, Resident Evil) 11 participants (26,8%)-Driver/ Racing (e.g. Gran Turismo, Need for Speed) 14 participants (34,1%)-Simulation Games (e.g. The SIMS, Sim City, Rollercoaster Tycoon, Goat Simulator) 24 participants (58,5%)-Sandbox Games (e.g. Minecraft, Super Mario Maker) 12 participants (29,3%)-Puzzle games (e.g. Candy Crush Saga, Mario Party)	Care dintre următoarele genuri de jocuri le preferi? Bifați toate cele care se aplică. 41 de răspunsuri <table><tr><th>Game Genre</th><th>Participants</th></tr><tr><td>RPG (e.g. Legend of Zelda, Final Fantasy)</td><td>15</td></tr><tr><td>Open World (e.g. Witcher 3, Skyrim)</td><td>15</td></tr><tr><td>MMORPG (e.g. Elder Scrolls Online, World of Warcraft)</td><td>12</td></tr><tr><td>MOBAs (e.g. Fortnite, League of Legends, DOTA)</td><td>16</td></tr><tr><td>Shoot em' ups / Shooters (e.g. Call of Duty,)</td><td>23</td></tr><tr><td>Fighter (e.g. Tekken, Street Fighter)</td><td>13</td></tr><tr><td>Action / Adventure (e.g. Grand Theft Auto, Hitman, Metal Gear Solid)</td><td>24</td></tr><tr><td>Strategy Games (e.g. Command and Conquer, Civilisation, Age of Empires)</td><td>15</td></tr><tr><td>Sport Games (e.g. FIFA, eSports)</td><td>17</td></tr><tr><td>Horror Games (e.g. Outlast, Resident Evil)</td><td>16</td></tr><tr><td>Driver / Racing (e.g. Gran Turismo, Need for Speed)</td><td>11</td></tr><tr><td>Simulation Games (e.g. The SIMS, Sim City, Rollercoaster Tycoon, Goat Simulator)</td><td>14</td></tr><tr><td>Sandbox Games (e.g. Minecraft, Super Mario Maker)</td><td>24</td></tr><tr><td>Puzzle games (e.g. Candy Crush Saga, Mario Party)</td><td>12</td></tr></table>	Game Genre	Participants	RPG (e.g. Legend of Zelda, Final Fantasy)	15	Open World (e.g. Witcher 3, Skyrim)	15	MMORPG (e.g. Elder Scrolls Online, World of Warcraft)	12	MOBAs (e.g. Fortnite, League of Legends, DOTA)	16	Shoot em' ups / Shooters (e.g. Call of Duty,)	23	Fighter (e.g. Tekken, Street Fighter)	13	Action / Adventure (e.g. Grand Theft Auto, Hitman, Metal Gear Solid)	24	Strategy Games (e.g. Command and Conquer, Civilisation, Age of Empires)	15	Sport Games (e.g. FIFA, eSports)	17	Horror Games (e.g. Outlast, Resident Evil)	16	Driver / Racing (e.g. Gran Turismo, Need for Speed)	11	Simulation Games (e.g. The SIMS, Sim City, Rollercoaster Tycoon, Goat Simulator)	14	Sandbox Games (e.g. Minecraft, Super Mario Maker)	24	Puzzle games (e.g. Candy Crush Saga, Mario Party)	12
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Sport Games (e.g. FIFA, eSports)	17																															
Horror Games (e.g. Outlast, Resident Evil)	16																															
Driver / Racing (e.g. Gran Turismo, Need for Speed)	11																															
Simulation Games (e.g. The SIMS, Sim City, Rollercoaster Tycoon, Goat Simulator)	14																															
Sandbox Games (e.g. Minecraft, Super Mario Maker)	24																															
Puzzle games (e.g. Candy Crush Saga, Mario Party)	12																															

What is your favourite video game / game you play most often? Why do you like it / play it so much?	Minecraft, FIFA, Apex, Homescapes, Cod, Team fortress, League of Legends, Roblox, The last of us, God of war, Eurotruck simulator	

Thinking about your favourite / most played videogames, how important are the following game features?

