Meetings & Gaming

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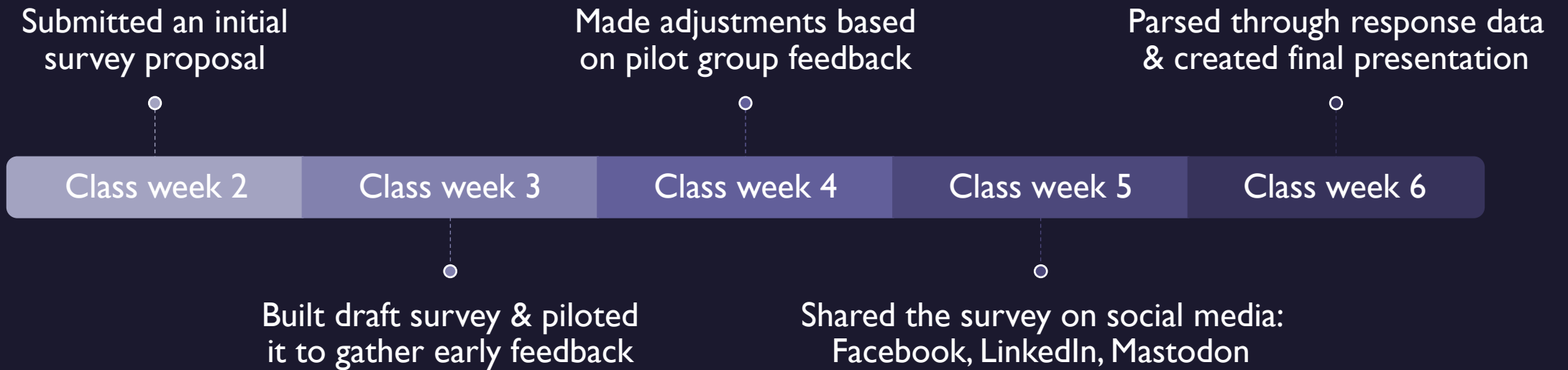
TECM 5750 | Spring 2023

photo credit

Executive summary

At Microsoft, my job is to <u>build games</u> that run within Teams. I wanted to gain insight into what we might create next.

At the time of this writing, there were 105 total respondents. People claimed to prefer board games, but survey data shows they tend to play video games far more frequently.

<u>photo credit</u>

Meetings & Gaming survey timeline

Submitted an initial
survey proposal

Made adjustments based
on pilot group feedback

Parsed through response data
& created final presentation

| Class week 2 | Class week 3 | Class week 4 | Class week 5 | Class week 6 |

Built draft survey & piloted
it to gather early feedback

Shared the survey on social media:
Facebook, LinkedIn, Mastodon

Research methodology

I built a survey using Qualtrics that started with three simple questions:

- Do you use meeting apps?

- Do you enjoy video games?

- Do you enjoy board games?

From there, I presented more questions on each category if applicable. I also prompted respondents to enter their favorite games and describe what they like/dislike about them.

Findings

The top three *video* game categories were:

1. Word games
2. Puzzles
3. Action RPG

The top three *board* game categories were:

1. Party games
2. Cards
3. Word games

Zoom was the most popular meeting app, followed by Teams.

Respondents tend to meet online with coworkers several times per week. They like the convenience and feel productive; but said there are too many meetings overall.

More people claimed they prefer *board* games, but data indicates that respondents spend far more time playing *video* games.

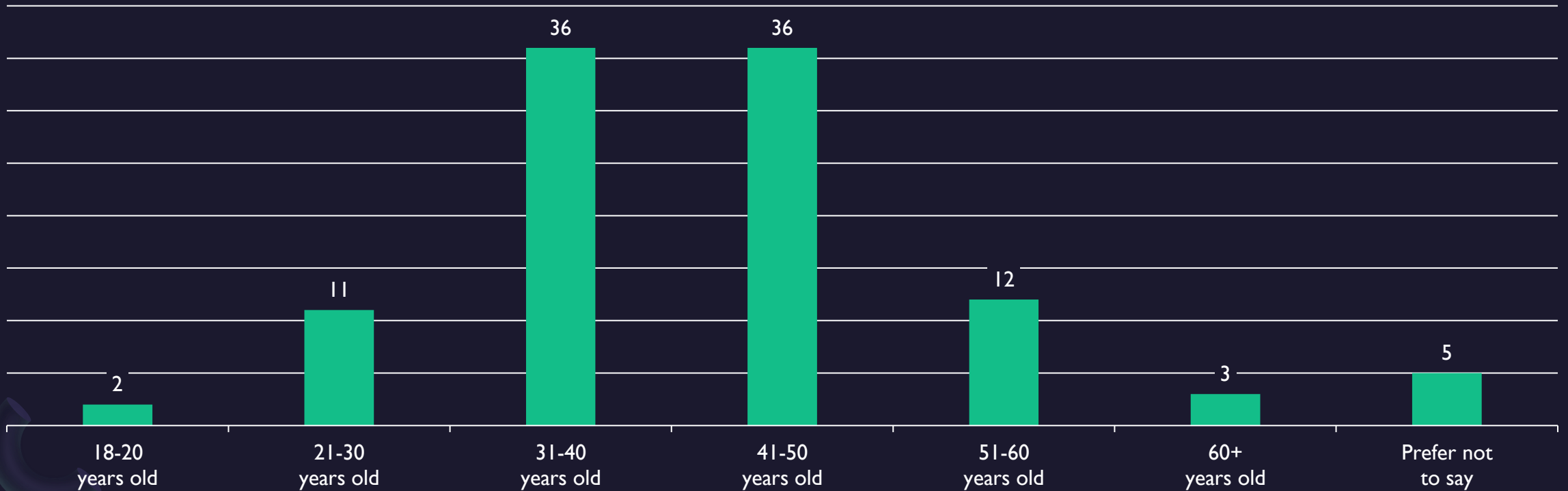Breath of the Wild and Settlers of Catan were popular answers as write-ins for people's favorites.

Demographics

I wanted to get a sense of how old each respondent is, and whether this correlates to their usage of meeting apps or games.
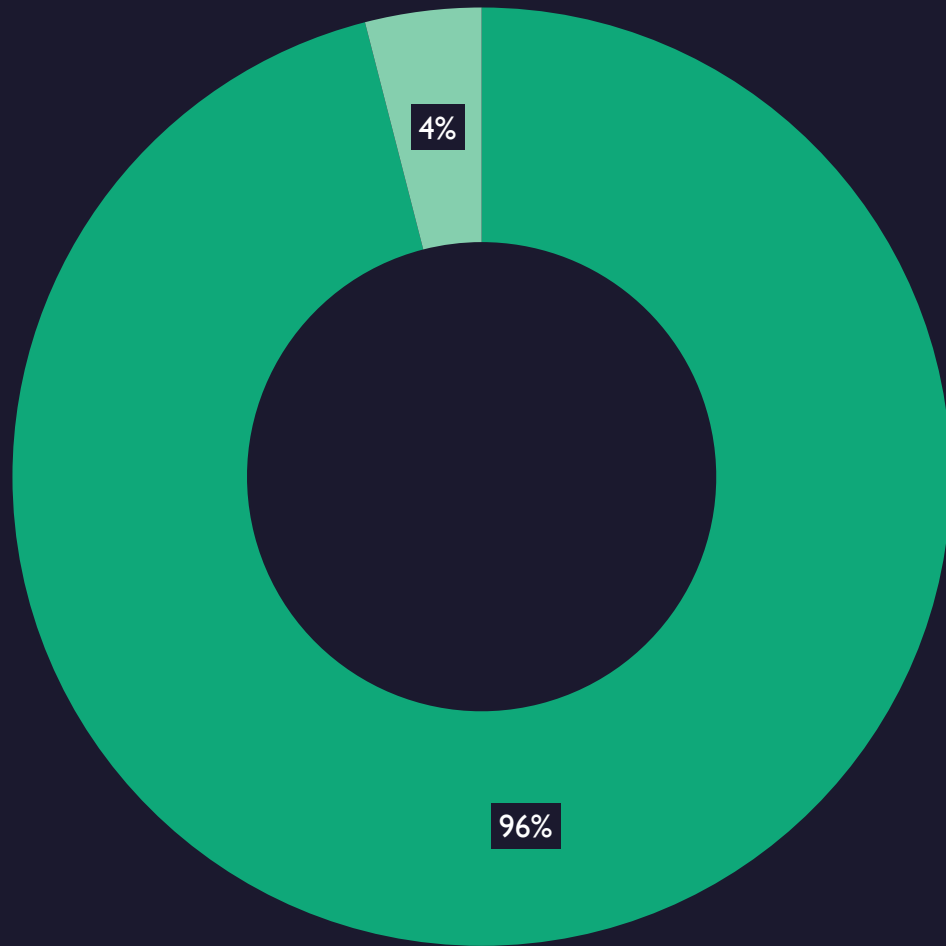
Q1: How old are you?

