

The background is a solid green color with various light green geometric shapes scattered across it. These shapes include squares, circles, and crosses, some of which are slightly rotated or offset from the center. The overall aesthetic is clean and modern.

Gamer Study



CONCEPT

What Bartle type is most prevalent and what behaviors seem to dominate in most players?

Wait!

✕ What are Bartle Types?

The Bartle taxonomy was created by Richard Bartle in 1996 to categorize game players (particularly of RPGs and MMORPGs) into four different general types of behavior.

No one is really 100% one type



We all tend to show aspects of two or more types, but one will dominate your game-playing style

Achievers

- × Like games that offer special moves, extra endings, and other bonuses
- × Like to play to 100% completion
- × Like to see their name at the top of scoreboards
- × The style of play more targeted by MMORPGS (WoW, Elder Scrolls Online)

Killers

- × Love to destroy and change their environment
- × Like to depart for being the norm of the good guy
- × Tend to challenge others to duels
- × Tend to be the trolls/community leaders online
- × Is that jerk who “camps” and always sneaks

Socializers

- × Prefer multiplayer games
- × Tend to only play single player games to have something to talk about w/ others
- × Love games w/ strong communities
- × LOVES online environments
- × Tend to be compatible with everyone

Explorers

- ✗ Combat/XP gaining are secondary concerns
- ✗ Enrich themselves with the backstory, people, places, etc. of a game
- ✗ Enjoy restrictive games by playing it in a way programmers didn't intend (modding/etc)
- ✗ Tend to not get along with killers/like to play alone
- ✗ Get bored easily when they know all about game

Making the survey

Host

Wanted to give a reward at the end of survey to takers

Questions

Wanted to have each question have four different answers to give as many options to taker in order to be accurate.

Wanted to make quiz entertaining.

Answers

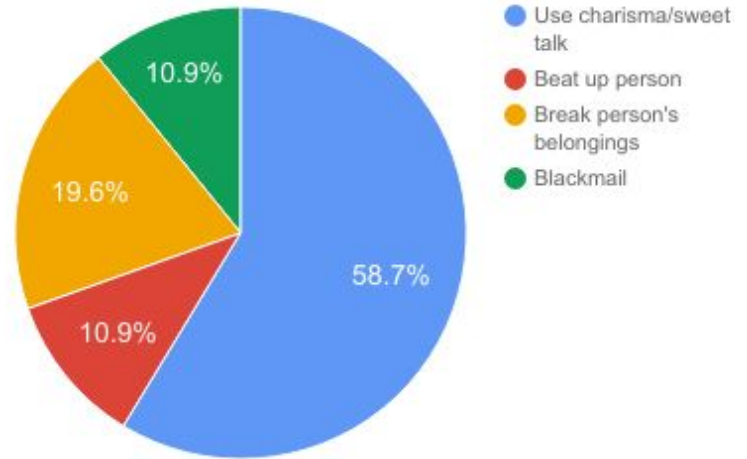
Wanted to be able to see not only results from every question, but have an open ended question for special insights.

Question 1

Dirk the Dwarf is giving you a hard time in revealing the location of Princess Bubblebutt. How are you going to get him to give up the info you need?

- × **Beat it out of him. Freaking dwarves and their beards and their mining.**
- × **Use your words. You can talk your way out of any situation. There's no need for violence.**
- × **Find out about Dirk's background and use it against him.**
- × **Start breaking his stuff. He'll squeal once he loses some of his prized possessions.**

Tatics to get information out of someone

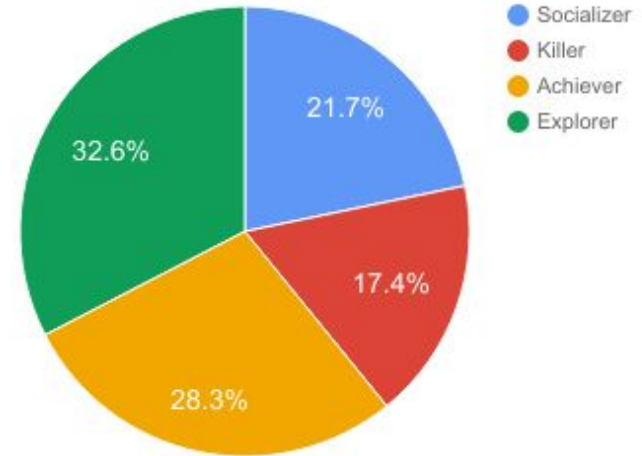


Question 2

The mayor of the town is overwhelmed with joy and relief that you saved his humble town by getting rid of those goblins that were stealing away all the women of the village and not to mention all their ale. He offers you the choice of one of two of the town's sacred artifacts as a reward. Which do you choose?

