

Appendix C

Questionnaire for Gamers (Professionals and Beginners)

Greetings

Thank you for participating in our study, which aims to unravel the intricate relationship between Venture Capital (VC) funding and the gaming experience from the perspective of gamers. Your unique insights as a professional or beginner in the gaming world are invaluable in comprehending how VC impacts consumer choices and shapes the plans of gaming startups.

This questionnaire is designed to capture your perceptions, preferences, and observations regarding VC-backed games and the adaptations made by startups based on consumer feedback. Your input will provide a holistic understanding of the evolving dynamics between VC investments and the gaming community.

Please share your thoughts openly and honestly, reflecting your personal experiences as a gamer.

Thank you for being a crucial part of this research.

Gamers Demographics

1. Please mention your location

2. Gaming Experience:

a. How would you categorize your gaming experience?

Mark only one oval.

Beginner (Less than 1 year)

Intermediate (1-5 years)

Advanced (5+ years)

3. **Professional Gamers:**

a. Are you a professional gamer?

Mark only one oval.

Yes

No

Venture Capital and Gaming Startups

4. Awareness of VC-Backed Gaming Startups:

a. Can you recall any gaming startups that have received significant VC funding?
(if yes, please mention)

Mark only one oval.

Yes

No

5. Influence of VC-Backed Games:

- a. How often do you actively seek out or prefer games developed by VC-backed gaming startups?

Mark only one oval.

Always

Often

Occasionally

Rarely

Never

6. Perception of Game Quality:

- a. In your opinion, does the involvement of VC funding impact the overall quality of games produced by startups?

Mark only one oval.

Positively

No negotiable impact

Negatively

7. Consumer Trust in VC-Backed Games:

- a. To what extent do you believe VC backing contributes to consumer trust in gaming startups?

Mark only one oval.

Significantly

Moderately

Slightly

Not at all

Impact on Gaming Experience

8. Game Innovation:

- a. Have you noticed any changes in game innovation as a result of VC funding in gaming startups?

Mark only one oval.

Increased

significantly

Increased

Remained the same

Decreased

Decreased significantly

9. Diversity in Game Content:

- a. How has VC funding influenced the diversity of game content available in the market?

Mark only one oval.

Expanded

significantly

Expanded

No noticeable change

Contracted

Contracted significantly

10. Accessibility of Games:

- a. Do you think VC funding has improved the accessibility of games to a wider audience?

Mark only one oval.

Yes

No



Maybe

Gamer Preferences and VC Impact

11. Preferred Game Types:

- a. Has VC funding influenced your preference for specific types of games (e.g., mobile, PC, console)?

Mark only one oval.

Yes

No

12. Influence on Game Features:

- a. In your gaming experience, have you observed any influence of VC funding on the inclusion of specific features in games?

Mark only one oval.

Yes

No

Startups Adapting to Consumer Demand

13. Awareness of Startup Adaptation:

- a. Are you aware of gaming startups adapting their plans based on consumer feedback or market trends?

Mark only one oval.

Yes

No

14. Impact of Consumer Feedback:

a. In your opinion, how responsive are VC-backed gaming startups to consumer feedback?

Mark only one oval.

Very responsive

Somewhat

responsive Neutral

Not very

responsive Not at

all responsive

15. Positive Changes from Consumer Perspective:

a. Which of the following you consider as positive changes in games that you attribute to startups adapting to consumer demands post-VC funding?

Mark only one oval.

Improved game mechanics and user experience

Increased focus on innovation and creativity

Enhanced game accessibility and inclusivity

More personalized and engaging game content

Impact on Gaming Community

16. Community Engagement:

- a. How has VC funding impacted the level of engagement and interaction within the gaming community?

Mark only one oval.

Increased

significantly

Increased

No noticeable

change Decreased

Decreased significantly

17. **E-sports and Competitive Gaming:**

- a. Have you noticed any changes in the e-sports or competitive gaming scene influenced by VC- backed startups?

Mark only one oval.

Yes

No

Maybe

Future Expectations

18. a. Considering the current trend, do you foresee your gaming preferences changing in the future, influenced by VC-backed startups?

Mark only one oval.

Yes

No

19. Expectations from VC-Backed Games:

- a. What expectations do you have from games developed by VC-backed startups in the future?

Mark only one oval.

- Integration of cutting-edge technology and innovation
- Emphasis on community engagement and social interaction
- Focus on creating immersive and interactive gaming experiences
- Expansion of gaming platforms and cross-platform compatibility

General Feedback

Overall Satisfaction

20. a. On a scale of 1-5, where 1 is highly dissatisfied and 5 is highly satisfied, how satisfied are you with the current state of VC-backed games in the market?

Mark only one oval.

- Highly dissatisfied
- Dissatisfied
- Neutral
- Satisfied
- Highly satisfied

Concluding Remarks

In conclusion, your valuable feedback will help us gain insights into the impact of VC funding on our gaming company and guide our future strategies. We appreciate your time and input in completing this questionnaire. Thank you for your participation! If you have any additional comments or suggestions, please feel free to share them with us.

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