

GameAware Students - Pre Test / Post Test Template

* Indicates required question

Module 1 & 2: Introduction + Motivation - Why We Play

Choose the best answer

1. Self Determination Theory (CAR) is about: * 1 point

Mark only one oval.

- extrinsic motivators
- game design mechanics
- intrinsic motivators

2. The need for a sense of mastery and progression is a definition for: * 1 point

Mark only one oval.

- competence
- autonomy
- relatedness

3. The need for a sense of control over your decisions is a definition for: * 1 point

Mark only one oval.

- competence
- autonomy
- relatedness

4. The need for connection and belonging is a definition for: * 1 point

Mark only one oval.

- competence
- autonomy
- relatedness

Module 3: Why We Sometimes Play Too Much

5. Which role does gaming play when it's used as a coping tool? * 1 point

Mark only one oval.

- DPS
- Tank
- Healer

6. What is the role of dopamine for humans? * 1 point

Mark only one oval.

- the pursuit of pleasure
- desire
- motivation
- all of the above

7. Compulsion game mechanics focus on: * 1 point

Mark only one oval.

- extrinsic motivators
- intrinsic motivators
- self determination theory

8. Really engaging games focus on: *

1 point

Mark only one oval.

- extrinsic motivators
- intrinsic motivators
- mental health
- all of the above

9. Freemium mobile games typically focus on *

0 points

Mark only one oval.

- compulsion mechanics
- engagement mechanics
- none of the above

10. story driven games typically focus on *

0 points

Mark only one oval.

- compulsion mechanics
- engagement mechanics
- none of the above

11. Which of the following is NOT an example of a compulsion mechanic? * 0 points

Mark only one oval.

- pay to win
- narrative
- loot boxes
- daily challenges
- variable reward
- none of the above

12. Who is the most vulnerable to compulsion mechanics in games? * 0 points

Mark only one oval.

- children
- players struggling with mental health
- esports players
- mobile game players
- a and b
- all of the above

13. Dopamine burnout can be characterised by: * 0 points

Mark only one oval.

- being unmotivated
- being frustrated
- being numb to pleasure in game and in real life
- poor in-game performance
- all of the above

Module 4: Optimising How We Play

14. What is the benefit of "walking the tightrope?" *

0 points

Mark only one oval.

- real life fulfillment
- preventing dopamine burnout
- improving performance
- improving game enjoyment
- all of the above

15. Which is not a fundamental of good mental health? *

0 points

Mark only one oval.

- connection to family and friends
- healthy dopamine baselines
- positive self-talk
- escapism
- intrinsic motivation

This content is neither created nor endorsed by Google.

Google Forms

