

## Publication

### A diary study exploring game completion and player experience

#### ConferencePaper (Artikel, die in Tagungsbänden erschienen sind)

**ID** 2747512

**Author(s)** Mekler, Elisa D.; Tuch, Alexandre N.; Martig, Anja Lea; Opwis, Klaus

**Author(s) at UniBasel** [Opwis, Klaus](#) ; [Mekler, Elisa](#) ; [Tuch, Alexandre](#) ;

**Year** 2014

**Title** A diary study exploring game completion and player experience

**Book title (Conference Proceedings)** CHI PLAY 2014 : proceedings of the 2014 annual Symposium on Computer-Human Interaction in Play ; October 19-21, 2014, Toronto, ON, Canada

**Place of Conference** Toronto (Kanada)

**Publisher** ACM

**Place of Publication** New York

**Pages** S. 433-434

**ISSN/ISBN** 978-1-4503-3014-5

This work-in-progress describes a three-month diary study, exploring how 25 players experienced the puzzle platformer FEZ over several gaming sessions. Following each 30 - 60 minute gaming sessions, players wrote a diary entry describing their game experience and rated their intrinsic motivation. Preliminary findings showed that intrinsic motivation significantly decreased over the course of several sessions. Interestingly, while all players reported comparable experiences during the first few sessions, players who would later finish the game, were less likely to experience this loss of motivation, even before actual completion of the game. Further steps for data analysis are discussed.

**edoc-URL** <http://edoc.unibas.ch/dok/A6319297>

**Full Text on edoc** No;

**Digital Object Identifier DOI** 10.1145/2658537.2661304