- × **The Staff of Satanic Supervision.** You can control the actions of up to three other people, totally against their will.
- × **The Pendant of Perfect Persuasion.** It allows you to talk your way out of 75% of hostile situations.
- × **A first edition tome of spells** once owned by the King's Mage 200 years ago. You see notes written in the margins amending some of the spells. This will come in handy down the road.
- × **The Amulet of Ascension.** It adds 10% more experience points to all your future adventures. You'll level up faster and save the world quicker.

What reward do you want?

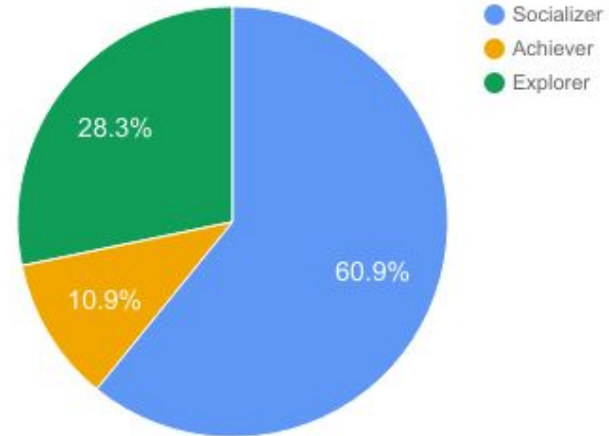


Question 3

As you walk toward the next town, you come to a split in the road. You notice a group of other adventurers calling out to you to come join them in their quest further down on one side of the road. You also notice on the other side, there is a mysterious and unexplored gigantic grove. What do you do?

- × Slip away, then stalk them for the rest of their quest. Deploy traps and obstacles for them. You love messing with others' heads.
- × Join the group of adventurers. You'll like the company and potential backup in sticky situations.
- × Head on down to the grove. Friends are overrated and the potential for new knowledge in the grove is calling out to you.
- × See what the group of adventurers wants, then head off to their quest alone. You don't want to share the treasure and the fame.

Do you want to join a group?

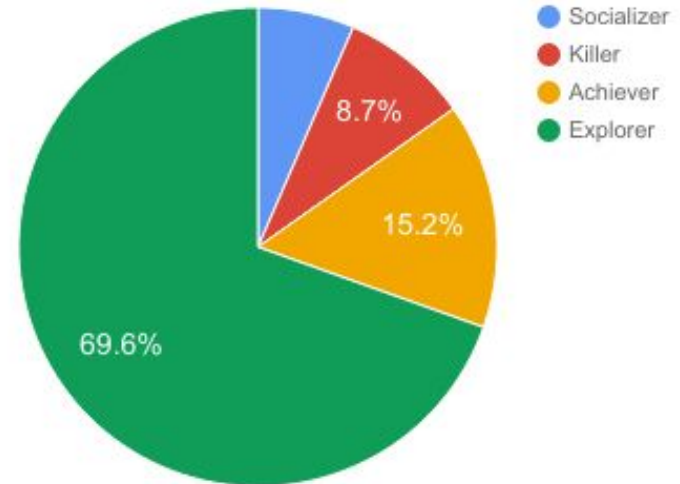


Question 4

On your quest to retrieve the Unorthodox Ukulele of Usurping, you notice a history book lying beside the ukulele explaining its history. What do you do?

- × Take it back to the bard, but bash him over the head with it once you get your reward. "Usurping" sounds like a delightful word and you've always wanted to learn how to play.
- × Take it back to the bard hoping it'll get you an in with the Bard's Guild...or at least get a song out of it. You need some entertainment.
- × Read the book. The title of ukulele sounds kind of ominous. You should know more about it before you hand it off to some bard.
- × Grab the ukulele. You got stuff to do and experience points to gain. Ain't nobody got time for reading.

