

Survey graphs

Vienna, AUSTRIA February 19th 2020





Short Recap

- On December 13 2019, a free playable prototype (Gothic Playable Teaser) of what a new Gothic could look and feel like appeared in the Steam Library of everyone who owned a game from Piranha Bytes, be it Gothic 1-3, Risen 1-3, or ELEX.
- After a certain playtime of the Gothic Playable Teaser, a survey unlocked and asked the community some questions on said playable teaser.
- On the evening (CET) of February 16, the survey went offline.
- On February 19 2020, the results are made available to the public. The graphs are in this presentation, and the raw data can be found as both, an .xlsx and .csv file, here:

http://n.thq.com/vIF030qippZ



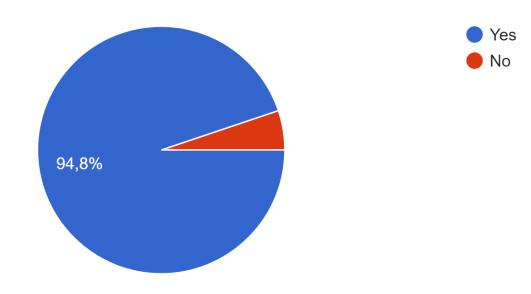
• The next slide covers one of our most essential questions to the community (spoiler alert: it's pretty awesome, thank you all) based on the playable teaser that has been released.

 After the most important question, we have put almost every other graph in here for your viewing pleasure.

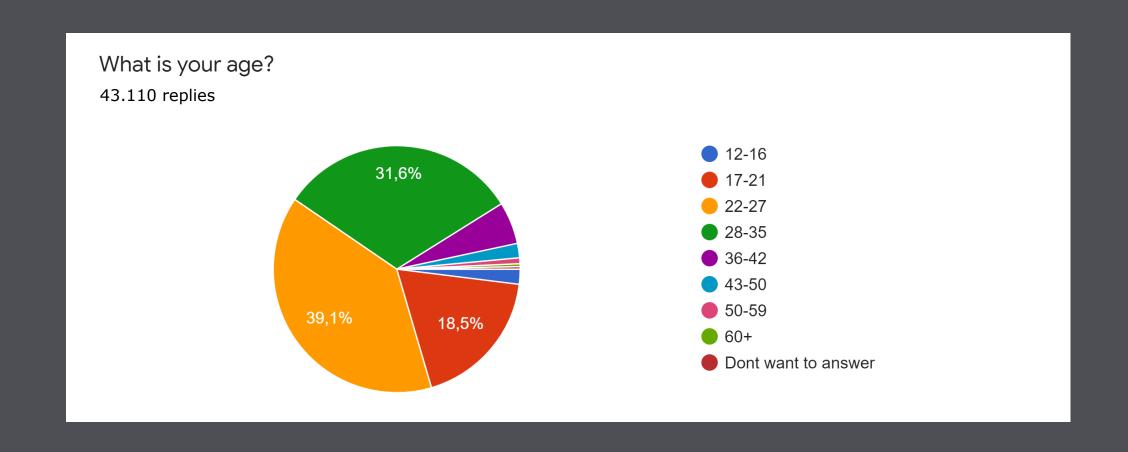


Do you want us to continue the development?

