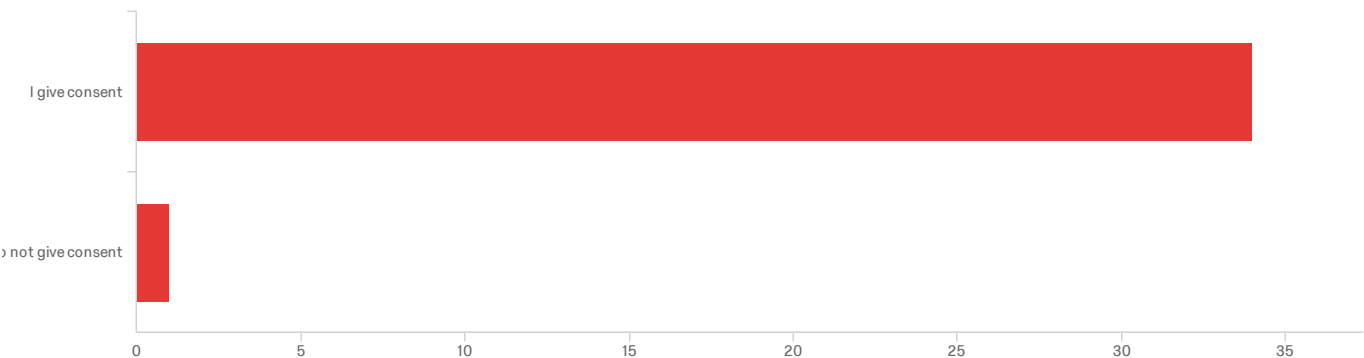


Default Report

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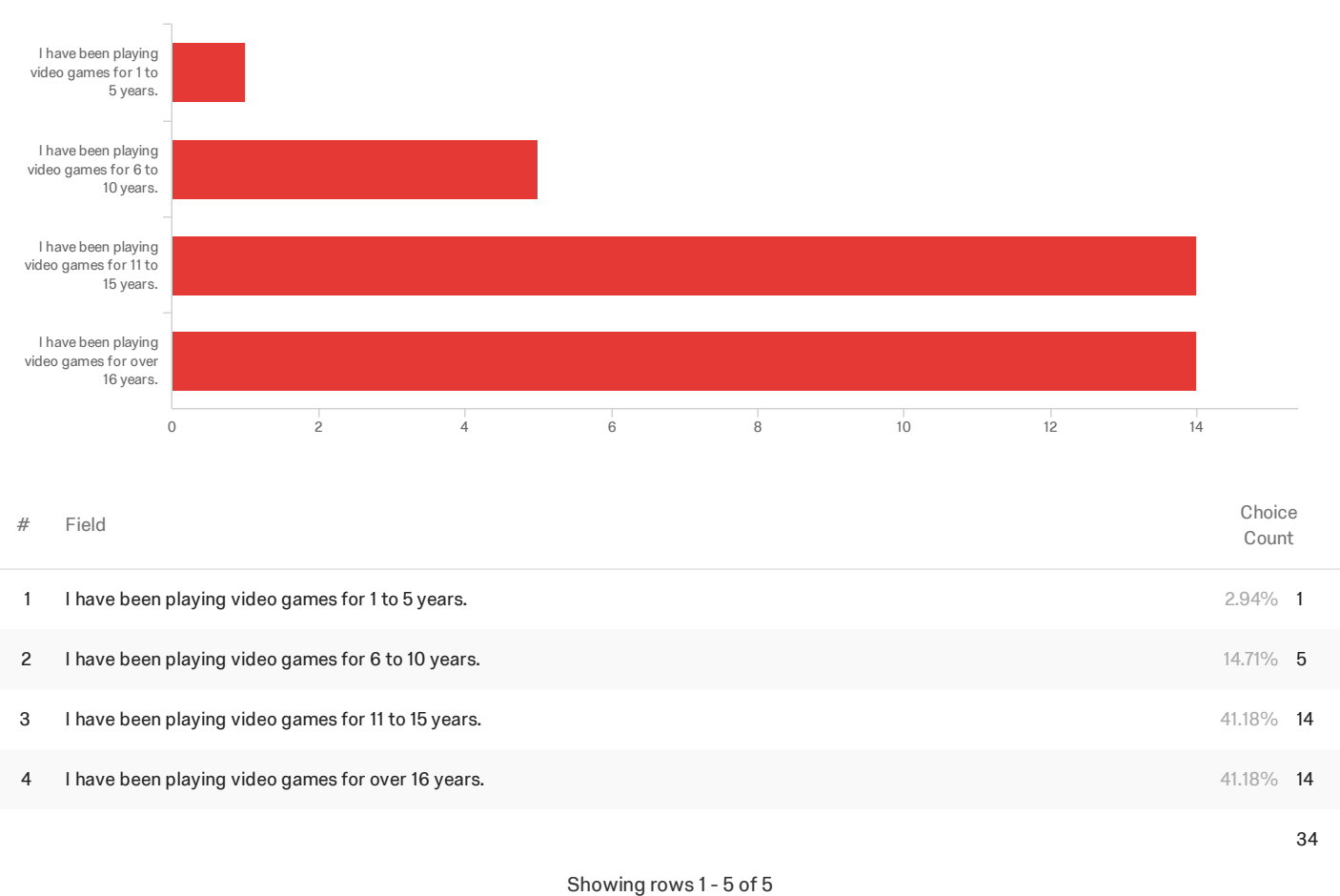
January 28, 2020 10:01 AM MST

Q1 - Please take this survey using a computer. If you are on a mobile device please close the survey out and take it on a computer at your earliest convenience. We are conducting a survey about the communication between players of various games. This survey should only take around 10 minutes to complete. Participation in this survey is voluntary, you may withdraw at any point during this survey. Any information you share with us will be confidential and will only be used for research purposes. If you wish to give your consent to participate in this survey, click I give consent and then the arrows to advance to the next page.