Obtaining a mysterious object

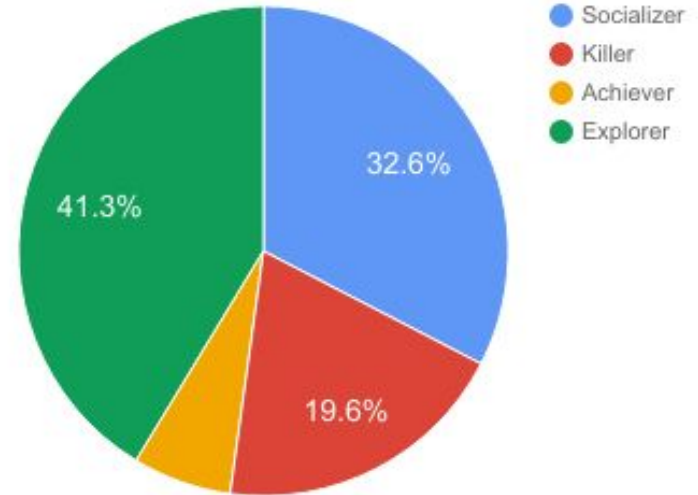


Question 5

A purple dragon is chasing you and a bunch of other players across the countryside. You all stole his gold and he isn't happy. What do you do?

- × Stop suddenly in the middle of a field as the dragon flies over you and turns to face you. You unleash your sword and shield ready to battle to the bloody end if necessary. Today is a good day to die. VALHALLA!!!
- × Convince everyone to work together and orchestrate the attack. It'll make everything soooooo much easier and you're a master battle planner.
- × Head down into a clearing you explored a while ago. You found a hidey hole no one else knows about. You can hide out and snipe that jerk with arrows and spells from a safe distance.
- × Try to steer the dragon away from the crowd. You can easily take him down with legendary weapons and don't want to share the loot he'll drop.

Being chased by a boss

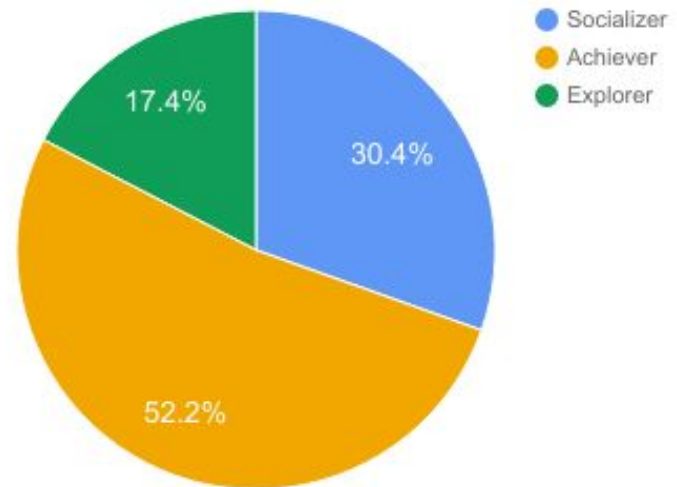


Question 6

As you enter the capital, where are you likely to go first?

- × Jail. You got caught setting fire to a caravan...again.
- × Go to the tavern. You're itching to catch up on the latest gossip, listen to some singing, and fill your belly full of mead.
- × The college's library. You need some peace and quiet for awhile and need to read up on new weapons and armor you've collected.
- × Go to the merchant's. They may have enchanted armor or weapons. Don't want to let other players get their greasy mitts on it first.

1st place you go in a new town

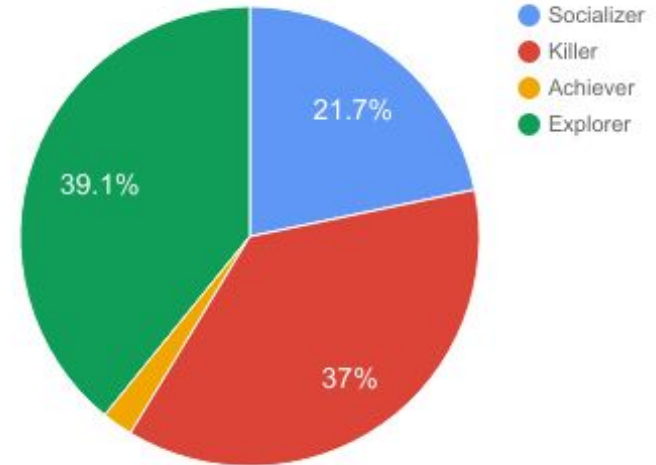


Question 7

The guilds in the capital are recruiting. Which one piques your interest more?

