

Playtesting Survey 1

These are the questions that were given to the playtesters in order to analyse their response to the game. While not all of these questions are explicitly analysed in the accompanying research paper, all of them were used to help determine what was accessible and enjoyable about the gaming experience at each round of playtesting.

What gender do you identify with?

What is your age?

What is your profession?

What is your nationality?

How often do you play tabletop games?

What is your Test Name (Agree a single 'test name' with all the other players in your game, e.g. 'cabbages' and enter that word here)?

What date did you play this game?

How long did the game take you to play?

Did you finish the *Catan: Global Warming* game? If Not, why not?

Which end game scenario did you decide on?

How many players took part?

Did Anyone 'win' the game?

Did you 'win' the game?

What points total did the players finish on?

Have you played *Catan* before today?

Were the rules for *Catan: Global Warming* easy to follow?

Why did you think this about the rules?

Was the game fun to play?

How could the game be improved in terms of gameplay?

What did the game teach you about Global Warming and Climate Change?

Do you have any other comments?

Playtesting Survey 1

These are the questions that were used for the final round of blind playtesting. These questions were modified to focus attention on the clarity and effect of the rules.

What gender do you identify with?

What is your profession?

What is your nationality?

How often do you play tabletop games?

What is your Test Name (Agree a single 'test name' with all the other players in your game, e.g. 'cabbages' and enter that word here)?

What date did you play this game?

How long did the game take you to play?

Did you finish the *Catan: Global Warming* game? If Not, why not?

Which end game scenario did you decide on?

How many players took part?

Did Anyone 'win' the game?

Did you 'win' the game?

What points total did the players finish on?

Did you enjoy the game?

Have you played *Catan* before today?

Do the rules provide enough information?

Were any parts of the game hard to learn?

How many turns did you play before you felt comfortable with the rules?

Did your group use the Almanac?

Were the examples in the Almanac easy to follow?

Does the 'flip mechanic' create a feeling of diminishing resources?

Did discussions of the 'Fallow Period' and 'Intensified Production' allow for strategic decisions?

Do you have any other comments?