

Houseplant Care Simulation demo testing

Your feedback will be used for my Bachelor's thesis.

Link to the game: <https://kriskevel.itch.io/houseplant-care-simulator>

Thank you for your time!

*** Required**

1. How often do you play video games on average? *

If the answer heavily depends on the amount of work/studies, describe your answer in the "Other" field (e.g. almost every day in summer but about once a month during studies)

Mark only one oval.

- ☐ Almost every day
- ☐ About once a week
- ☐ About once a month
- ☐ About once a year
- ☐ Other: _____

2. Games of which genres do you play the most? *

Check all that apply.

- ☐ Action
- ☐ Adventure
- ☐ Racing
- ☐ Role-playing
- ☐ Simulation
- ☐ Sports
- ☐ Strategy

Other: ☐ _____

3. How often do you play games from the life simulation genre? *

Examples of life simulations games are Stardew Valley, The Sims, Spore

Mark only one oval.

- ☐ Almost every day
- ☐ About once a week
- ☐ About once a month
- ☐ About once a year
- ☐ Never
- ☐ Played them a while ago but do not play them anymore

4. How would you rate your houseplant care knowledge? *

Mark only one oval.

	0	1	2	3	4	5	
No knowledge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very knowledgeable

5. What effect do you think houseplants can have on people's stress? *

Check all that apply.

- ☐ No effect
- ☐ Houseplants increase stress
- ☐ Houseplants decrease stress

Post testing questions

6. How would you rate your experience playing Houseplant Care Simulator? *

Mark only one oval.

	0	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

7. What did you like about the game? *

8. What should be improved? *

9. How difficult did you find the game? *

Mark only one oval.

	0	1	2	3	4	5	
Very easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very difficult

10. Please explain your rating *

11. How much did the story motivate you to take care of Eric's (main character) mental health? *

Mark only one oval.

	0	1	2	3	4	5	
Did not motivate	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Motivated a lot

12. Please explain your rating *

13. How would you rate game's ability to notify you of the change in Eric / the character's stress? *

Elements like change in music, stress bar, statistics during in-game night were aimed to help the player. How successful were they?

Mark only one oval.

	0	1	2	3	4	5	
Change is not clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Change is very clear

14. Please explain your rating *

15. How much did the tutorial help you learn the game mechanics? *

Mechanics like usage of in-game computer, taking care of plants

Mark only one oval.

	0	1	2	3	4	5	
Did not help at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Helped a lot

16. Please explain your rating *

17. How clear did you find plant care information in Plantipedia? *

How easy was it to apply the gathered information in action?

Mark only one oval.

	0	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear

18. Please explain your rating *

19. How much more knowledgeable do you now feel about houseplant care? *

Mark only one oval.

	0	1	2	3	4	5	
Same as before	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Learned a lot

20. Please explain your rating *

21. How much more knowledgeable do you now feel about houseplants' effect on stress? *

Mark only one oval.

	0	1	2	3	4	5	
Same as before	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Learned a lot

22. Please explain your rating *

23. Did Houseplant Care Simulator remind you of any other games? If yes, please list them below.

24. Any final thoughts?

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