Age of survey respondents

|						
2	11	36	36	12	3	5
18-20 years old	21-30 years old	31-40 years old	41-50 years old	51-60 years old	60+ years old	Prefer not to say

Intro questions

The logic of each intro question was conditional. If respondents answered "yes" then a more extended set of survey questions was presented to them.
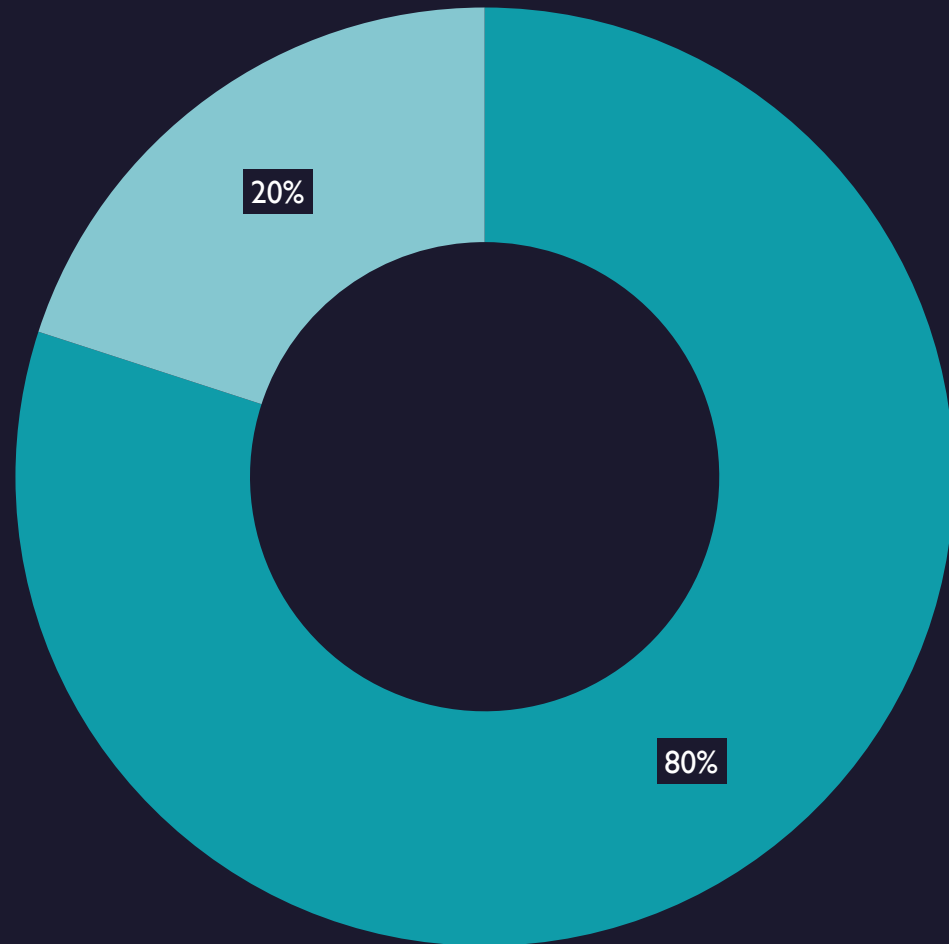
4%

96%

YES NO

Q2: Do you have online meetings with friends, family, and/or coworkers?

Q3: Do you enjoy **video** games?

31%

69%

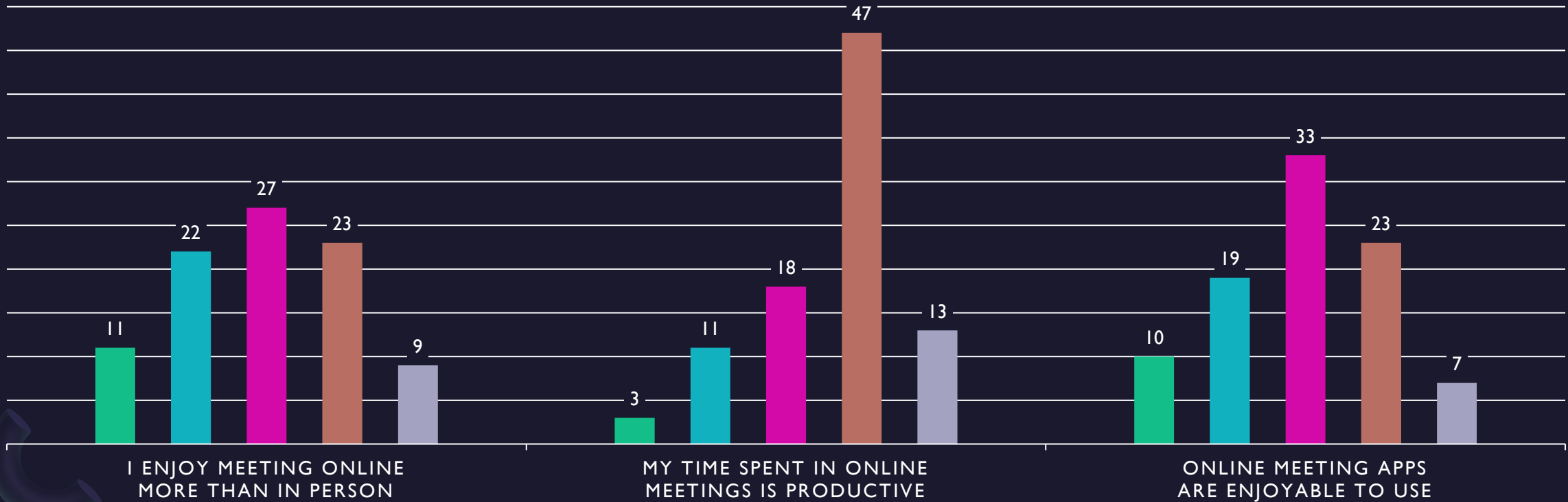■ YES ■ NO

20%

80%
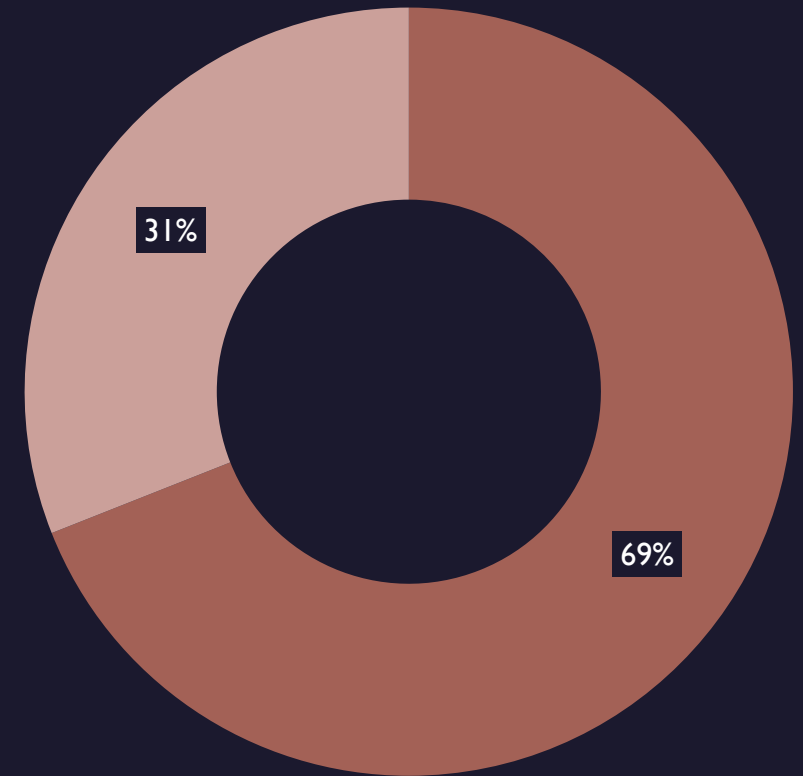
■ YES ■ NO

Q4: Do you enjoy **board** games?

Online meetings

The following set of questions pertain to those who answered "yes" when asked if they use online meeting apps.