Social Features

Caracteristici sociale:



Social utility features e.g. In-game voice and text chat

38 participants - important
14 participants - not important

Social formation/institutional features e.g. Guilds/clans in MMORPGs

37 participants - important
15 participants - not important

Leader board features e.g. "Hall of fame" high score list

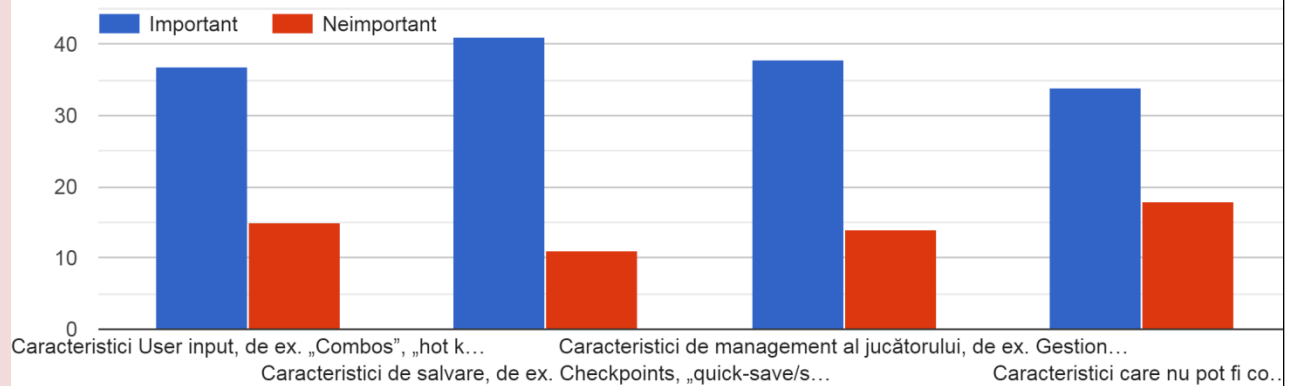
31 participants - important
21 participants - not important

Support network features e.g. Internet forums, strategy guides

41 participants - important
11 participants - not important

Manipulation and Control Features

Caracteristici de manipulare și control:



User input features e.g. “Combos”, “hot keys”

37 participants - important
15 participants - not important

Save features e.g. Checkpoints, “quick-save”

41 participants - important
11 participants - not important

Player management features e.g. Managing multiple resources

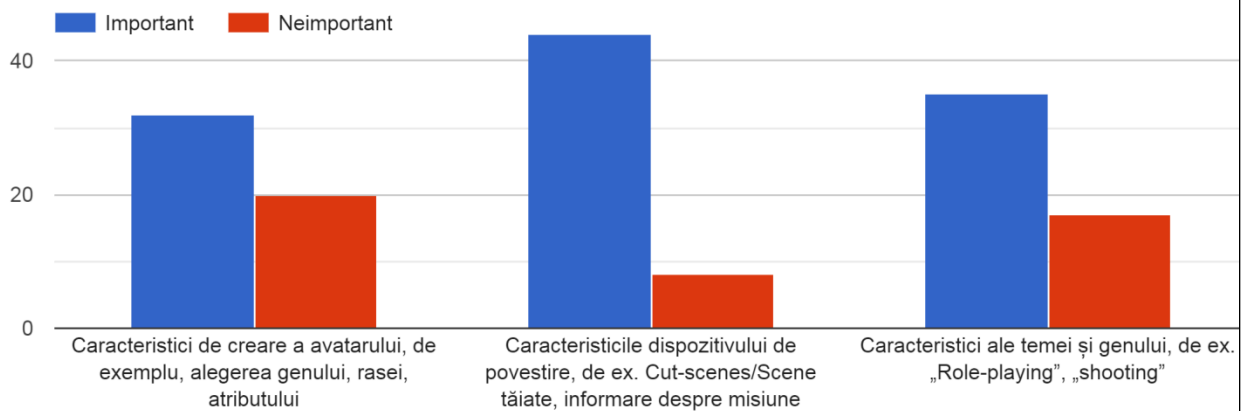
38 participants - important
14 participants - not important

Non-controllable features e.g. Scripted events, loading screens

34 participants - important
18 participants - not important

Narrative and Identity Features

Caracteristici narative și identitare:



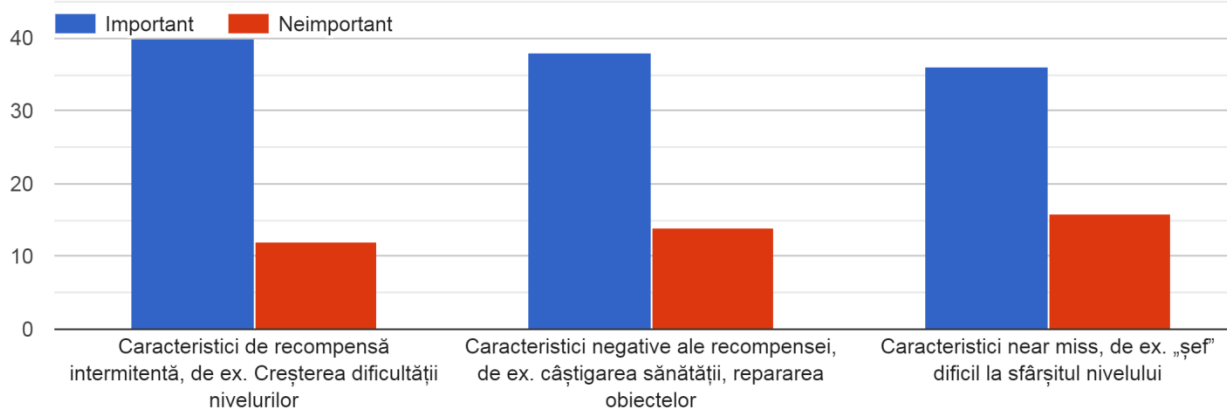
Avatar creation features e.g. Choice of sex, race, attribute