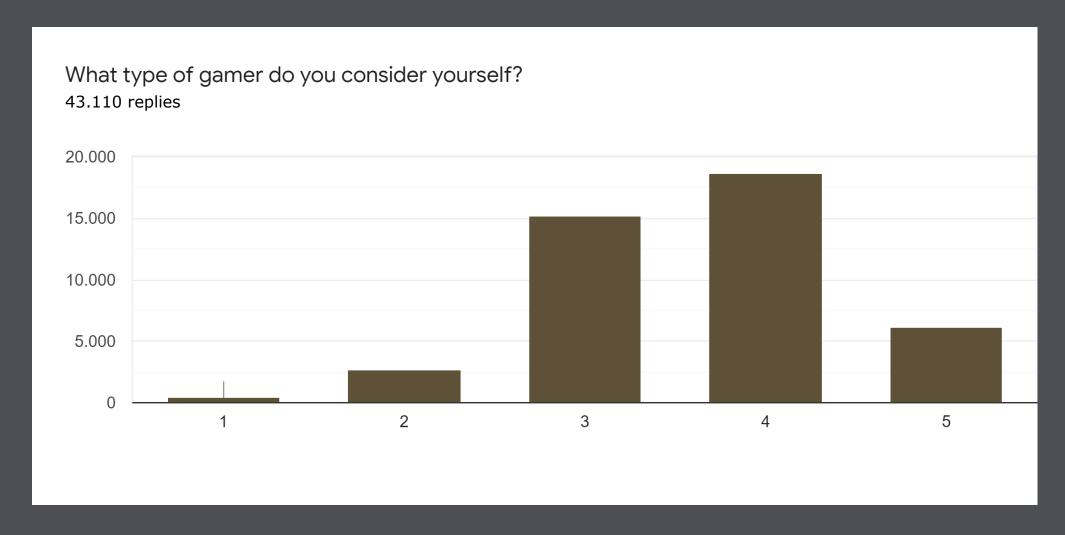
Based on what you have played in Gothic Playable Teaser: Would you want us to continue the development and release it as a full game?
43.111 replies



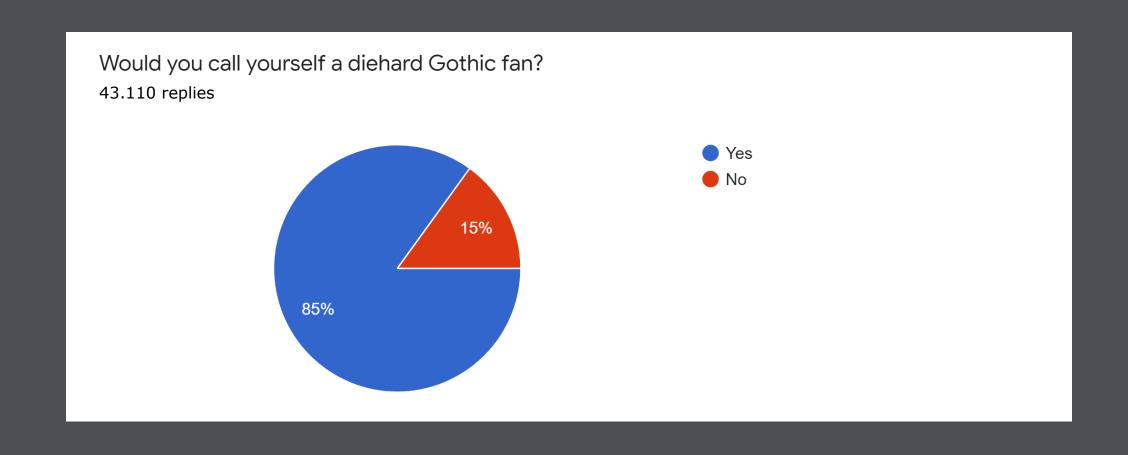
Age?