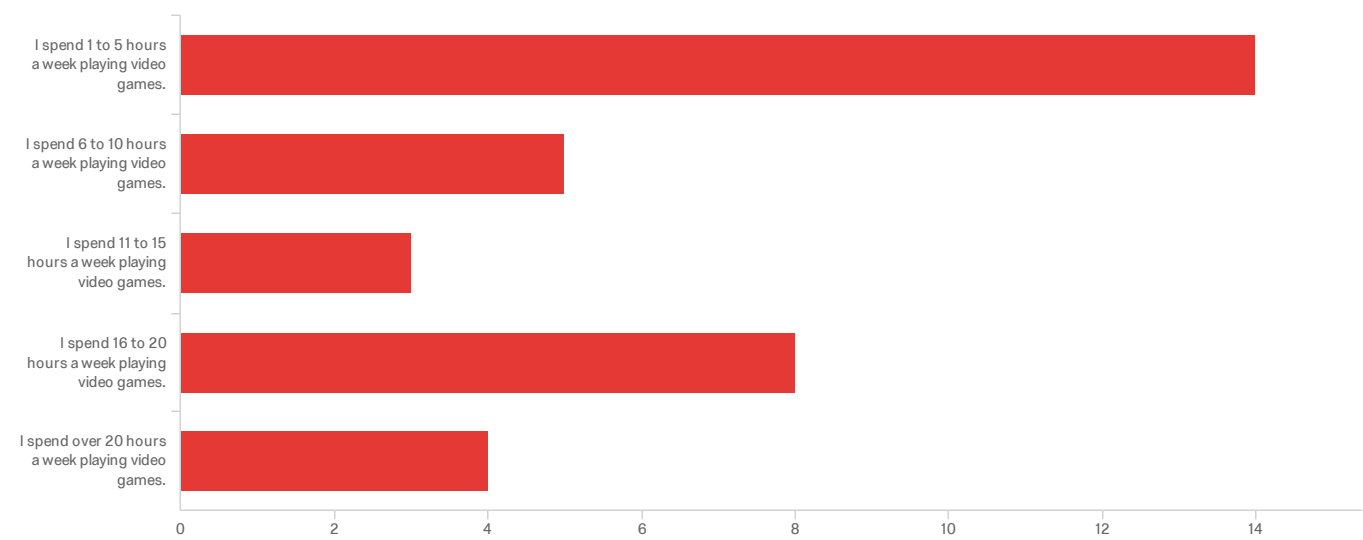


#	Field	Choice	Count
1	I give consent	97.14%	34
2	I do not give consent	2.86%	1

Q2 - How many years have you been playing video games?



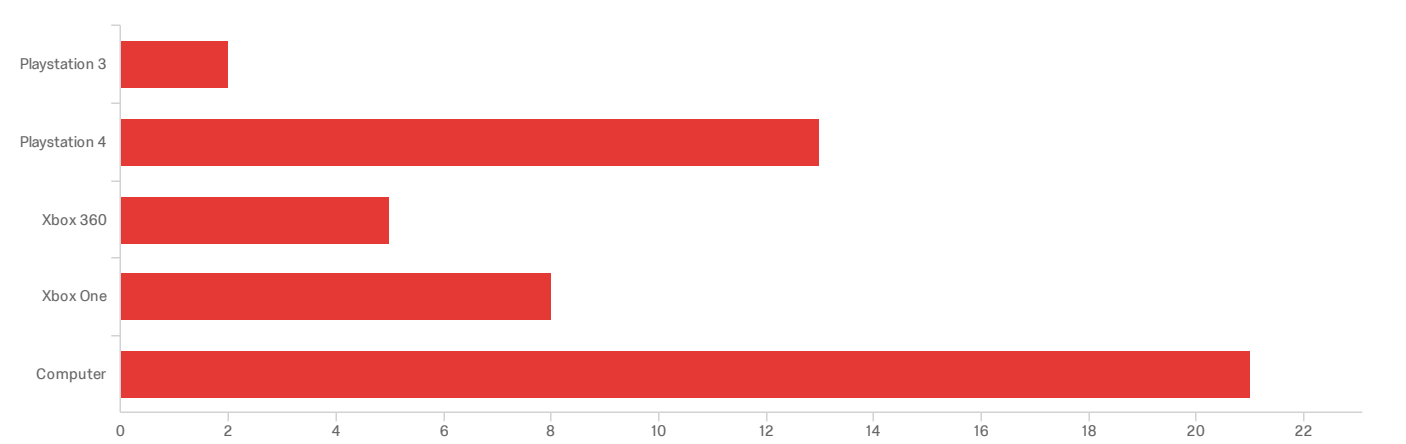
Q3 - Roughly how many hours a week do you spend playing video games online?



#	Field	Choice Count
1	I spend 1 to 5 hours a week playing video games.	41.18% 14
2	I spend 6 to 10 hours a week playing video games.	14.71% 5
3	I spend 11 to 15 hours a week playing video games.	8.82% 3
4	I spend 16 to 20 hours a week playing video games.	23.53% 8
5	I spend over 20 hours a week playing video games.	11.76% 4
		34

Showing rows 1 - 6 of 6

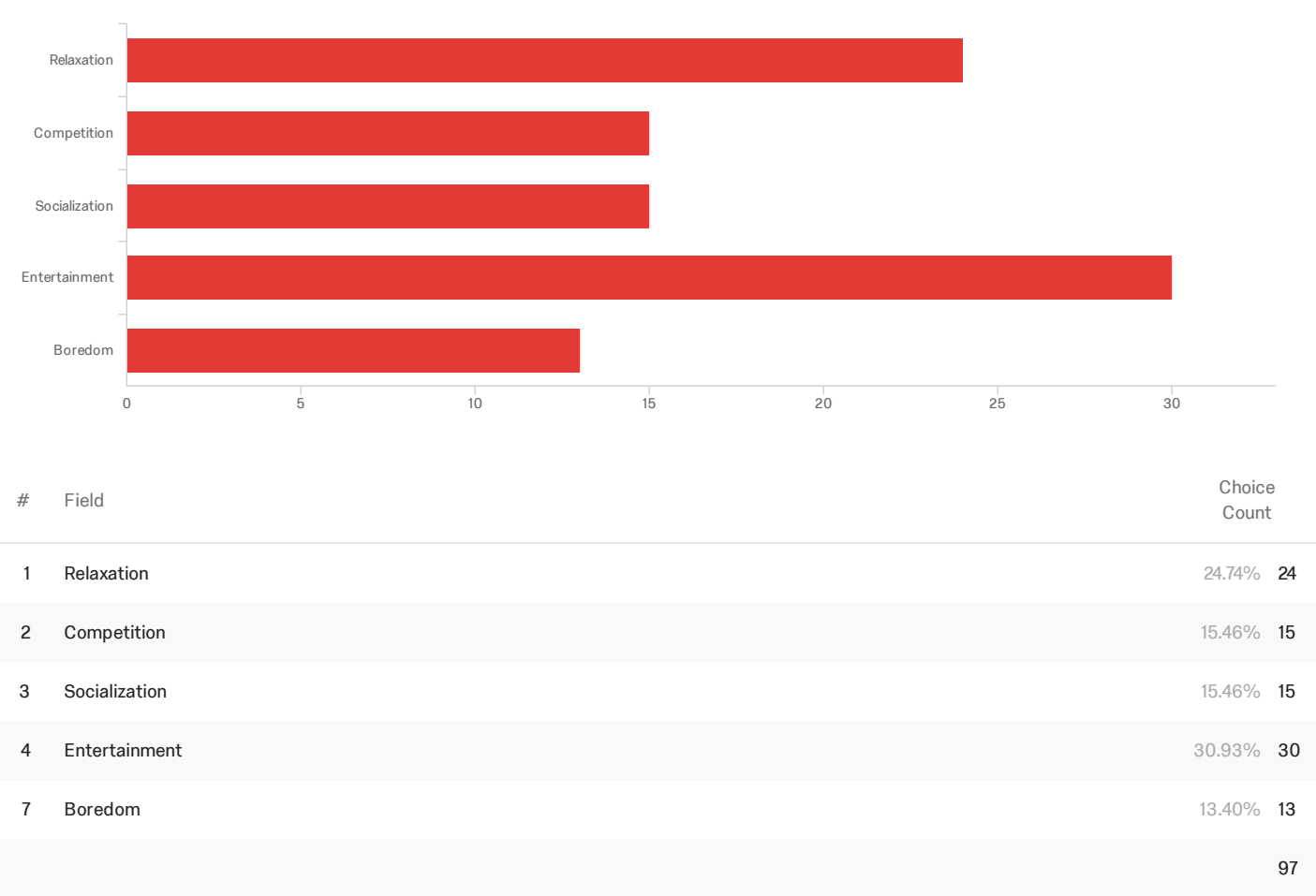
Q4 - What platform(s) do you play video games on?