# Q5: Rank the following statements

■ Strongly disagree ■ Somewhat disagree ■ Neutral ■ Somewhat agree ■ Strongly agree

I ENJOY MEETING ONLINE MORE THAN IN PERSON
- Strongly disagree: 11
- Somewhat disagree: 22
- Neutral: 27
- Somewhat agree: 23
- Strongly agree: 9

MY TIME SPENT IN ONLINE MEETINGS IS PRODUCTIVE
- Strongly disagree: 3
- Somewhat disagree: 11
- Neutral: 18
- Somewhat agree: 47
- Strongly agree: 13

ONLINE MEETING APPS ARE ENJOYABLE TO USE
- Strongly disagree: 10
- Somewhat disagree: 19
- Neutral: 33
- Somewhat agree: 23
- Strongly agree: 7

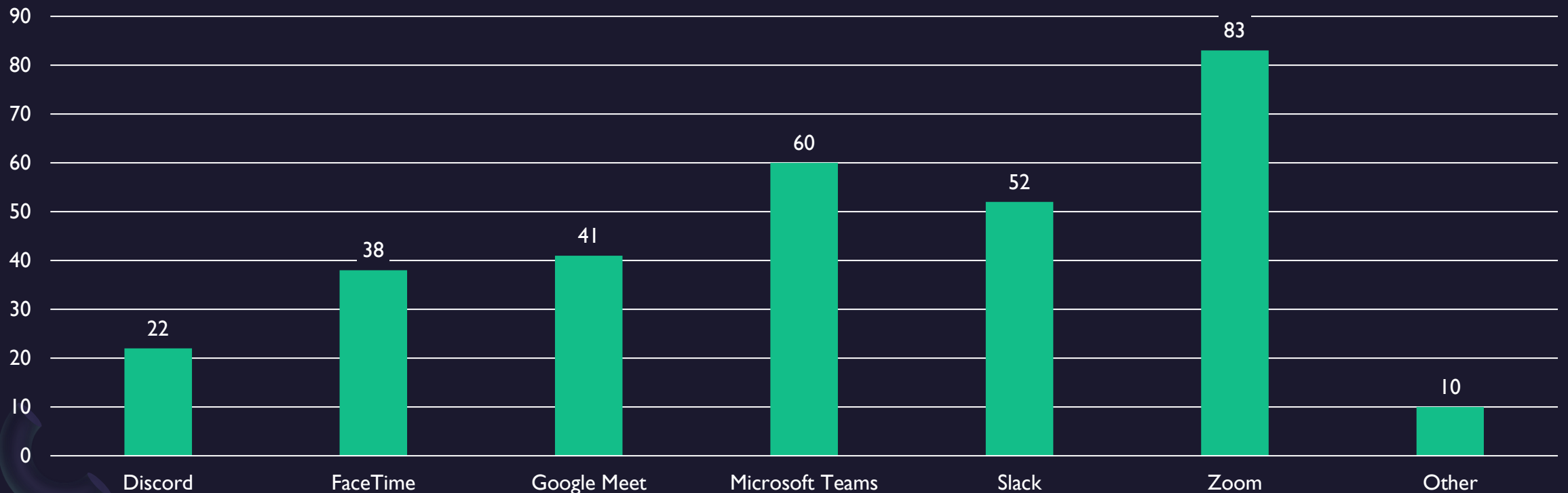# Q6: How often do you have online meetings?

Respondents who answered "yes" to meeting online

5%

8%

25%

62%
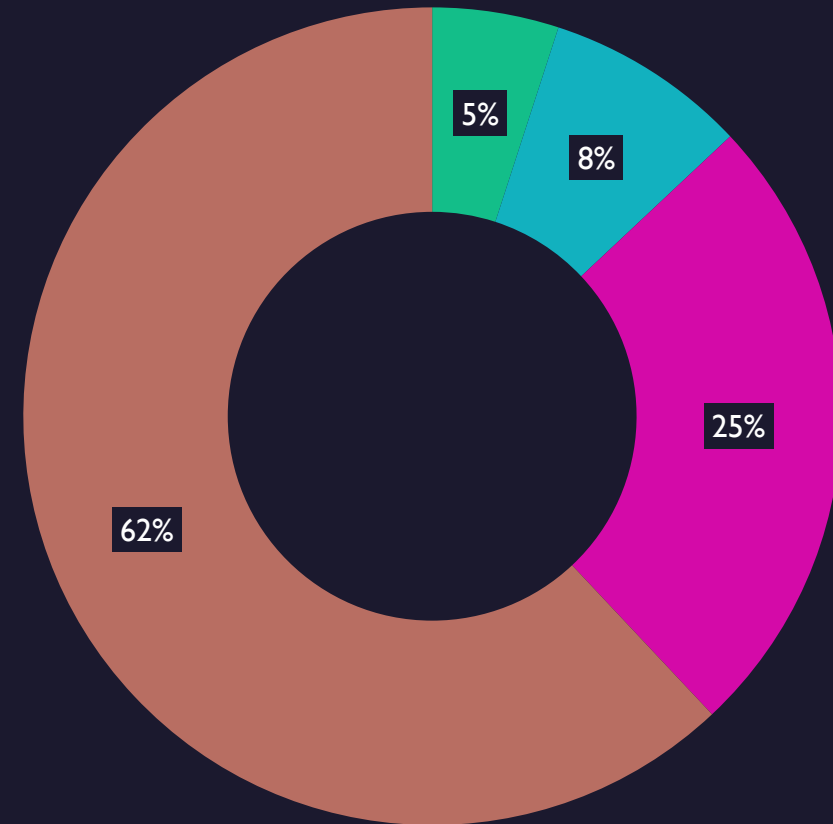
■ A few times per year   ■ A few times per month   ■ A few times per week   ■ Every day

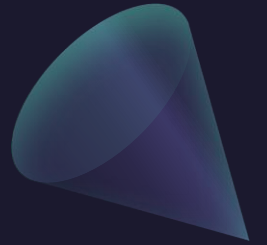# Q7: Which of the following online meeting apps do you use?

Respondents could choose multiple answers
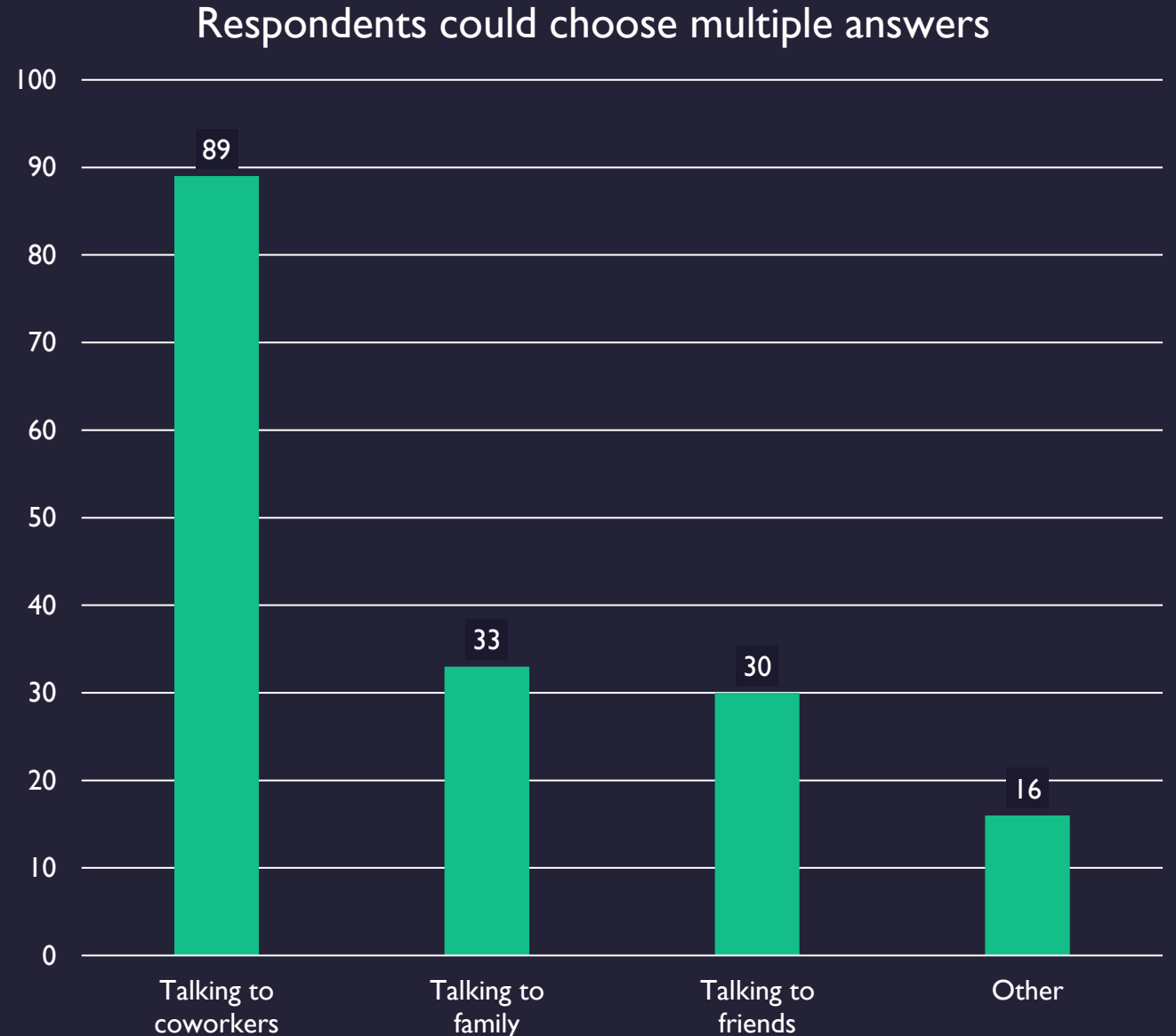
Q7: Other meeting apps

RESPONDENTS SAID…

- Around.co

- BigBlueButton

- Figma Huddle

- Instagram Direct Messenger

- Jitsi Meet

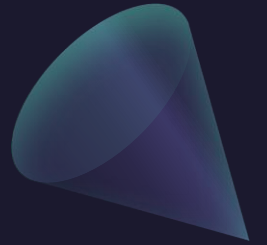- Oculus Quest

- RingCentral

- Signal

- Skype

- Webex

Q8:

Generally, what is the purpose of your online meetings?

