

# 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/>