#	Field	Choice Count
1	Playstation 3	4.08% 2
2	Playstation 4	26.53% 13
3	Xbox 360	10.20% 5
4	Xbox One	16.33% 8
7	Computer	42.86% 21
		49

Showing rows 1 - 6 of 6

Q5 - Select the reason(s) why you play video games online.



Showing rows 1 - 6 of 6

Q6 - How likely are you to play the following genres of video games? (0 being the least likely and 10 being most likely.)

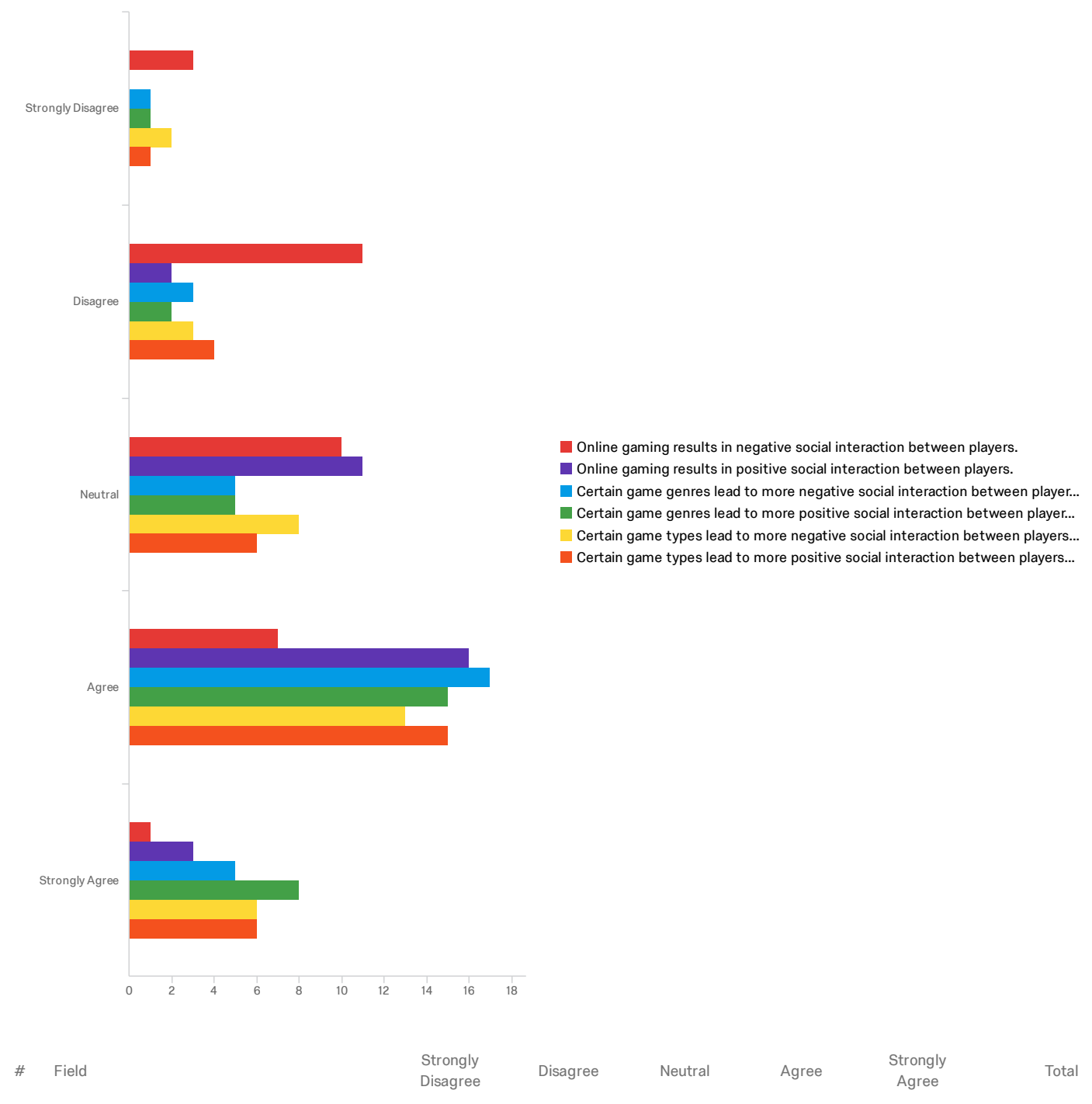
#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Action	0.00	10.00	6.00	3.08	9.47	34
2	Adventure	0.00	10.00	6.88	2.48	6.16	34
3	Shooter	1.00	10.00	6.70	3.12	9.73	33
4	Role playing	1.00	10.00	7.00	2.52	6.36	33
5	Simulation	0.00	10.00	4.79	3.21	10.29	33
6	Sports	0.00	10.00	3.67	3.32	11.01	33
7	Strategy	0.00	10.00	5.69	3.03	9.15	32

Q7 - Select your level of agreement or disagreement about the following statements. (

Examples of game genres are action, shooter, role playing, etc. Game types are the

different multiplayer modes available in the game like free for all or one team vs another

team.)