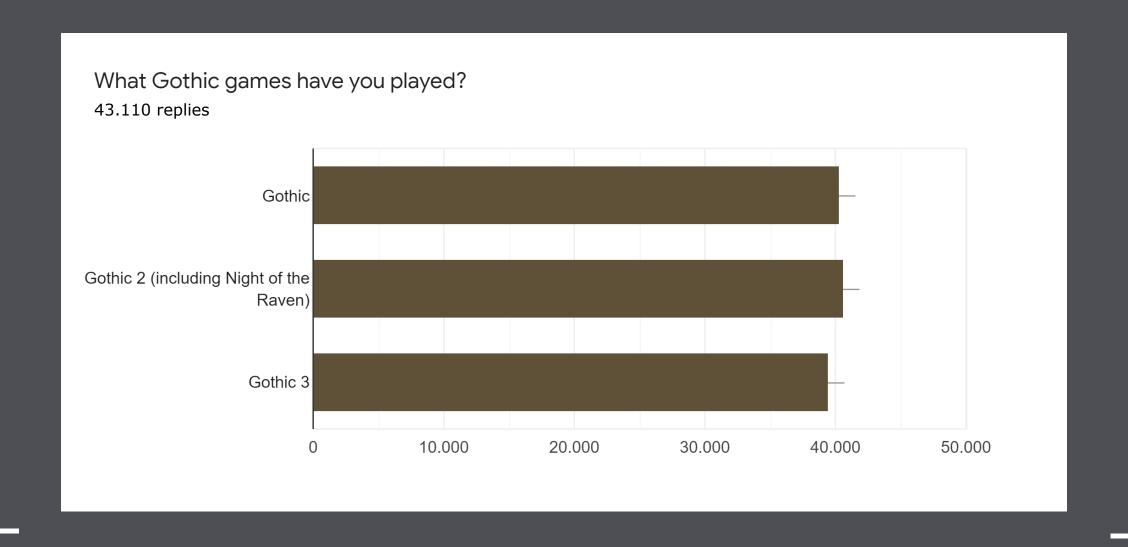
What type of gamer are you? From casual (1) to hardcore (5)?



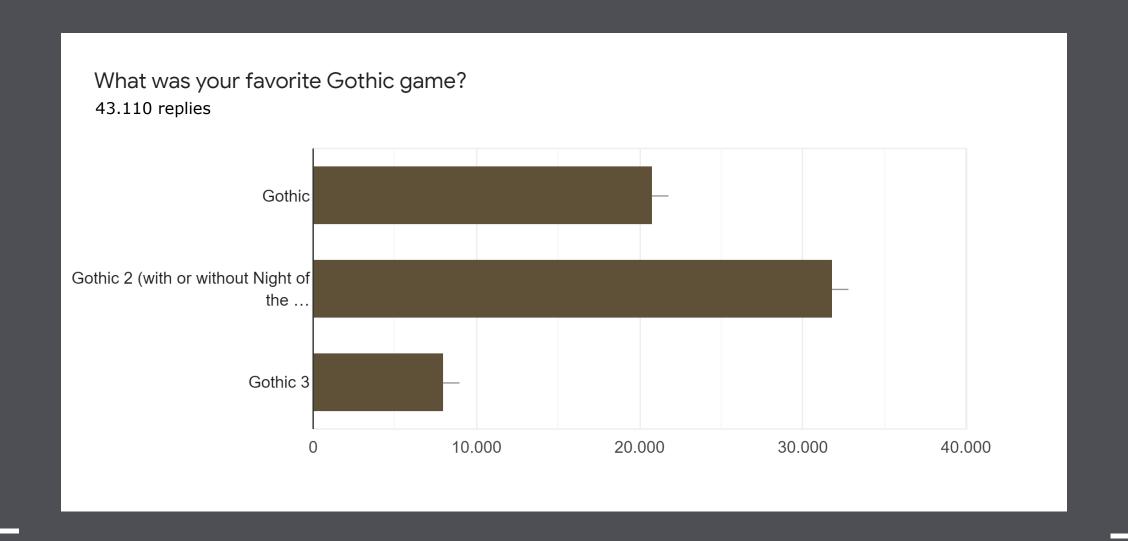
Die Hard Gothic Fan Yes or no?



Other Gothic games played?