- × The Assassins' Guild. Stabby, stab, stab, stab. Also, poison.
- × The Bards' Guild. Nothing but booze, music, and good times.
- × The Mages' Guild. Just thinking about all the scrolls, books, and lore in their library makes you as giddy as a young maid.
- × The Thieves' Guild. Dat loot, tho.

What guild do you join?

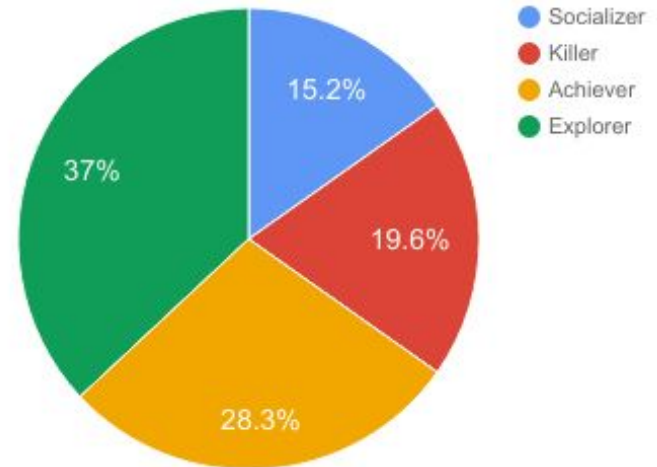


Question 8

You've defeated your enemies, seen them driven before you, and have heard the lamentation of their women. How did you get to this point?

- × My axe. It looks good in red...and hacking off my enemies limbs.
- × Through charisma. My wit and charm gets me out of the trickiest of situations.
- × My mind. Knowledge is power and it taught me tricks of how to get to the end quick.
- × My perseverance. I did everything I could for everyone I met and didn't take no for an answer.

What skills got you to the end?

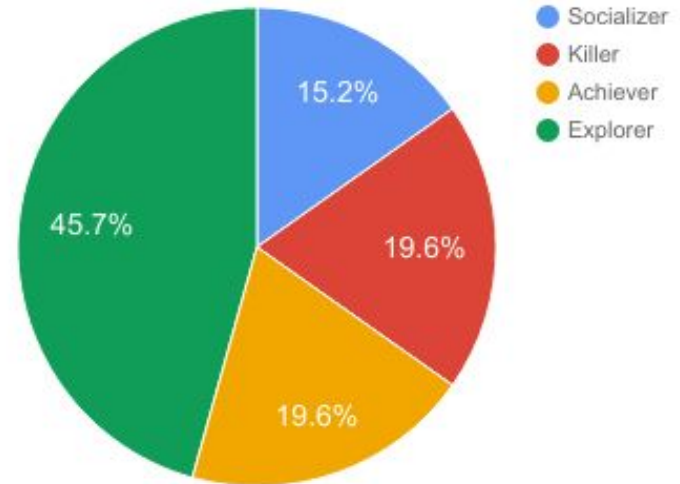


Question 9

Time to retire. What's next for you?

- × Use that Unorthodox Ukulele of Usurpation and claim my place as ruler of this kingdom.
- × Open a tavern. I want to hear stories from all over the world and meet new and interesting people. Also, booze!
- × Travel to another part of the world. There's so much left to do and see.
- × Buy a mansion in the capital and stock it with everything I got from my adventures. Also, swim in all my gold coins Ducktales style.

Game's done. What now?