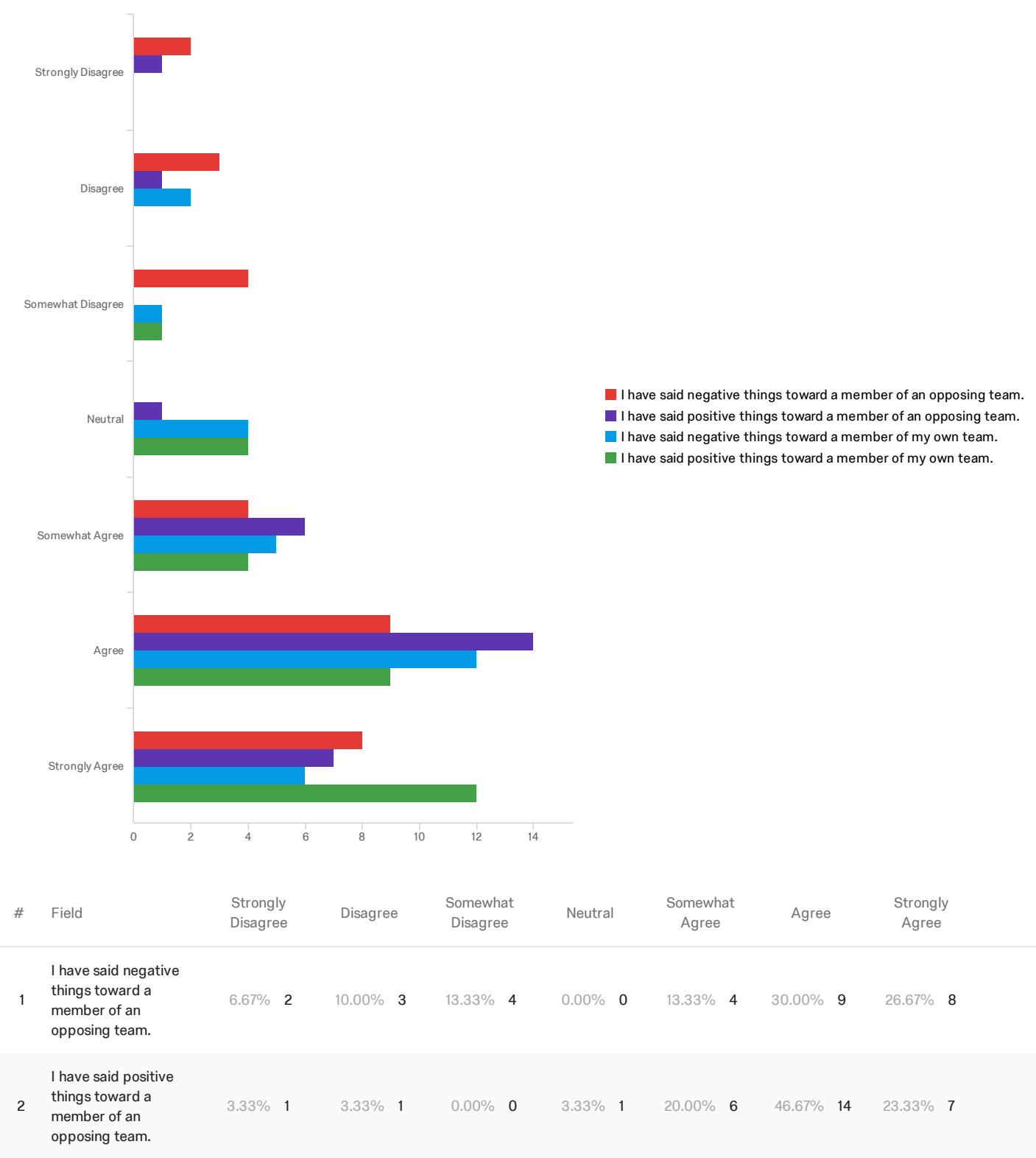
#	Field	Strongly Disagree		Disagree		Neutral		Agree		Strongly Agree		Total
1	Online gaming results in negative social interaction between players.	9.38%	3	34.38%	11	31.25%	10	21.88%	7	3.13%	1	32
2	Online gaming results in positive social interaction between players.	0.00%	0	6.25%	2	34.38%	11	50.00%	16	9.38%	3	32
3	Certain game genres lead to more negative social interaction between players.	3.23%	1	9.68%	3	16.13%	5	54.84%	17	16.13%	5	31
4	Certain game genres lead to more positive social interaction between players.	3.23%	1	6.45%	2	16.13%	5	48.39%	15	25.81%	8	31
5	Certain game types lead to more negative social interaction between players.	6.25%	2	9.38%	3	25.00%	8	40.63%	13	18.75%	6	32
	Certain game types lead to more positive social interaction between players.	3.13%	1	12.50%	4	18.75%	6	46.88%	15	18.75%	6	32

Showing rows 1 - 6 of 6

Q8 - How often you think the following types of social interaction occur while playing video games online?

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Positive	3.00	9.00	6.14	1.63	2.67	29
2	Competitive	6.00	10.00	8.07	1.28	1.65	29
3	Destructive	1.00	9.00	5.34	2.23	4.98	29
4	Helpful	2.00	9.00	5.39	1.76	3.10	28
5	Toxic	0.00	10.00	5.64	2.82	7.94	28
6	Negative	2.00	10.00	5.86	2.45	5.98	28

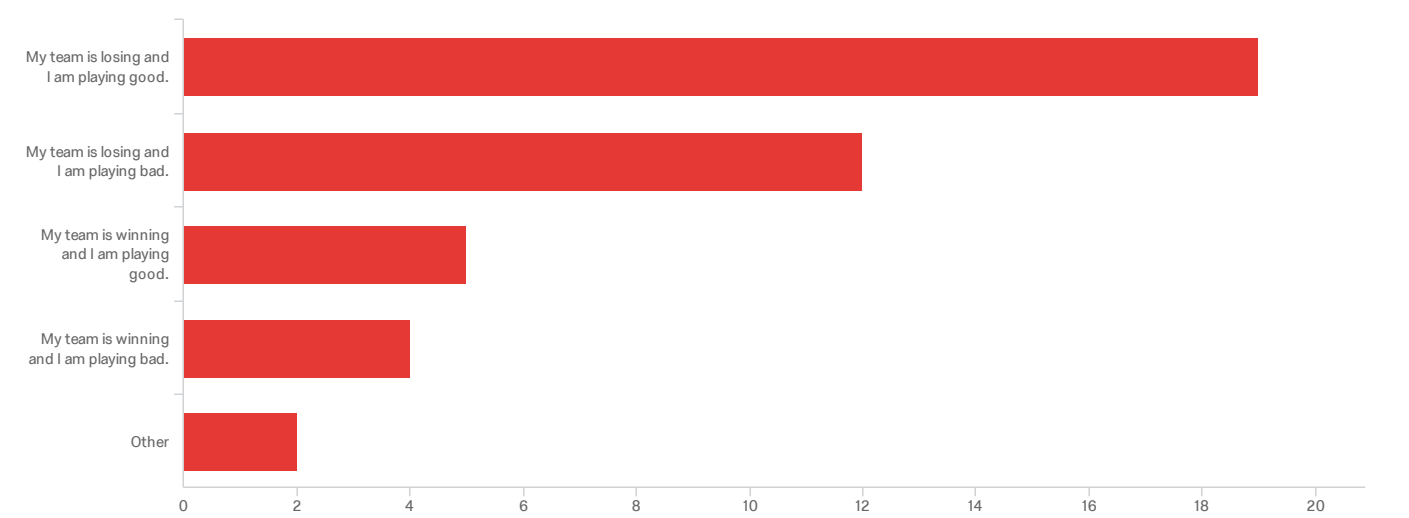
Q9 - Select your level of agreement or disagreement about the following statements about playing video games online.



#	Field	Strongly Disagree		Disagree		Somewhat Disagree		Neutral		Somewhat Agree		Agree		Strongly Agree	
3	I have said negative things toward a member of my own team.	0.00%	0	6.67%	2	3.33%	1	13.33%	4	16.67%	5	40.00%	12	20.00%	6
4	I have said positive things toward a member of my own team.	0.00%	0	0.00%	0	3.33%	1	13.33%	4	13.33%	4	30.00%	9	40.00%	12

Showing rows 1 - 4 of 4

Q10 - Please select the reason(s) why you engage in negative communication with others while playing video games online.



