

KYSELYLOMAKE: FSD3547 VIDEOPELAAMINEN KORONAPANDEMIAN AIKANA: KYSELY 2020

QUESTIONNAIRE: FSD3547 PLAYING VIDEO GAMES DURING THE COVID-19 PANDEMIC: SURVEY 2020

Tämä kyselylomake on osa yllä mainittua Yhteiskuntatieteelliseen tietoaarkistoon arkistoitua tutkimusaineistoa.

Kyselylomaketta hyödyntävien tulee viitata siihen asianmukaisesti lähdeviitteellä.

This questionnaire forms a part of the above mentioned dataset, archived at the Finnish Social Science Data Archive.

If the questionnaire is used or referred to in any way, the source must be acknowledged by means of an appropriate bibliographic citation.

Detta frågeformulär utgör en del av den ovannämnda datamängden, arkiverad på Finlands samhällsvetenskapliga dataarkiv.

Om frågeformuläret är utnyttjat eller refererat till måste källan anges i form av bibliografisk referens.

Gaming Survey



Hi!

This is a survey for a scientific project organized by University of Jyväskylä, Finland. The purpose of the survey is to better understand gaming cultures, especially during COVID-19. The information is used only for non-commercial research. The survey is anonymous. Answering takes ~10 minutes. If your age is less than 15, you need to ask your parents for a permission to participate. The data managed under the EU's GDPR regulation. For more details, contact Veli-Matti Karhulahti: [information deleted]

or visit the following site that include the official research and privacy notice:

<https://www.jyu.fi/en/university/privacy-notice/research/scientific-research>

Thank you for your time :)

Gaming

1. How often do you estimate having played digital games during the last year? (E.g. console, computer, phone.) *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

2. How often do you estimate having played non-digital games during the last year? (E.g. card games, board games, puzzles.) *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

3. Mention one digital game you have played the most during the last month. *

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4. Mention one digital game you have played the second most during the last month. *

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How often do you play the following digital game types?

5. Action and role-playing games (e.g. Red Dead Redemption, Zelda, GTA, Skyrim, Mass Effect etc.)? *

- Not at all
- Rarely
- Sometimes
- Often
- Very often

6. Adventure games (e.g. Monkey Island, Heavy Rain, Walking Dead, To the Moon, Doki Doki Literature Club, etc.)? *

- Not at all

- Rarely
- Sometimes
- Often
- Very often

7. Puzzle games (e.g. Angry Birds, Bejeweled, Candy Crush Saga, Puzzle & Dragons, solitaire etc.)? *

- Not at all
- Rarely
- Sometimes
- Often
- Very often

8. Sports games (e.g. Gran Turismo, FIFA, NHL, Wii Sports, Football Manager etc.)? *

- Not at all
- Rarely
- Sometimes
- Often
- Very often

9. Strategy and construction games (e.g. Animal Crossing, Civilization, Cities Skylines, Minecraft, Clash of Clans, etc.)? *

- Not at all
- Rarely
- Sometimes
- Often
- Very often

Following and playing E-sports

10. I watch live esports matches online *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

11. I watch recorded esports matches online *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

12. I follow professional gamers' live-streams *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

13. I follow esports news sites *

- Not at all
- Less than once a month

- About once a month
- Weekly
- Daily

14. I follow esports conversations via forums and social media *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

15. I write about esports (e.g. fan pages, blogs, publications) *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

16. I buy esports merchandise *

- Not at all
- Less than once a month
- About once a month
- Weekly
- Daily

17. Which specific esports do you follow the most?

18. Do you have favorite team(s) in esports, what are they?

19. Do you have favorite player(s) in esports, who are they?

20. Do you have favorite live-streamer(s) in esports, who are they?

21. Do you play any esports on a ranked level, online/LAN tournaments, or competitive teams? *

- Yes
- No

22. If you play esports competitively, which game(s) do you play?

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23. If you play esports competitively, which tournament(s) have you participated?

24. If you play esports competitively, are you part of a team or do you participate in professional coaching?

Content producing

25. Do you live-stream your play? *

- Yes
- No

26. What platforms do you use for live-streaming?

- YouTube
- Twitch
- Mixer
- Vimeo

- Caffeine
- Console producers' own platforms
- Something else, what?

The restrictions and exceptional circumstances caused by the COVID-19 pandemic

27. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your gaming? *

- I play much less
- I play less
- No effect
- I play more
- I play much more

28.

In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your following and watching esports? *

- I follow much less
- I follow less
- No effect
- I follow more
- I follow much more

29. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your following and watching gaming live-streams? *

- I follow much less
- I follow less
- No effect

- I follow more
- I follow much more

30. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your following and watching traditional sports? *

- I follow much less
- I follow less
- No effect
- I follow more
- I follow much more

31. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your own physical exercise? *

- I move much less
- I move less
- No effect
- I move more
- I move much more

32. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your reading habits (novels, comics, nonfiction, other literature)? *

- I read much less
- I read less
- No effect
- I read more
- I read much more

33. In what way have the restrictions of movement and gathering (COVID-19 pandemic) affected your TV watching? *

- I watch much less
- I watch less
- No effect
- I watch more
- I watch much more

34. Have you noticed other changes regarding playing or following esports now when moving and seeing people is being restricted? (E.g. you play different games than normally, you play with different people than normally etc.)

Following traditional sports

35. How often do you watch traditional sports (in a normal situation before COVID-19 pandemic)? *

- Never
- Less than once a month
- About once a month
- Weekly
- Daily

36. What traditional sports do you follow and watch? *

37. How do you watch traditional sports? *

- By going to live physical events
- By watching them via television
- By watching them online

38. Almost all traditional sports events were cancelled during the COVID-19 pandemic. If you follow and watch traditional sports, how did you use the time that you earlier spent with traditional sports?

Background information

39. Birth year *

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- 1943
- 1942
- 1941
- 1940
- 1939 or older

40. Gender *

- Male
- Female
- Other
- I do not want to tell

41. Your country of current residence *

*

42. How many hours do you estimate spending on gaming (mobile, console, computer etc.)

weekly? *

*

43. In my opinion I play digital games ... *

- Not enough
- The right amount
- Too much
- So much that it is a problem for me