Respondents could choose multiple answers

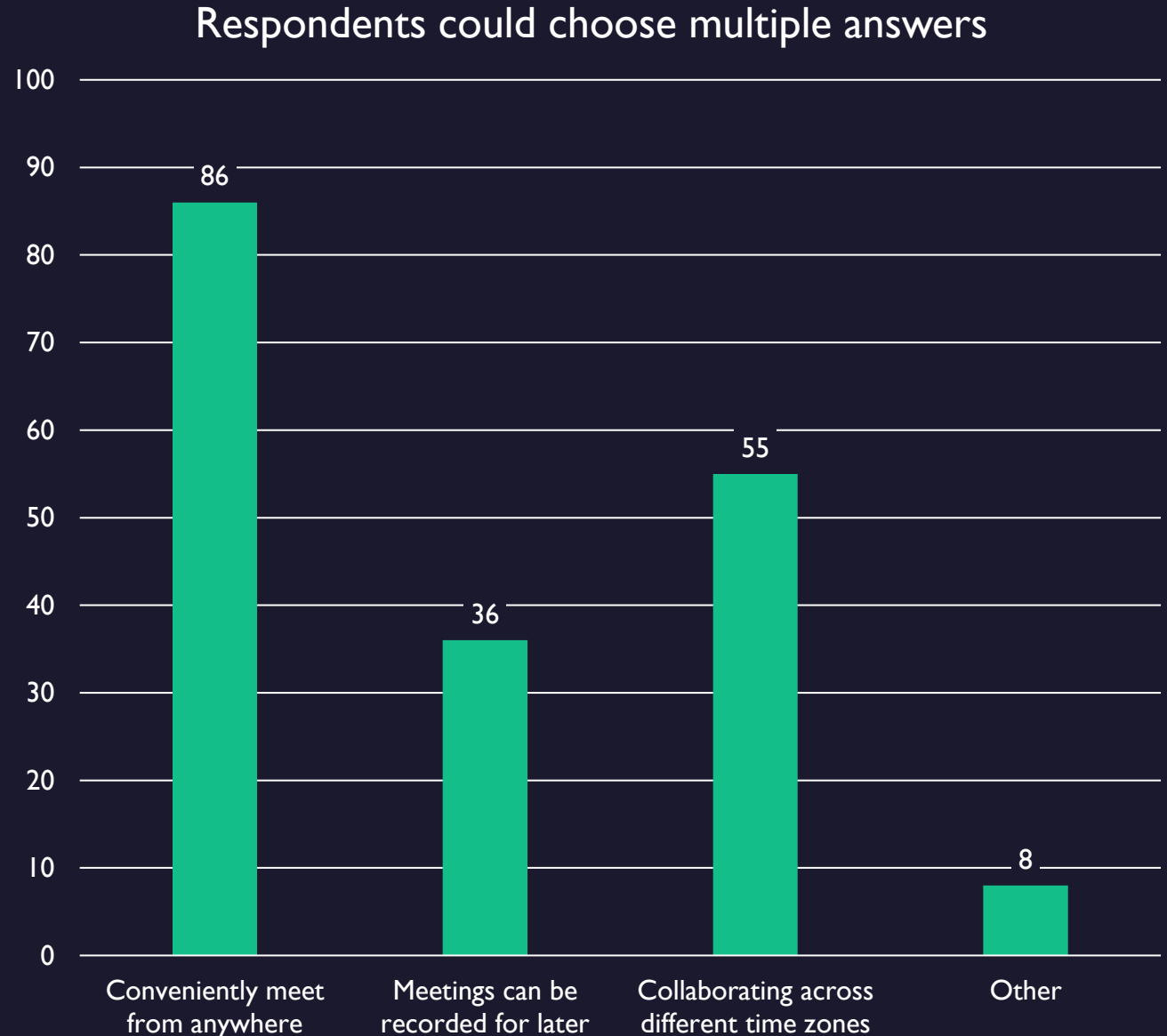| Category	Value
Talking to coworkers	89
Talking to family	33
Talking to friends	30
Other	16

Q8: Other meeting purposes

RESPONDENTS SAID…

- Board games.

- Class projects.

- Mental health therapy.

- Mentoring.

- Networking.

- Online interest groups.

- Open-source projects.

- Role-playing games.

- Talking to clients.

Q9: What do you like **most** about online meetings?

Respondents could choose multiple answers

86	36	55	8
Conveniently meet from anywhere	Meetings can be recorded for later	Collaborating across different time zones	Other

Q9: Online meetings - likes 👍

RESPONDENTS SAID…

- At home, familiar environment.

- Can mute or go off camera.

- Easy to step away (bathroom break).

- Live transcriptions.

- No commute.

- No travel logistics.

- See visual reactions, when on video.

- Skip booking a conference room.

Q10: What do you like **least** about online meetings?

Respondents could choose multiple answers
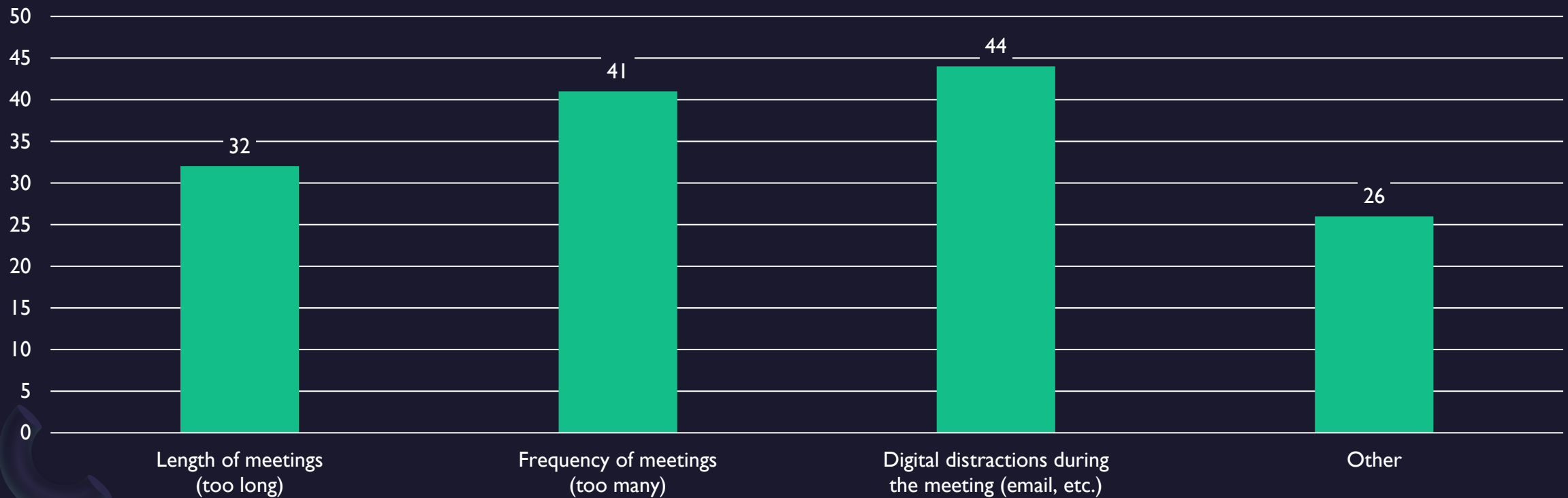
Q10: Online meetings - dislikes 👎

RESPONDENTS SAID…

- Attendees not focused.

- Crosstalk and interruptions.

- Flow of conversation is unnatural.

- Hard to maintain eye contact.

- Lack of attendee participation.

- Prefer in-person experiences.

- Staring at screens for a long time.

- 🤬 Their very existence runs against the grain of everything that we know contributes to wholistic health.

Q11: Making meetings more enjoyable

RESPONDENTS SAID…

- Agenda with clear purpose outlined.

- Async video (Loom & TikTok).

- Better video resolution and framerate.

- Encourage attendees to be concise.

- Interactive to-do list on screen.

- Mute all except for presenters.

- Record resulting action items.

- Stick to a schedule and itinerary.

- 🤔 Permanent options based on meeting type (work, personal) — displaying chat, audience, sharing, etc.