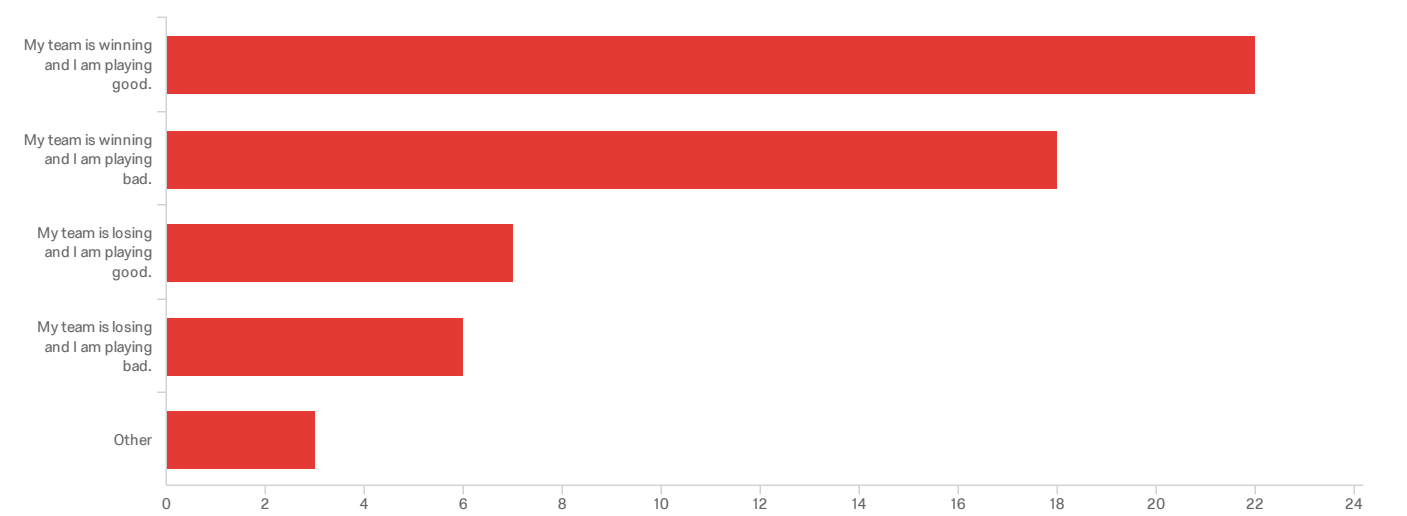
#	Field	Choice Count
1	My team is losing and I am playing good.	45.24% 19
2	My team is losing and I am playing bad.	28.57% 12
3	My team is winning and I am playing good.	11.90% 5
4	My team is winning and I am playing bad.	9.52% 4
5	Other	4.76% 2
		42

Showing rows 1 - 6 of 6

Other

Other
Annoying people, feel like trolling
Some people are braindead when im trying to win

Q11 - Please select the reason(s) why you engage in positive communication with others while playing video games online.



#	Field	Choice Count
1	My team is winning and I am playing good.	39.29% 22
2	My team is winning and I am playing bad.	32.14% 18
3	My team is losing and I am playing good.	12.50% 7
4	My team is losing and I am playing bad.	10.71% 6
5	Other	5.36% 3
		56

Showing rows 1 - 6 of 6

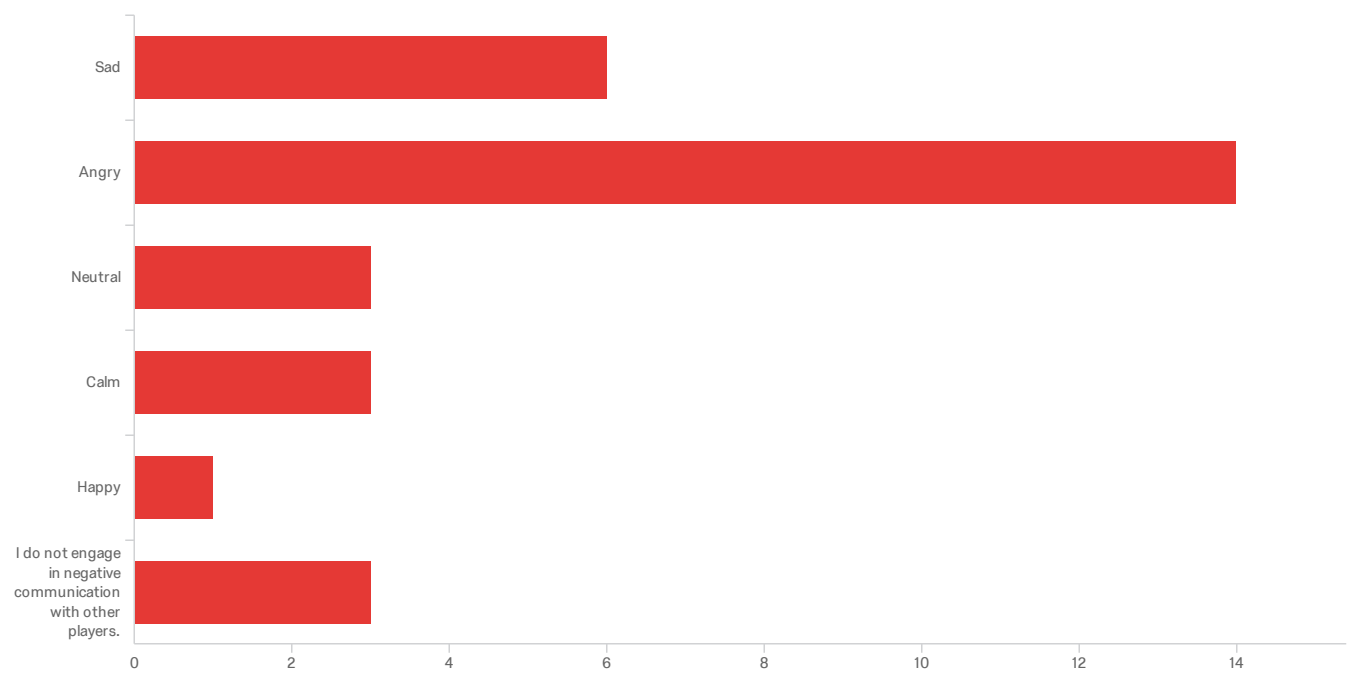
Other

Other

It has nothing to do with how I'm playing or if we're winning. If I see someone did something well I will complement them, or if someone sucks I'll try to help them. I try to be positive all the time.

