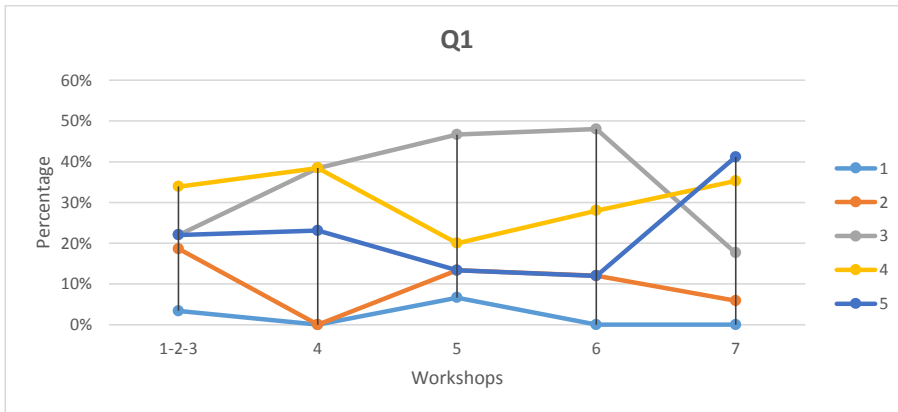
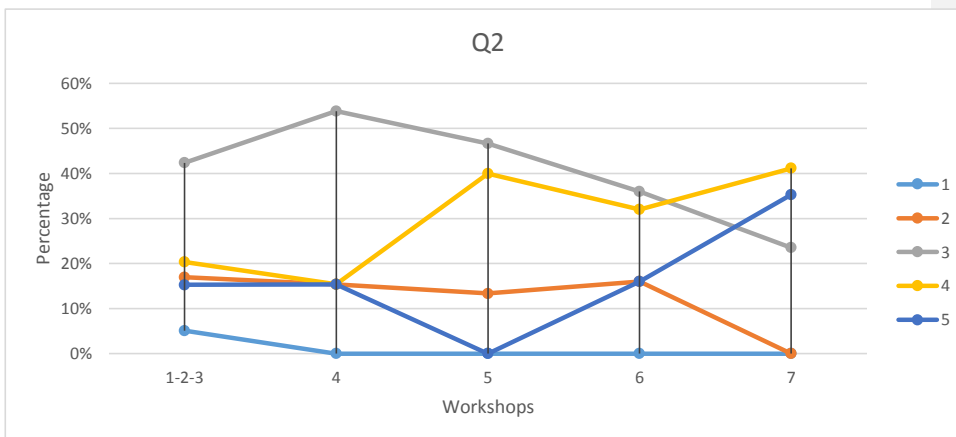


**Question 1: How satisfied are you with the graphics of the game?**



According to most players, the game graphics are the most important thing in a game. To meet this necessity, we concentrate on the game graphics. As seen from the chart, after the 5th workshop, percentage of 4 and 5 points have sharply increased. Throughout the design process, we emphasized the development of game graphics and tried to enhance the graphic quality. As a result, this survey analysis shows us that more than 75 percent of the participants attended to the 7th workshop is satisfied with the graphics of the game.

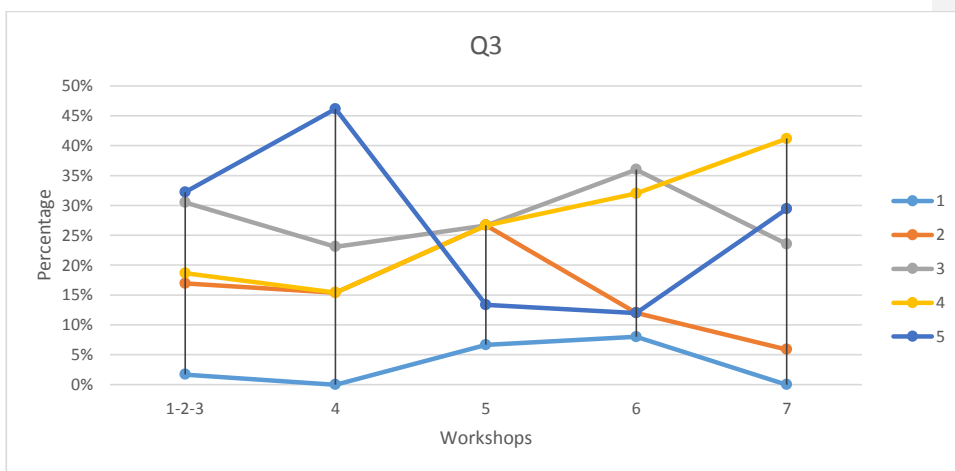
**Question 2: Are the tasks of the game effective and sufficient?**