Video gaming

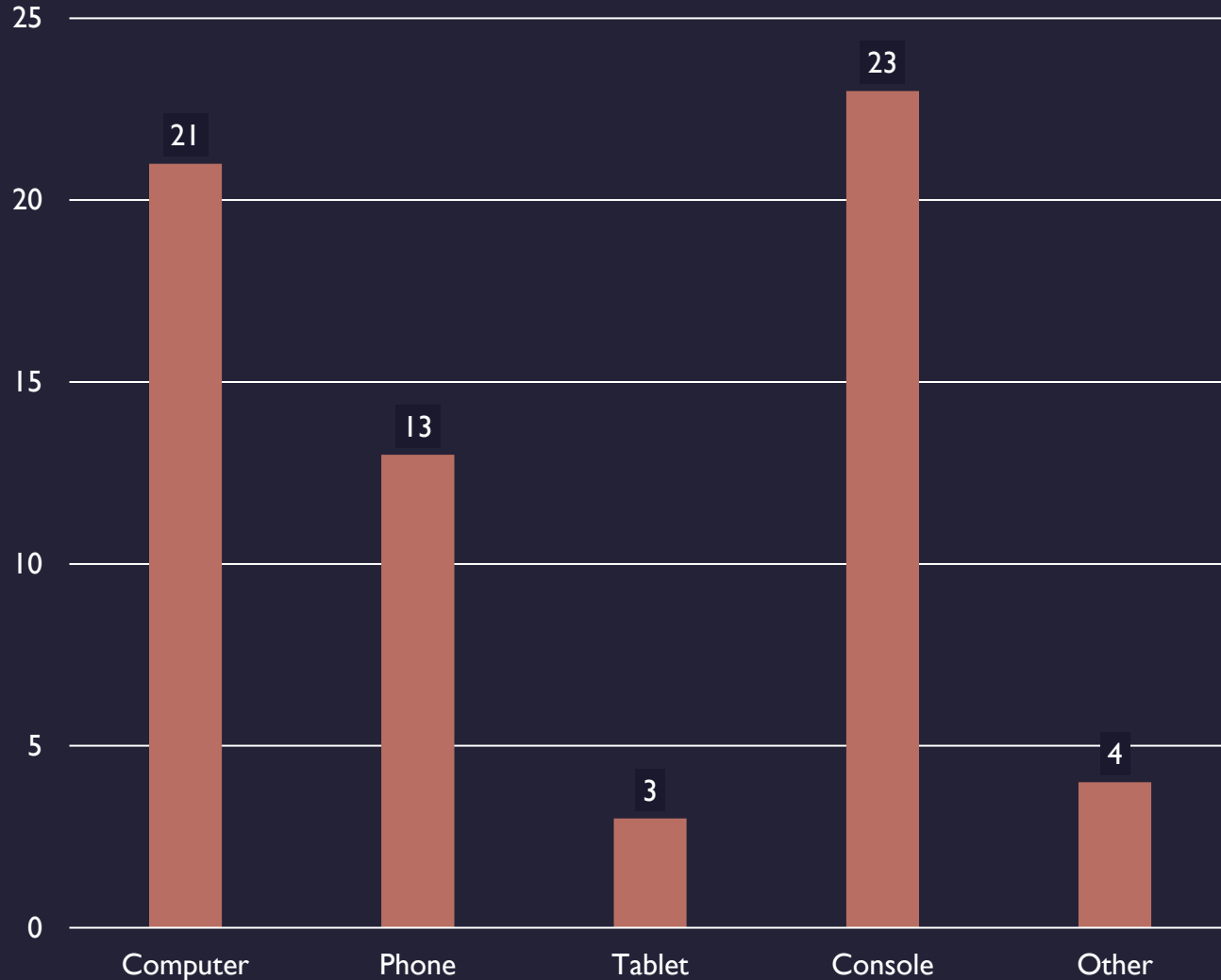The following set of questions pertain to those who answered "yes" when asked if they enjoy playing *video* games.

Q12: How often do you play **video** games?

Respondents who answered "yes" to playing *video* games

	A few times per year	A few times per month	A few times per week	Every day
	8	6	31	19
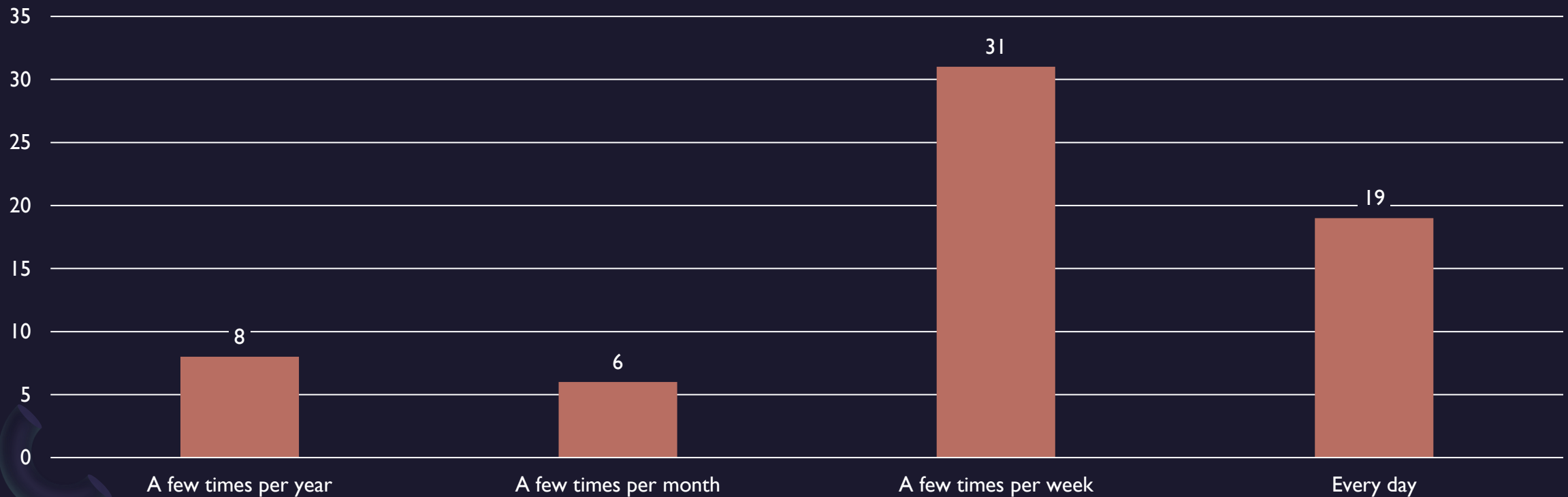
Respondents who answered "yes" to playing *video* games

Q13: How do you prefer to play video games?

Q13: Other ways to play **video** games

RESPONDENTS SAID…

- No preference.

- I play on both console and phone.

- I play on both console and computer.

- I play *video* games a few times per year, but I play digital *board* games on my iPad (or computer) daily.

⬅ ASIDE: It is interesting how this respondent made a distinction between *video* games and digital *board* games.

Q14: What **video** game genres do you enjoy?
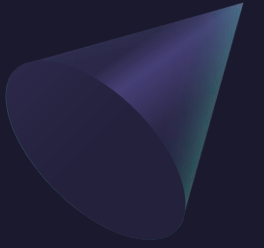
Respondents could choose multiple answers
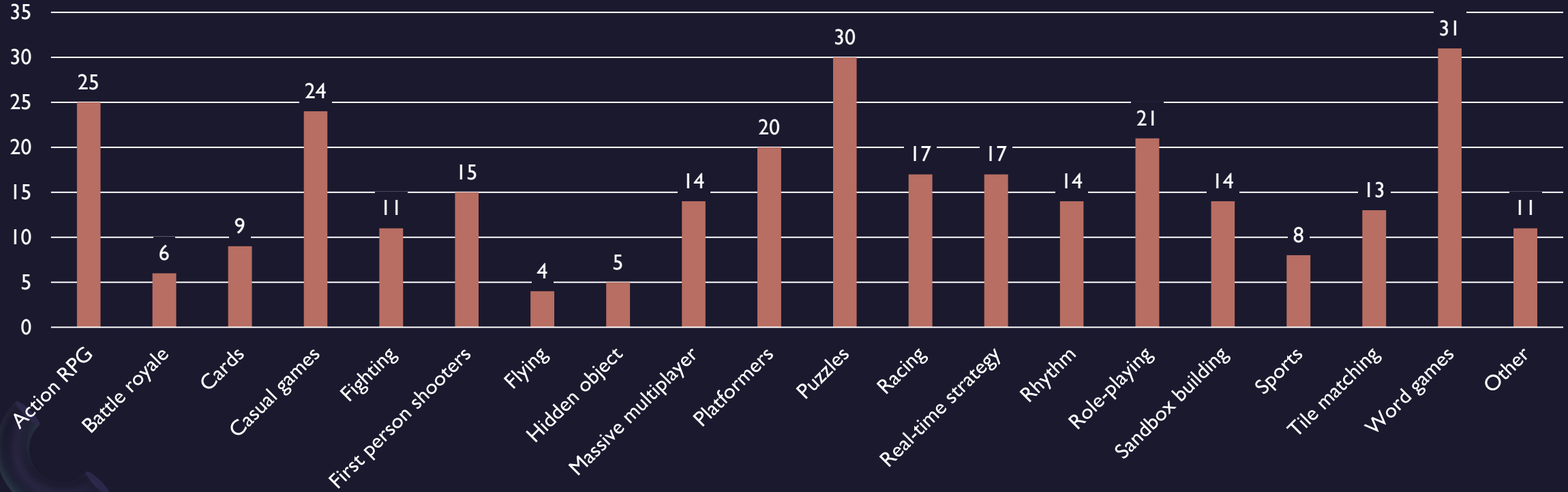
Q14: Other fun **video** game genres

RESPONDENTS SAID…

- Adventure.

- Economy & resource management.

- Mobile games.

- Narrative (The Stanley Parable).

- Stealth.

- Story-driven horror RPGs.

- Turn-based games:

  Anteform, Ascendancy, Battle for Wesnoth, FreeOrion, Queen's Wish, Remnants of the Precursors, Skylight (VR), Ultima, etc.
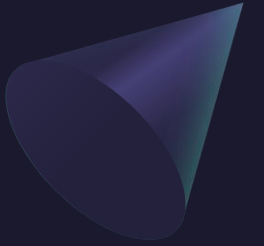
Q15: Favorite **video** game (1)

RESPONDENTS SAID...