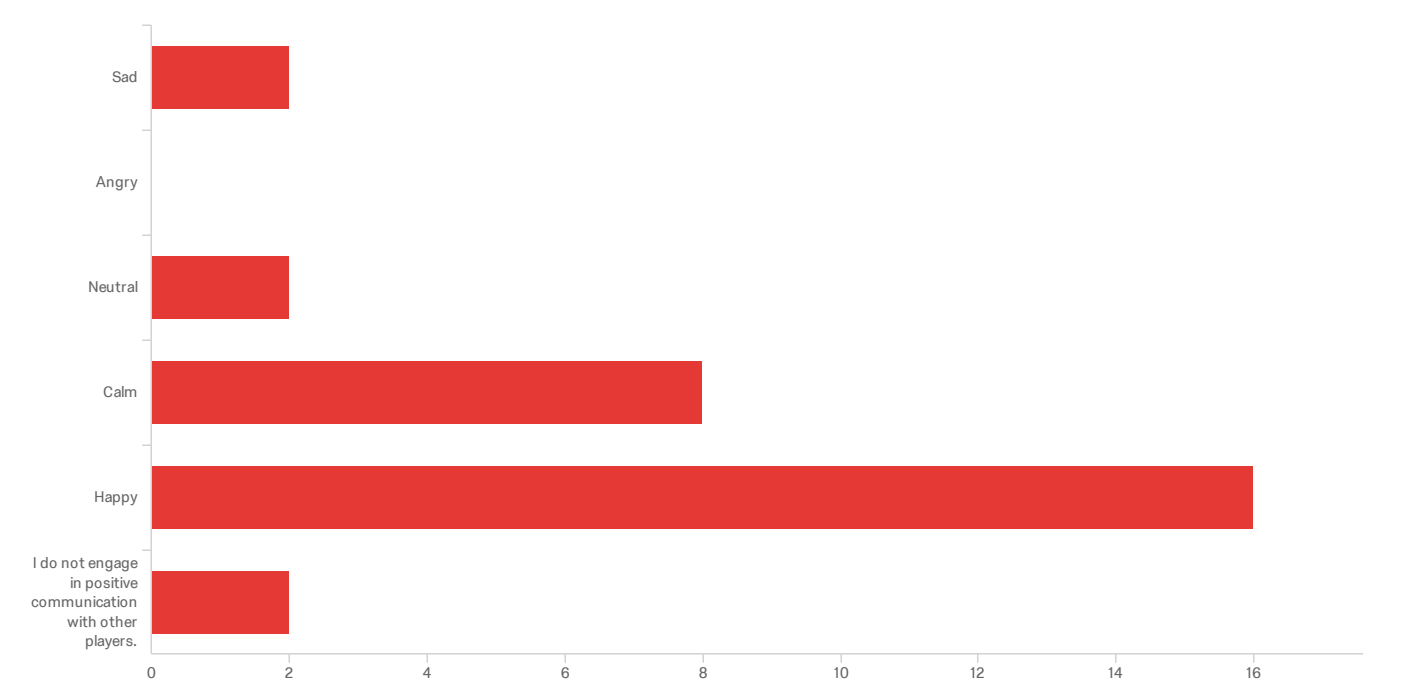
We work well and get the w

Q12 - When engaging in negative communication with other players online how do you feel?



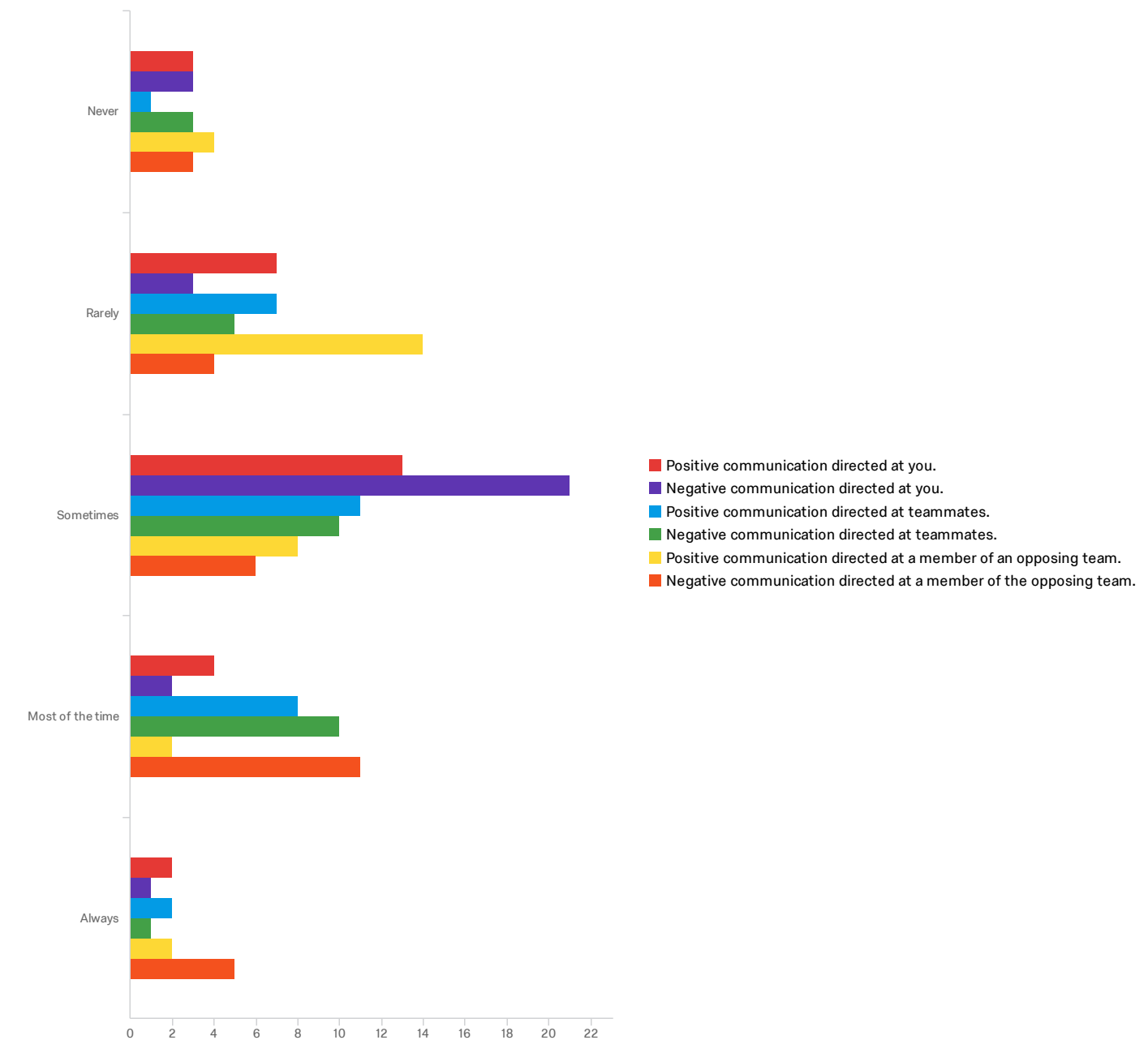
#	Field	Choice Count
1	Sad	20.00% 6
2	Angry	46.67% 14
3	Neutral	10.00% 3
4	Calm	10.00% 3
5	Happy	3.33% 1
6	I do not engage in negative communication with other players.	10.00% 3

Q13 - When engaging in positive communication with other players online how do you feel?



#	Field	Choice Count
1	Sad	6.67% 2
2	Angry	0.00% 0
3	Neutral	6.67% 2
4	Calm	26.67% 8
5	Happy	53.33% 16
6	I do not engage in positive communication with other players.	6.67% 2

Q14 - Please indicate how often you hear the following types of communication when you are playing video games online.