Another significant stage of game design is deciding the game content. Taking full account of the long design process, we improved our game content in pursuant of the feedbacks. One can interpret the graph in several ways. Firstly, it shows that after the 5th workshop there is a quite reformation and improvement on the content of tasks. Secondly, 5th Workshop was made with

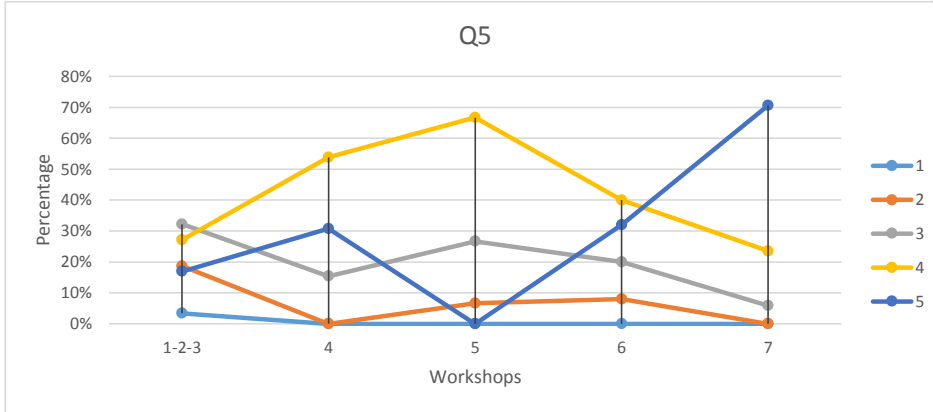
high school teachers and as seen from the line graph, the content of the game is not attractive for them, naturally. Nevertheless, 6th and 7th workshops were made with high school and university students which comprise our target group. The shape of the lines demonstrate that high school students and university students find our tasks effective and sufficient. A very large majority (more than 75 percent) of the last participants are pleased with the content.

**Question 3: How would you rate the sufficiency of the directives in the game?**



One of the most important part of the game design is the tutorials. To create a more playable game, it is mandatory to make players aware of the game mechanics. Throughout the project, the directions were changed a few times based on the feedbacks from the workshops. This line graph shows the fluctuation of the sufficiency of game directions. Before the project ends, we reached the highest satisfaction rate with the 70 points (total percentage of 4 and 5 points) by adding a tutorial page for each mini game and task.

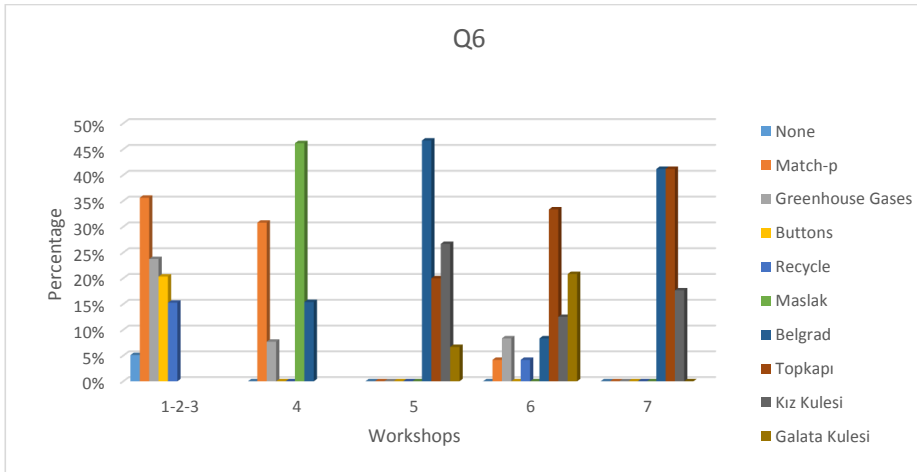
### Question 5: How satisfied are you with the menu of the game?