- Baba Is You

- Call of Duty: Black Ops

- Chess

- Civilization

- Creeper World 2

- Destiny

- Diablo II

- Diddy Kong Racing

- Dishonored

- Division II

- Doom II

- Dwarf Fortress

- Elite Dangerous

- Fire Emblem: Awakening

- Genshin Impact

- Guild of Thieves

- Halo

- Harry Potter

- Hill Climb Racing 2

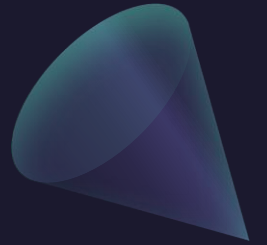- Hogwarts

- Hollow Knight

Q15: Favorite **video** game (2)

RESPONDENTS SAID…

- Journey

- League of Legends

- Lego City Undercover

- Minecraft

- Mortal Kombat

- NHL 23

- Nonogram

- Overwatch

- Portal

- Royal Match

- Rust

- Satisfactory

- Skyrim

- Sniper Elite 4

- Spelunky

- Star Wars: The Old Republic

- Stardew Valley

- Super Mario Galaxy

- Super Mario Kart

- Super Mario World

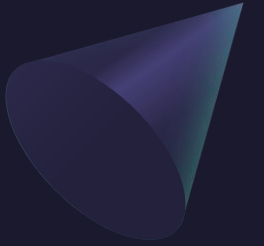- Tetris

Q15: Favorite **video** game (3)

RESPONDENTS SAID…

- The Legend of Zelda: Breath of the Wild

- The Sims 4

- Two Dots

- Unravel Two

- Valheim

- Virtual Pinball

- Words with Friends

- World of Warcraft

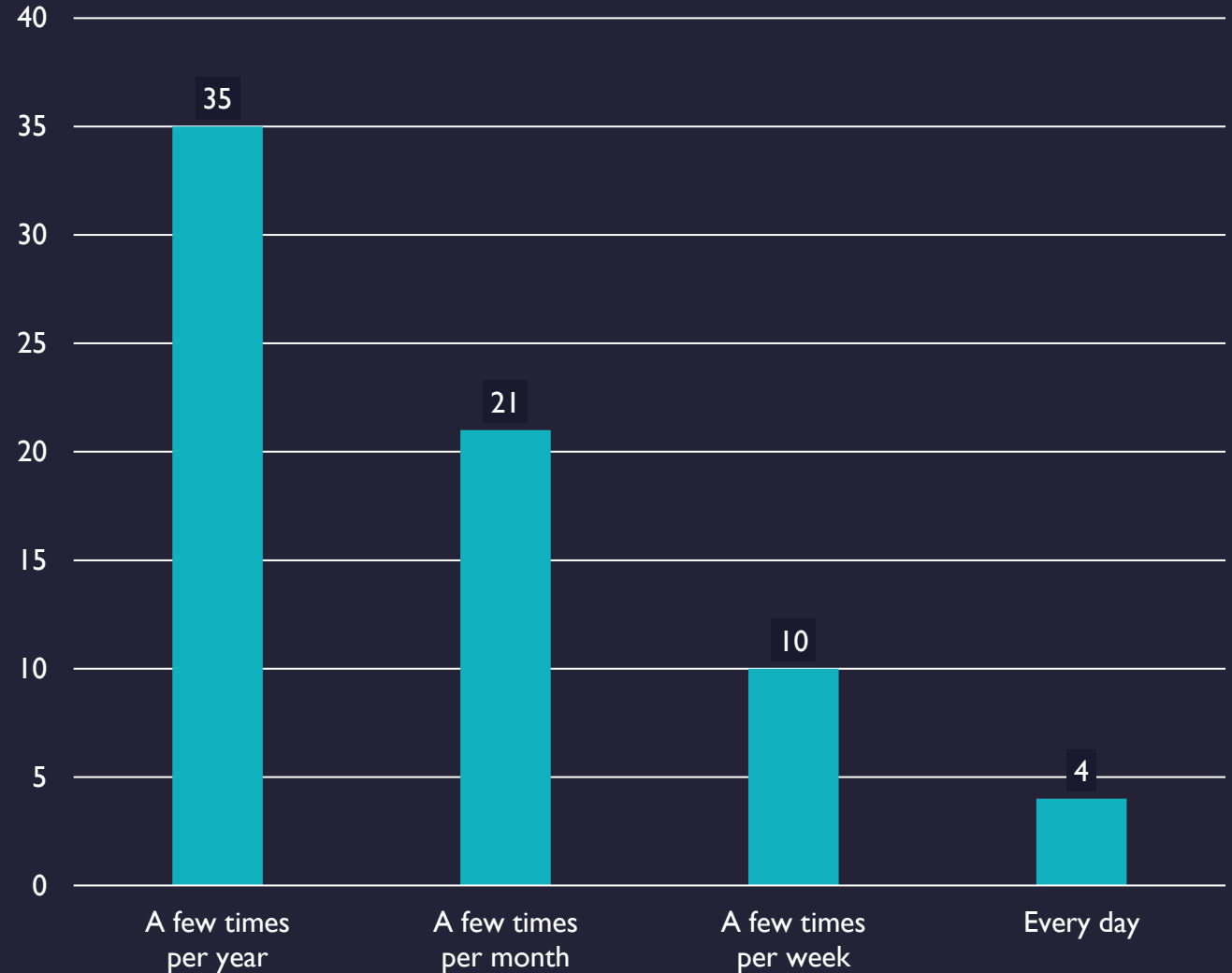# Q18: Making **video** games more enjoyable

RESPONDENTS SAID…

- Add native Linux support.

- Being younger, because enjoyment fades with age.

- Better accessibility.

- Better quality response rates.

- Co-op story with a chat feature.

- Different approaches.

- Easier re-onboarding, for returning players.

- Friendly people, not snarky.

- Functionally endless content.

- Games to "hang out" with friends.

- Less bugs in games.

- More competitive trivia games.

- More console games on PC.

- More interaction, deeper LLM (artificial intelligence) integration.

- More textual role-playing.

- More time to play them.

- My job gets in the way of leisure.

- Open world with less violence.

- Play how you want, not only "meta."

- Simpler graphics.

- Truly fair playing field.

Board gaming

The following set of questions pertain to those who answered "yes" when asked if they enjoy playing **board** games.
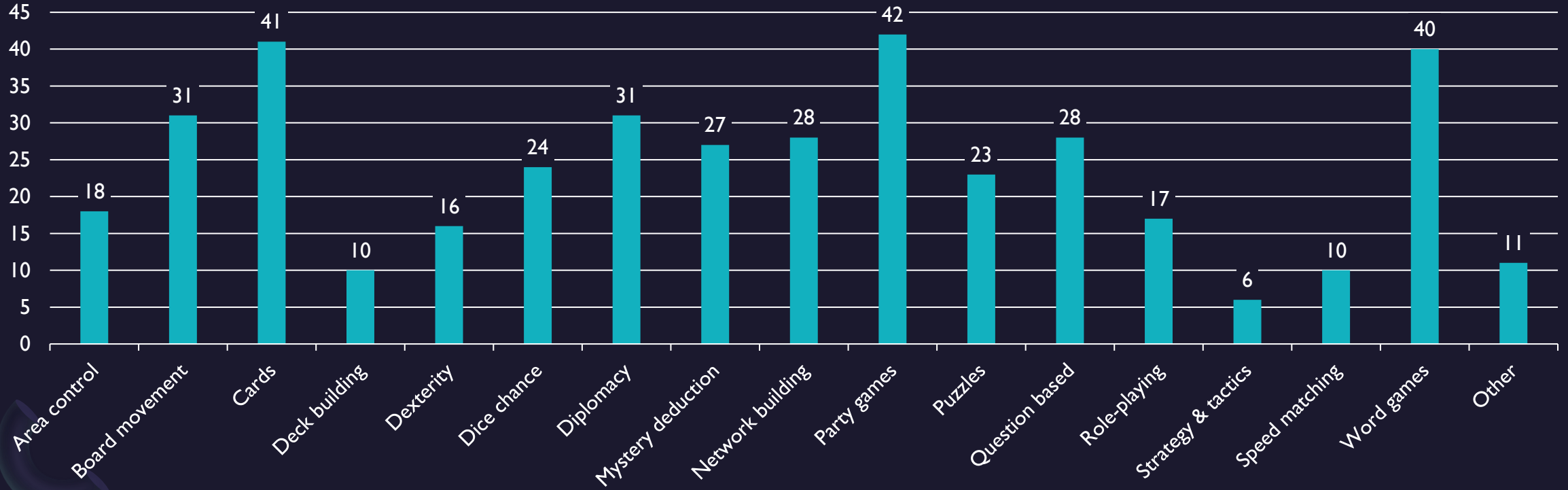
Q19: How often do you play **board** games?

Respondents who answered "yes" to playing *board* games

Category	Value
A few times per year	35
A few times per month	21
A few times per week	10
Every day	4

Q20: What **board** game genres do you enjoy?