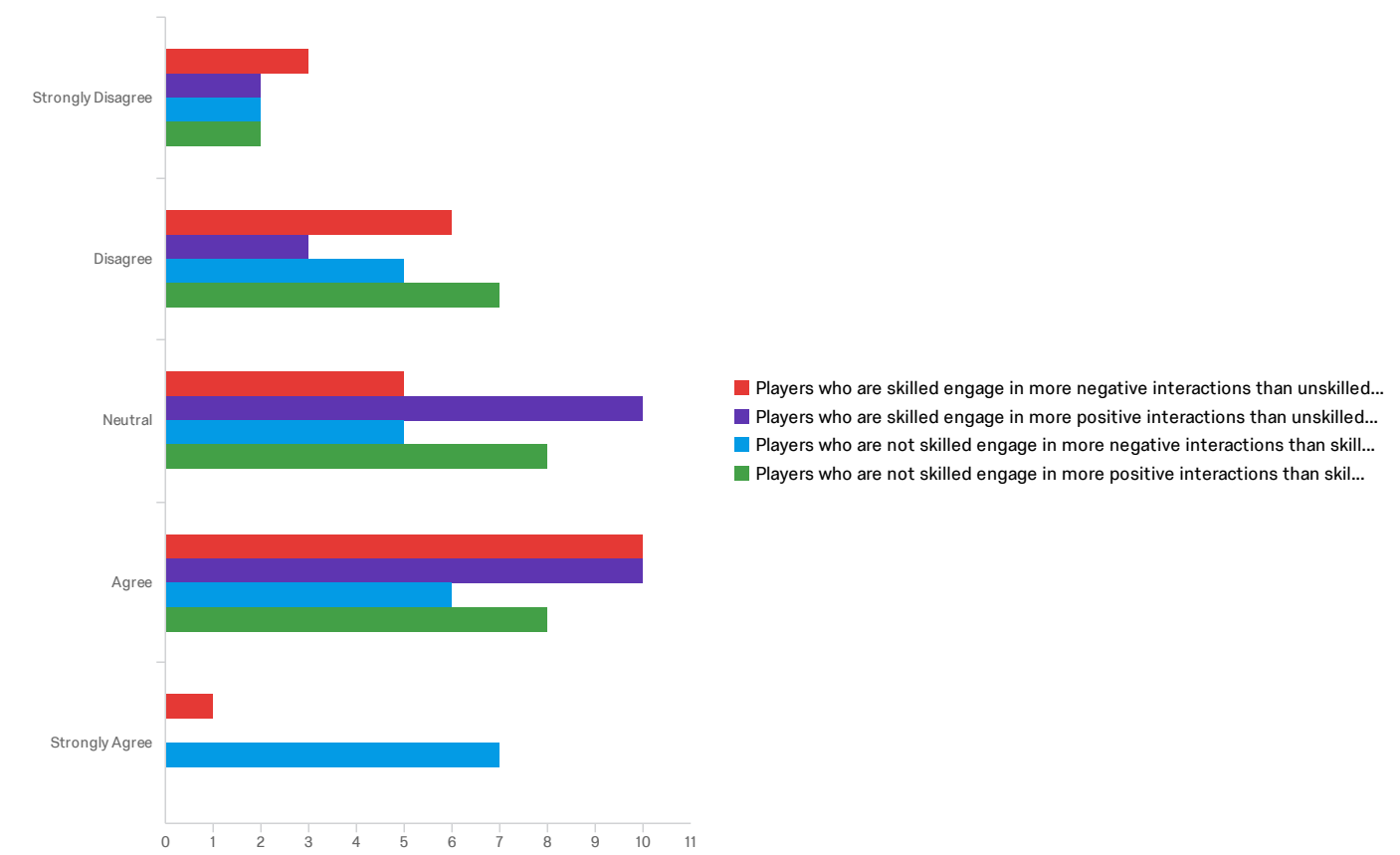


#	Field	Never		Rarely		Sometimes		Most of the time		Always		Total
1	Positive communication directed at you.	10.34%	3	24.14%	7	44.83%	13	13.79%	4	6.90%	2	29
2	Negative communication directed at you.	10.00%	3	10.00%	3	70.00%	21	6.67%	2	3.33%	1	30
3	Positive communication directed at teammates.	3.45%	1	24.14%	7	37.93%	11	27.59%	8	6.90%	2	29

#	Field	Never		Rarely		Sometimes		Most of the time		Always		Total
4	Negative communication directed at teammates.	10.34%	3	17.24%	5	34.48%	10	34.48%	10	3.45%	1	29
5	Positive communication directed at a member of an opposing team.	13.33%	4	46.67%	14	26.67%	8	6.67%	2	6.67%	2	30
	Negative communication directed at a member of the opposing team.	10.34%	3	13.79%	4	20.69%	6	37.93%	11	17.24%	5	29

Showing rows 1 - 6 of 6

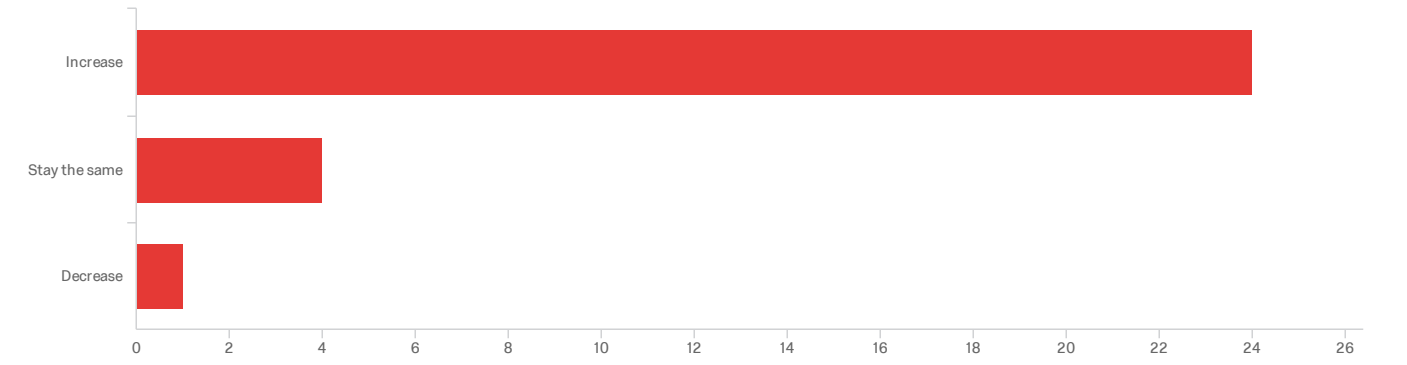
Q15 - Select your level of agreement or disagreement about the following statements.



#	Field	Strongly Disagree		Disagree		Neutral		Agree		Strongly Agree		Total
1	Players who are skilled engage in more negative interactions than unskilled players.	12.00%	3	24.00%	6	20.00%	5	40.00%	10	4.00%	1	25
2	Players who are skilled engage in more positive interactions than unskilled players.	8.00%	2	12.00%	3	40.00%	10	40.00%	10	0.00%	0	25
3	Players who are not skilled engage in more negative interactions than skilled players.	8.00%	2	20.00%	5	20.00%	5	24.00%	6	28.00%	7	25
4	Players who are not skilled engage in more positive interactions than skilled players.	8.00%	2	28.00%	7	32.00%	8	32.00%	8	0.00%	0	25