32 participants- important
20 participants- not important

Storytelling device features e.g. Cut-scenes, mission briefing	44 participants- important 8 participants- not important																		
Theme and genre features e.g. “Role-playing”, “shooting”	35 participants- important 17 participants- not important																		
Reward Features																			
Caracteristici recompensă: <table><thead><tr><th>Feature Category</th><th>Important</th><th>Neimportant</th></tr></thead><tbody><tr><td>General reward type features e.g. Experience points, bonuses</td><td>42</td><td>10</td></tr><tr><td>Meta-game reward features e.g. Xbox 360 Achievement points</td><td>28</td><td>24</td></tr><tr><td>Event frequency features e.g. Unlimited replayability of game</td><td>39</td><td>13</td></tr><tr><td>Event duration features e.g. MMORPGs have no endpoint</td><td>29</td><td>23</td></tr><tr><td>Payout interval features e.g. Rewarded instantly for playing</td><td>33</td><td>19</td></tr></tbody></table>		Feature Category	Important	Neimportant	General reward type features e.g. Experience points, bonuses	42	10	Meta-game reward features e.g. Xbox 360 Achievement points	28	24	Event frequency features e.g. Unlimited replayability of game	39	13	Event duration features e.g. MMORPGs have no endpoint	29	23	Payout interval features e.g. Rewarded instantly for playing	33	19
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Punishment Features

Caracteristicile pedepsei:



Intermittent reward features e.g. Increasing difficulty of levels

40 participants- important
12 participants- not important

Negative reward features e.g. Gaining health, repairing items

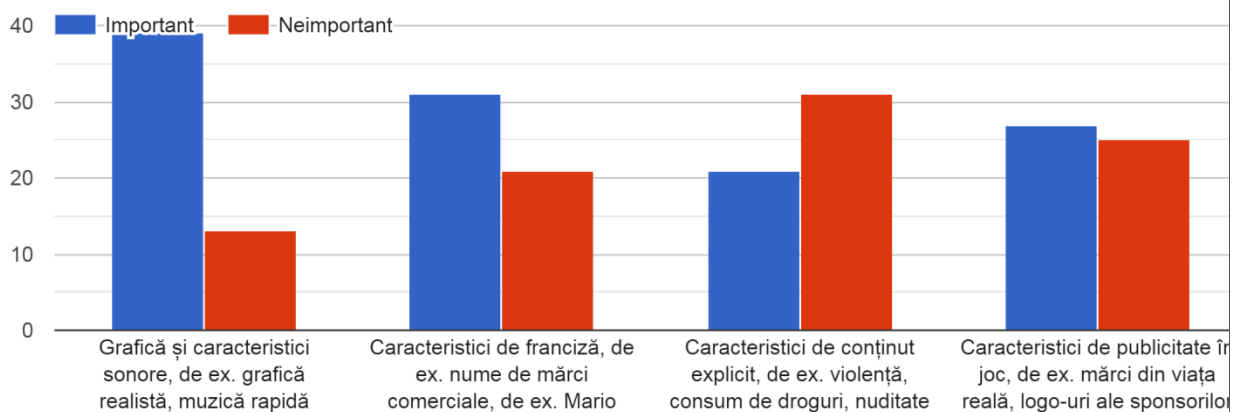
38 participants- important
14 participants- not important

Near miss features e.g. Difficult “boss” at end of level

36 participants- important
16 participants- not important

Presentation Features

Caracteristici de prezentare:



Graphics and sound features e.g. Realistic graphics, fast music

39 participants- important
13 participants- not important

Franchise features e.g. Trademarked names, e.g. Mario

31 participants- important
21 participants- not important

Explicit content features e.g. Violence, drug use, nudity	21 participants- important 31 participants- not important
In-game advertising features e.g. Real-life brands, sponsors logos	27 participants- important 25 participants- not important