Respondents could choose multiple answers

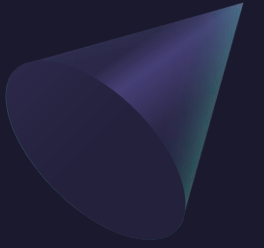| Genre	Value
Area control	18
Board movement	31
Cards	41
Deck building	10
Dexterity	16
Dice chance	24
Diplomacy	31
Mystery deduction	27
Network building	28
Party games	42
Puzzles	23
Question based	28
Role-playing	17
Strategy & tactics	6
Speed matching	10
Word games	40
Other	11

Q20: Other fun **board** game genres

RESPONDENTS SAID…

- Canvas

- Chess

- Cooperative

- Dungeon crawler

- Engine building

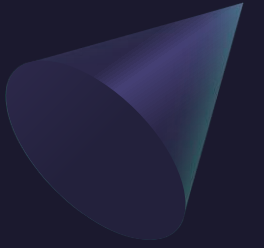- Push your luck

- Tile placement

- Worker placement

Q21: Favorite **board** game (1)

RESPONDENTS SAID...

- Azul

- Blokus

- Carcassonne

- Cartagena

- Chess

- Chronicles of Crime

- Clue

- Codenames

- Cosmic Encounter

- Cranium

- Cthulhu: Death May Die

- Darkest Night

- Dominion

- Dungeons and Dragons

- Euchre

- Exodus

- GURPS

- Galaxy Trucker

Q21: Favorite **board** game (2)

RESPONDENTS SAID…

- Game of Life

- Gloomhaven

- Karma

- Mahjong

- Monopoly

- Mysterium

- Nemesis

- Obsession

- Parks

- Pente

- Power Grid

- Puzzles

- Risk

- Scrabble

- Scythe

- Sequence

- Settlers of Catan

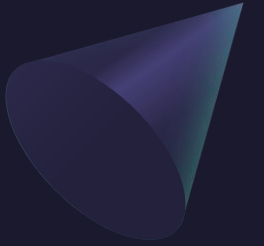- Smart Ass

Q21: Favorite **board** game (3)

- Splendor

- Star Fleet Battles

- Terraforming Mars

- The Fantasy Trip

- Thunderbirds

- Ticket to Ride

- Viticulture

- Wingspan

- Yahtzee
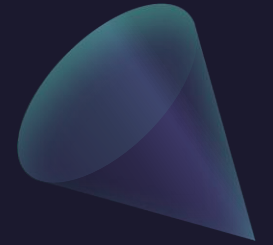
Q24: Making **board** games more enjoyable

RESPONDENTS SAID…

- Better quality board that doesn't shift.

- Easier onboarding and instructions.

- Easier setup for a physical medium.

- Easier storage.

- Estimated average game time.

- Flexible number of players.

- Good 2+ player dynamics.

- Lower cost point.

- More low-tech games.

- More time to play them.

- Most people dislike reading rules.

- Not getting overly complicated.

- Owning more variety of games.

- Playing with different cultures.

- Remembering to play, instead of watching TV.

- Simple and memorable official rules.

- Sturdier materials.

- Time limits.

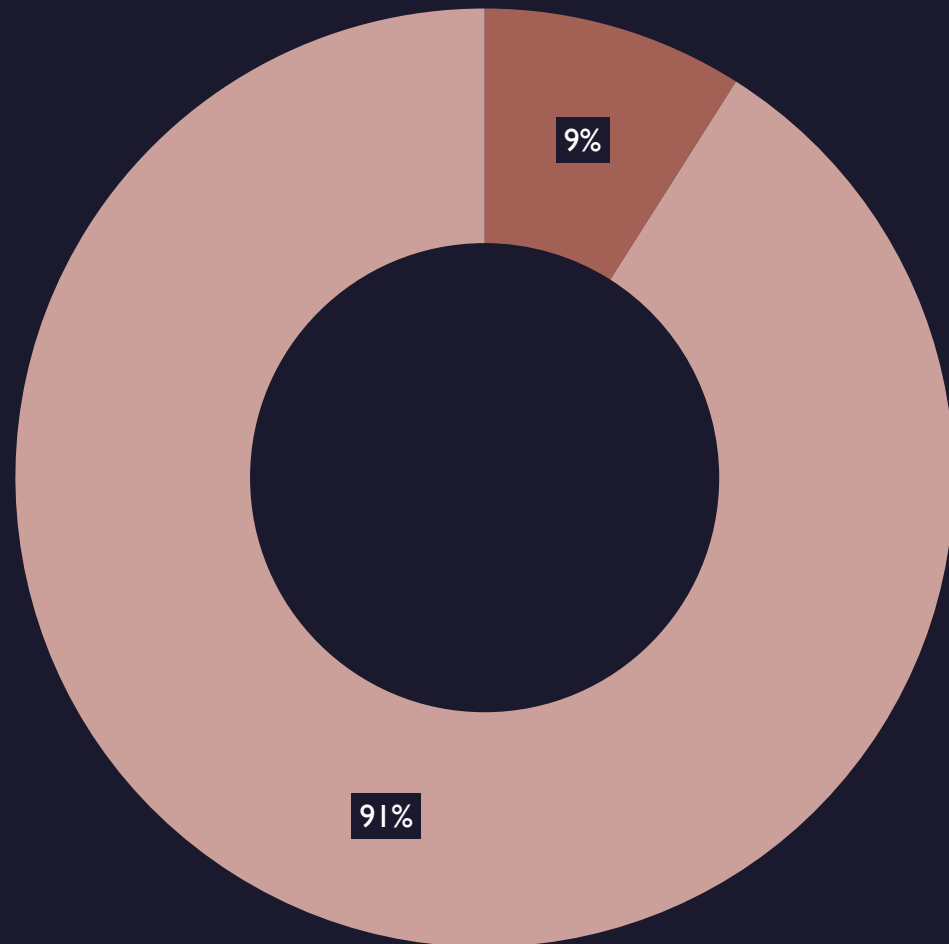# Q25: Is there a **board** game that you'd like as a **video** game?

24%

76%
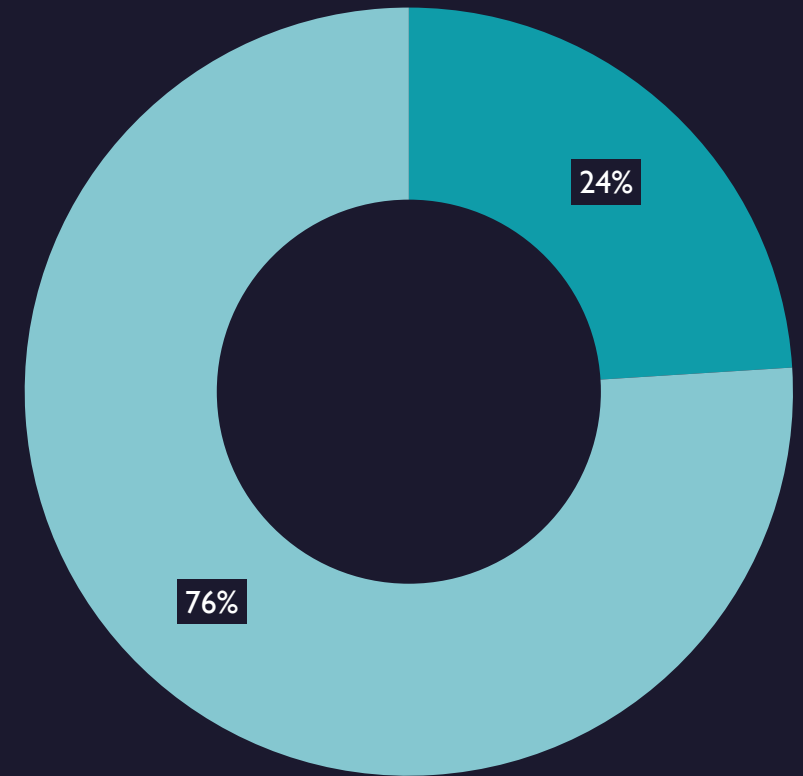
YES NO

Q25: Is there a **board** game that you'd like as a **video** game?

RESPONDENTS SAID…

- Arkham Horror:
  The Card Game

- Clue

- Dune: Imperium

- Fire Emblem

- Galaxy Trucker

- Gloomhaven

- ISS Vanguard

- Obsession

- Oltree

- Rail Baron

- Risk

- Settlers of Catan

- Sherlock Holmes
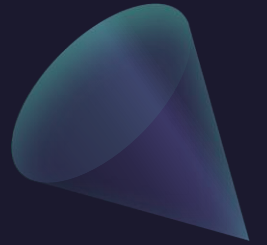 Consulting Detective

- Trivial Pursuit

- Uno

9%

91%

■ YES ■ NO

Q26: Is there a
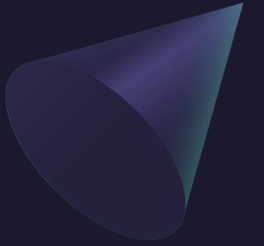**video** game
that you'd like as
a **board** game?

Q26: Is there a **video** game that you'd like as a **board** game?