Showing rows 1 - 4 of 4

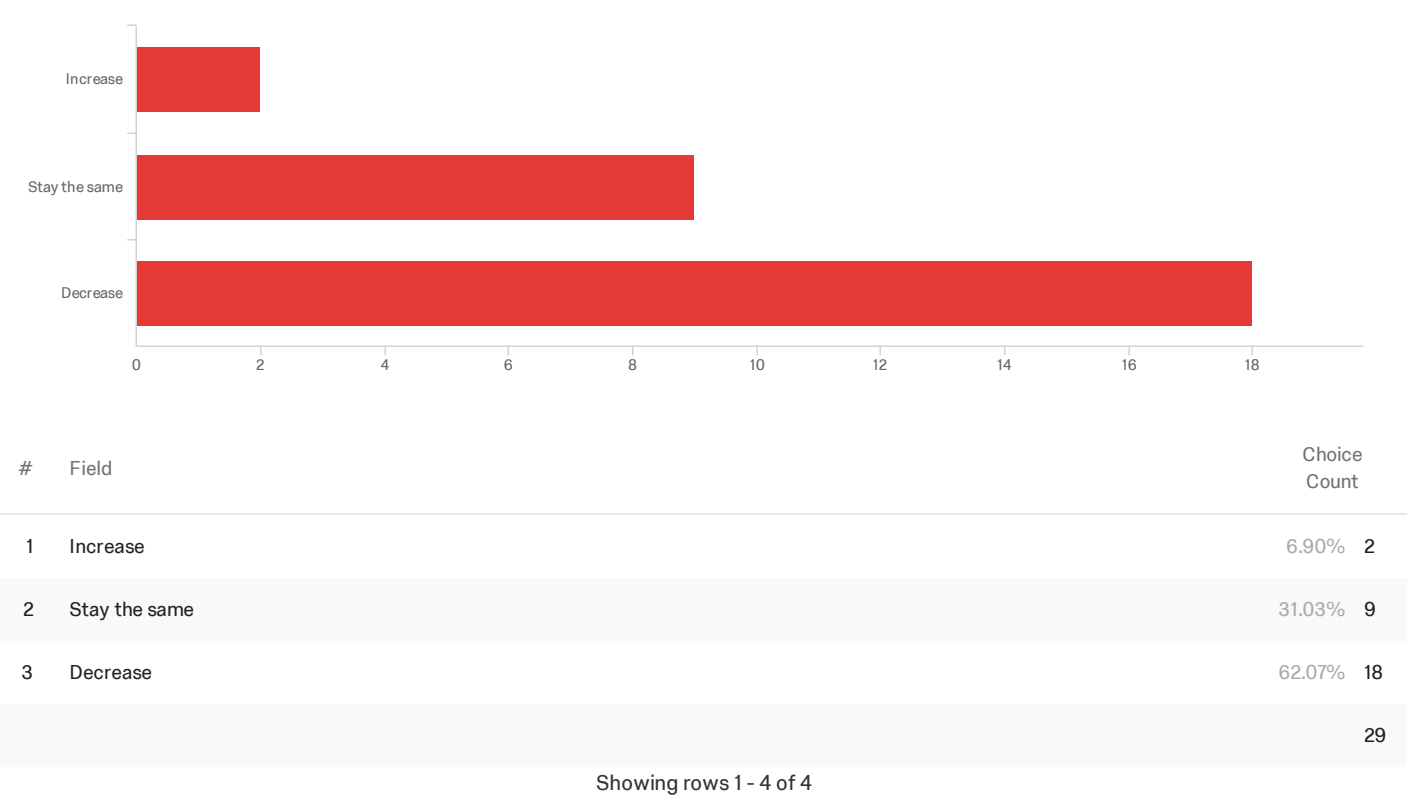
Q16 - How do you think players performances are affected when they hear positive statements?



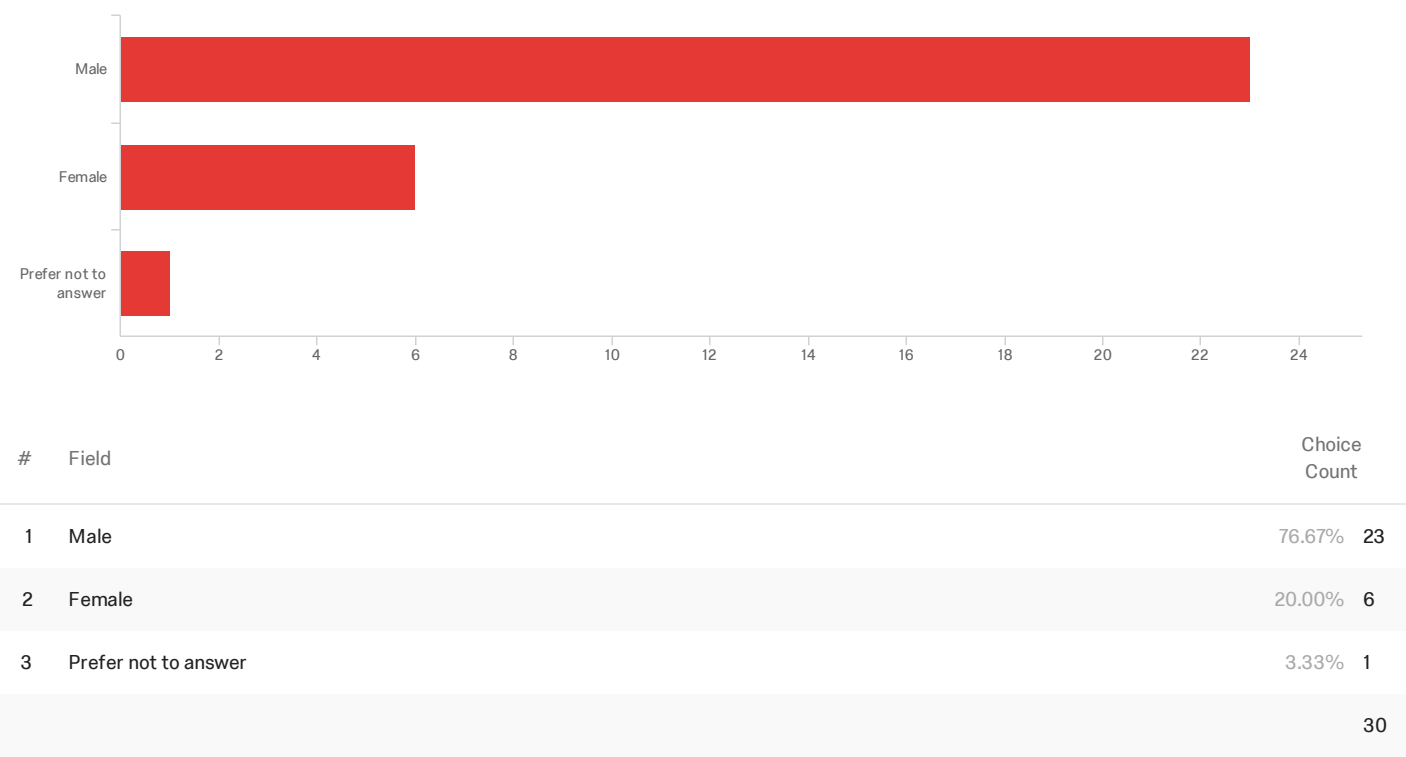
#	Field	Choice Count
1	Increase	82.76% 24
2	Stay the same	13.79% 4
3	Decrease	3.45% 1
		29

Showing rows 1 - 4 of 4

Q17 - How do you think players performances are affected when they hear negative statements?



Q18 - What is your gender?



Showing rows 1 - 4 of 4

Q19 - What is your age? (Please enter your age in numbers Ex: 22)

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	What is your age? (Please enter your age in numbers Ex: 22)	18.00	25.00	21.97	1.50	2.24	29

End of Report