Biçimlendirilmiş: Sola, Satır aralığı: Birden çok 1,08 satır

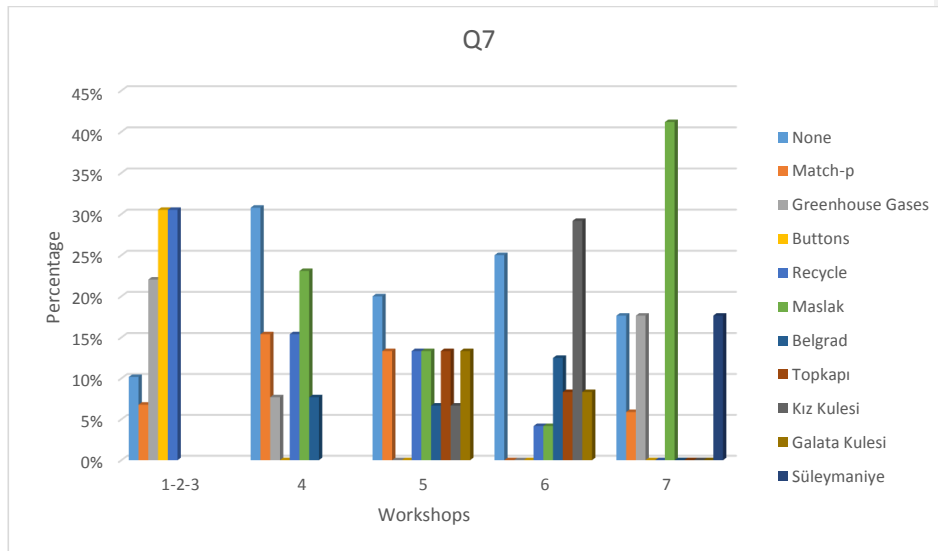
In the game CAMAPOLI, we created a different menu design when compared to the other games. We used the globally well-known Istanbul figures / icons to represent the mini games in the menu. It is very obvious that the most attractive and most popular part of the game is the menu design. After giving the last shape of the menu (after the 5th workshop) there is a huge increase in the amount of 4 and 5 points. Almost all participants (95 percent) are satisfied with the menu. Moreover, we decided to use our game menu image as the end-game screen using the workshop feedbacks.

### Question 6: What was your favorite task?



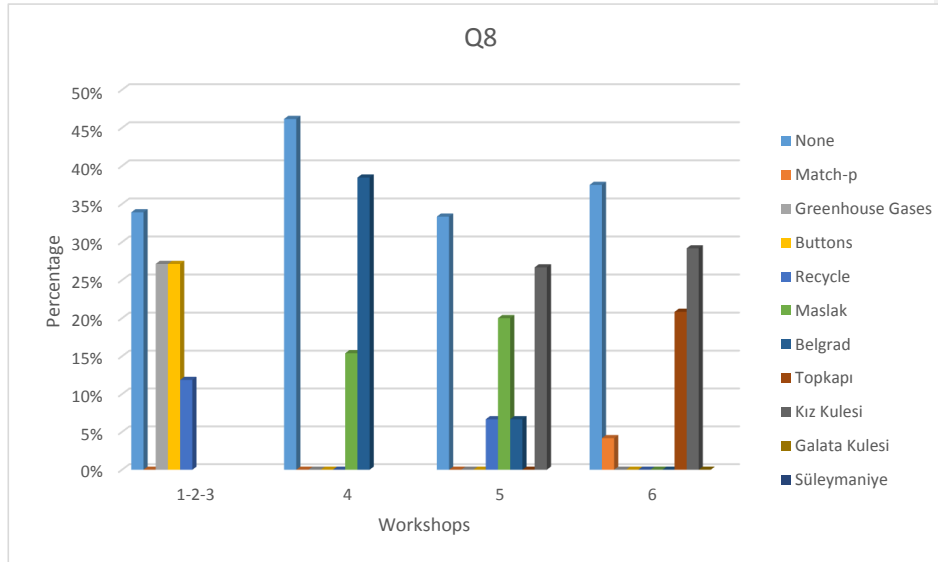
At the beginning of game design process, we took many feedbacks from the first three workshop participants. We changed our designs and mini games in compliance with their feedbacks. We added more attractive, colourful and full of action games to catch their attention. This graph shows that our mini game design process met our objectives. After we added catchier mini games, these new additions gained a place in the participants' favorited games. Especially; Belgrad, Topkapi and Kiz Kulesi mini games are very popular amongst our target group.

**Question 7: What was your most disliked task?**



Congruent with the results of the previous question (Q6), the Level 1 mini games contain the most disliked tasks. According to this graph, more than a fifth of participants find all tasks and mini-games pleasant. Each age group has different taste of game. This bar chart shows us that high school students prefer to play more full of action games like Belgrad and Topkapi mini games, while university students would like to play more stationary and knowledge based games.

### Question 8: Have you had any difficulties playing the game?



In the design process of game levels, it is very significant to adjust the degree of difficulty. The initial levels must be a bit easier than further levels in order to familiarise players to the game. Naturally, advanced levels of the game have some difficulties. Most of the participants find “Kız Kulesi” mini game the hardest one because of its mechanics. However, this is not an obstacle to make it to be one of the most favourite games when we look at the results of Question 6. Furthermore, a significant proportion of the participants did not have any difficulties.