RESPONDENTS SAID…

- 80 Days

- Betrayal at House on the Hill

- Car racing

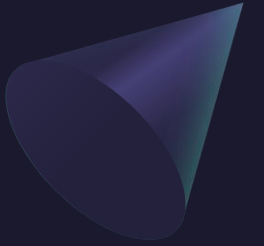- Genius Invocation TCG from Genshin Impact

- Slay the Spire

Q27: If online meeting apps had an option for video games, what game or genre would you like to play? (1)

RESPONDENTS SAID…

- A "13" game mode
- Action oriented
- Adventure
- Apples to Apples
- Async action RPG
- Cards
- CardzMania
- Clue

- Codenames
- Coup
- Deck building games
- Dominos
- Family Feud
- Finance or economics related
- Jackbox

- Karma
- Miniature golf
- Movement
- Multiplayer Tetris
- Party games
- Pictionary
- Poker

Q27: If online meeting apps had an option for video games, what game or genre would you like to play? (2)

RESPONDENTS SAID…

- Pokémon

- Pong

- Pool

- Puzzles

- Racing

- Roll and writes

- Scrabble

- Settlers of Catan

- Seven Wonders

- Simulation

- Snipperclips

- Ticket to Ride

- Tower defense

- Trivia

- Uno

- Variety like Mario Party

- Virtual pinball

- Werewolf

- Word games or Heardle/Wordle

- Yahtzee

Q28: Anything else you would like us to know?

"The best thing is the ability to play games more frequently with friends that live far away. We can game with friends after our kids are asleep since we don't have to leave the house."

"I've never really been a gamer, but my favorite games growing up were Atari Adventure and River Raid."

"I play Board Game Arena with friends fairly often and find it a great way to play board games digitally."

"I've used Roll20, Virtual Tabletop, and Foundry. They do okay but lack deep connections to online meeting apps."

"I love You Don't Know Jack and other trivia games too."
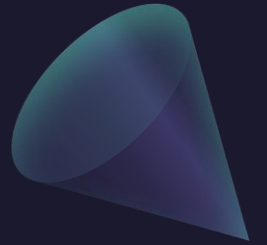
Conclusion

One consistent reason why people said they enjoy playing games is to have fun interacting with friends.

Age does not seem to be a significant factor in whether people enjoy *video* games, though the medium tends to skew toward PC and phone versus console.

Given that respondents said they like *board* games — but do not play them as frequently — I think there may be an untapped market for connecting folks with one another via a "*board* game as *video* game" context.

It was interesting to crunch the data and read about respondents' favorite games and pet peeves.

Further investigation would be merited, as the sample set was admittedly finite. It was also comprised of people within my broader social circle. So, it stands to reason that I would have like-minded survey respondents.

If you read this far, thank you. I hope that you found the report informative. Perhaps you feel inspired to connect with friends and family to play games?
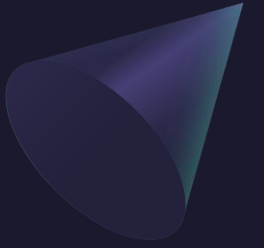
Appendix

- [Qualtrics survey](#)

- [Excel and PDF data export](#)

- NOTE — The following slides are questions that were in the survey, but the content is somewhat tangential to data in the main presentation.

Q16: Favorite **video** game - likes 👍 (1)

RESPONDENTS SAID…

- Achievements.

- Aesthetics.

- Art direction.

- Can play mindlessly or mindfully.

- Challenging.

- Character design.

- Collaboration and strategy.

- Competition.

- Completing quests.

- Creative curation and expression.

- Exploring.

- Fighting, graphics, blood and gore.

- Freeform problem solving.

- Gathering loot.

- Genre defining game.

- Graphics.

- Immersive.

- Improving as a player.

- Interacting with other players.

- Interesting story.

- Lasts less than an hour.

Q16: Favorite **video** game - likes 👍 (2)
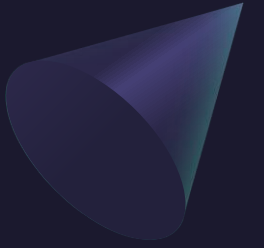
RESPONDENTS SAID…

- Learn real-world rules.

- Level design.

- Leveling up.

- Mechanics.

- Min/max community for best builds.

- Nostalgia and tradition.

- Open world.

- Procedurally generated and always different.

- Racing against others' best times.

- Relaxing.

- Sandbox.

- Scavenger huts.

- Self-paced.

- Stealth is rewarded.

- Strategy and tactics.

Q17: Favorite **video** game - dislikes 👎 (1)
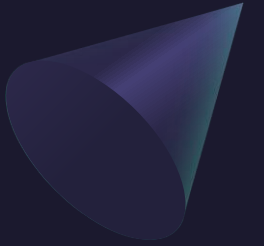
RESPONDENTS SAID...

- Addictive, especially for children.

- Already played through it.

- Ancient game.

- Breakable weapons.

- Cannot skip cutscenes.

- Character tropes are one-dimensional.

- Closed world.

- Dwindled online community.

- Enemy AI is dumb.

- Finding arrows.

- Formulaic.

- Gear degradation.

- Getting stuck on a level.

- Glitchy.

- Grinding for currency.

- Haptic delay, unrealistic aspects.

- Hitboxes are inaccurate.

- I can't click fast enough.

- I wish I was better at it.

- Interface is clunky.
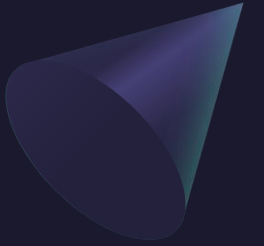
- iOS version is worse than PC.

Q17: Favorite **video** game - dislikes 👎 (2)
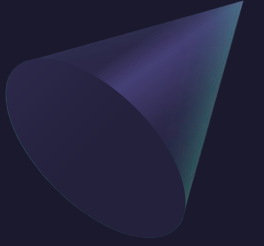
RESPONDENTS SAID…

- Needs better racing tracks.

- No hints if I'm stuck.

- Not as accessible as I want.

- Not enough offline play.

- Not enough time to play it.

- One and done, lacks replay appeal.

- Out of fresh content.

- Pay to win, too commercialized.

- Ratio of work/rewards.

- Repetitive.

- Sometimes feels tedious.

- Stressful when engaging with unknown players.

- Too difficult.

- Too immersive, I get hooked.

- Too linear.

- Too long.

- Too short.

- Toxic community.

- Widgets too small on mobile.

Q22: Favorite **board** game - likes 👍 (l)

RESPONDENTS SAID…

- Interesting mechanics.

- Makes my brain work.

- Multiple win conditions.

- Negotiating, optimal strategy.

- Nostalgia and tradition.

- Optional elements of play.

- Pace, chance, strategy.

- Playing with friends.

- Quick to learn, tough to master.

- Randomized cards every time.

- Role-playing and bonding aspect.

- Sci-fi narrative.

- Short game time, but strategic.

- Strategic and tactical elements.

- Verbal skills.

- Well balanced for new/old players.

- Word based.

- Works with many, or single player.

Q22: Favorite **board** game - likes 👍 (2)
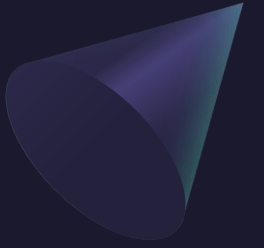
RESPONDENTS SAID…

- Anything can happen.

- Aspects of trivia.

- Beautiful artwork.

- Challenging.

- Chaotic creative fun.

- Chess reflects one's character.

- Complicated yet accessible.

- Cooperative strategy.

- Different board each time.

- Different skills are required.

- Don't have to think too hard.

- Every game is different.

- Family gatherings.

- Feeling of progression.

- Figuring out a puzzle.

- Funny interactions.

- Guessing clues.

- It's a classic.
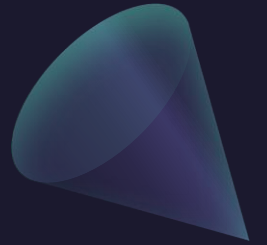
Q23: Favorite **board** game - dislikes 👎 (1)
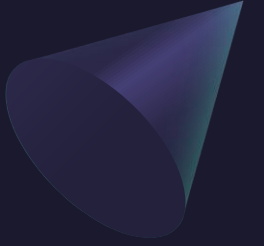
RESPONDENTS SAID...

- Being outsmarted.

- Can come across as trivial.

- Cards get gross.

- Combat can take too long.

- Content can feel stale.

- Difficult to learn.

- Everyone is upset at the end.

- Finding all the pieces.

- Finding the time to play.

- Having to find all
  word combinations.

- How unfair dice can be.

- It can get grim/dark.

- It can take too long.

- Limited number of letters.

- Limited player seats.

- My friends don't like it.

- Newbies joining.

- Only works with 3-5 players.

Q23: Favorite **board** game - dislikes 👎 (2)

RESPONDENTS SAID…

- Only works with 4 players.

- Other player's strategies.

- RPGs are becoming too simplified.

- Random dice victories.

- Setup can be complex.

- Some pieces look too similar.

- Some rules don't make sense.

- The clay dries too quickly.

- Tiles don't stick to board.

- Too random, not skill based.

GAME OVER

THANK YOU FOR PLAYING