

The Five Factor Player Traits Scale

SOCIAL ORIENTATION:

1. I like to interact with other people in a game.
2. I often prefer to play games alone. (R)
3. I don't like playing with other people. (R)
4. I like to play online with other players.
5. I like games that let me play in guilds or teams.

AESTHETIC ORIENTATION:

1. I like games which make me feel like I am actually in a different place.
2. I like games with detailed worlds or universes to explore.
3. I often feel in awe with the landscapes or other game imagery.
4. I like to customize how my character looks in a game.
5. I like to spend some time exploring the game world.

NARRATIVE ORIENTATION:

1. I enjoy complex narratives in a game.
2. I like games that pull me in with their story.
3. I usually skip the story portions or the cutscenes when I am playing. (R)
4. I feel like storytelling often gets in the way of actually playing the game. (R)
5. Story is not important to me when I play games. (R)

CHALLENGE ORIENTATION:

1. I enjoy highly difficult challenges in games.
2. I usually play games at the highest difficulty setting.
3. I like it when games challenge me.
4. I like it when progression in a game demands skill.
5. I like it when goals are hard to achieve in games.

GOAL ORIENTATION:

1. I usually do not care if I do not complete all optional parts of a game. (R)
2. I feel stressed if I do not complete all the tasks in a game.
3. I like to complete all the tasks and objectives in a game.
4. I like completing games 100%.
5. I like finishing quests.

INSTRUCTIONS FOR SCORING

- Ideally, items should be presented to participants in random order and without naming the player traits. Use an agreement Likert scale with 7-point for more precision, or with 5-point for a shorter survey.
- The items marked with an (R) need to be reversed before scoring.
- To score each Player Trait, just take the average of the Likert scale responses from the five items belonging to each trait, after reversing the items marked with (R).

REFERENCES

If you use this scale, please cite the following paper:

Gustavo F. Tondello, Karina Arrambide, Giovanni Ribeiro, Andrew Cen, and Lennart E. Nacke. 2019. "I don't fit into a single type": A Trait Model and Scale of Game Playing Preferences. In *Proceedings of INTERACT 2019, LNCS 11747*. Springer. doi:10.1007/978-3-030-29384-0_23

Additional information: <http://hcigames.com/player-traits/>