Question 10

Open ended question on personal insights

- × I'm a female gamer that prefers story driven rpg but it needs to balance it with action- if I wanted a 20 minute cutscene I'd just watch a movie.
- × I play a lot of Total War which is a military strategy game, the way to play is maybe not necessarily take out everyone else but maybe hinder them so much they rely on you for everything because its all about power man. Also killing them the most efficient way possible is the way to go, no need for glory when you have to most men still alive at the end of the day.
- × I like to be quick and strong
- × I prefer persuasion, coercion, manipulation, stealth, and power when I play.
- × Try to fight as less as possible.
- × Battle
- × I avoid violent choices unless they're mandatory or the npc is a jerk.
- × Play it smart but love a little crazy now and then.
- × When I play a game I like to do so multiple times and with different play styles if the game allows it. I often choose which games I want to play based on their replay value.
- × all about the strategy!
- × I guess I'm kinda of a geek. Knowledge is power and might. It is better to work (or fight) smart than hard. Uh ... thanks for the Unorthodox Ukulele of Usurping
- × Loner
- × I love strategy-based games, but I'll never turn down a test of skill.
- × Spell spells

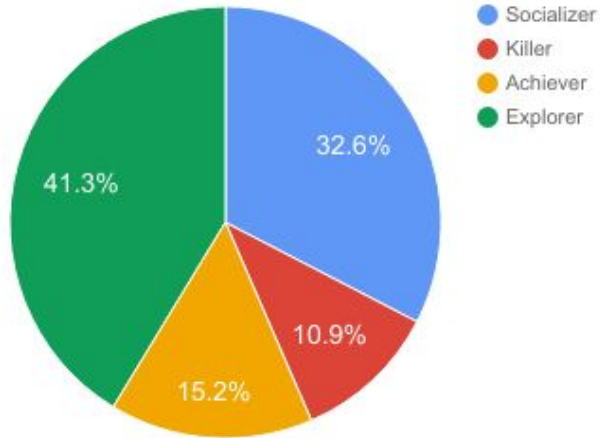
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Open ended question on personal insights

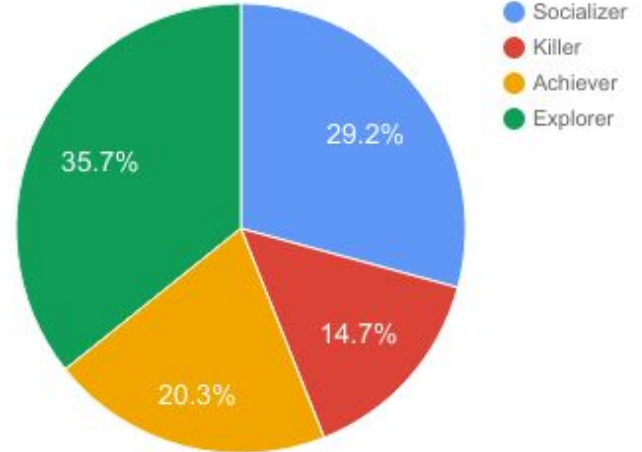
- x I can talk or entertain my way out of almost any situation
- x I prefer to use my hidey holes to hide the bodies from my 'exploring'
- x In D&D it largely depends on the group and DM.
- x **FUCKSHITUP**
- x wandering!
- x Conservatively when playing solo
- x I make it up as I go along.
- x I feel like I prefer to play in a way which portrays an ethical understanding, which represents how I could be a virtuous morally-good human, which allows me to solve problems through cleverness and wisdom, not just blind death and destruction!
- x Adventure Explore Talk Fight Kill
- x I tend to adapt my style to the game and individual situations, but I enjoy games where I can adventure and stumble upon different things in the game most of all.
- x **Smash all the things**
- x Strategic, cautious, explorer
- x Group > Solo
- x I like to learn about lore and do quests once, but repeating them on alts gets to be rather boring for me.
- x Magic, magic, chill with ppl, magic, and jumping around for no reason at all to music cause dat wubs, magic while jumping up and down to music for no reason.
- x **Snipe things that shouldn't be sniped**
- x I've always been a a casual gamer and love to explore the area. Whenever I have to make a choice (The Witcher 3/Knights of the Old Republic), I like going nice first and then replaying to see what happens when I go dark side.

End Results

Bartle types



Total number of type questions picked



Take Aways

What I can infer from the results:

- × Most people are a combo of Explorers and Socializers
- × People seem to play as their idealized self
- × People play good first, and play the complete opposite second
- × Killer/troll-like behavior isn't that common
- × Most people enjoy the social connections in a game

What I'm taking from this survey: the best type of game to make the most amount of people happiest is to create a game with a lot to learn and the ability to connect with others.