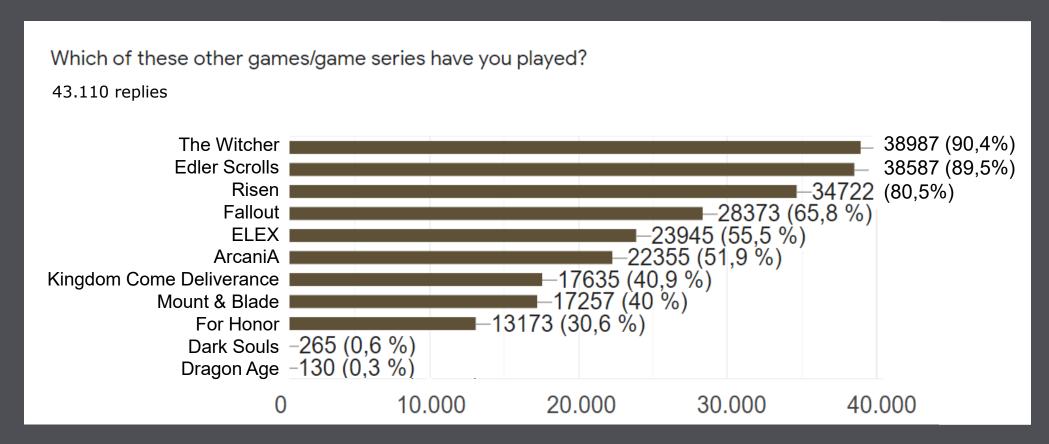


S Favourite Gothic?



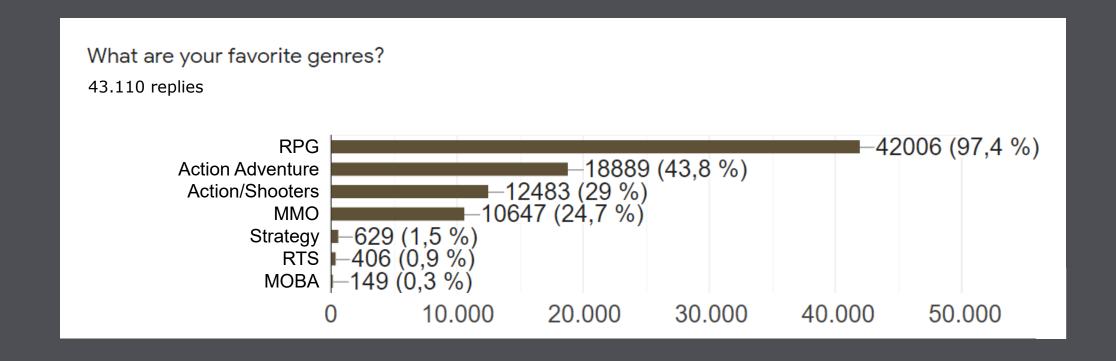
Q

Other games/series you've played?



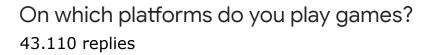
The complete list of possible answers of this question can be found in the raw data of this survey. In this short presentation, the focus is on giving a quick overview.

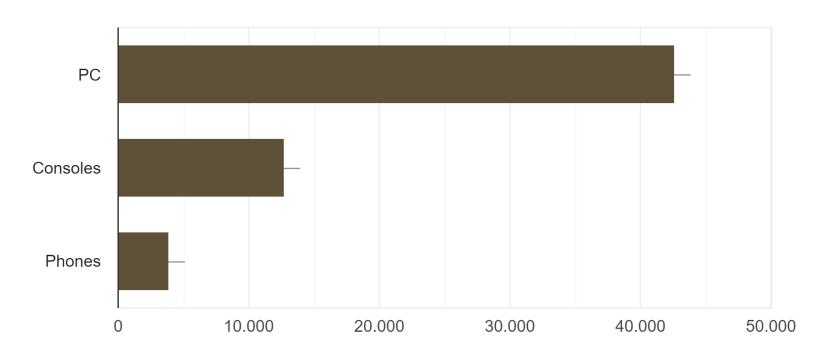
Your favourite genres?



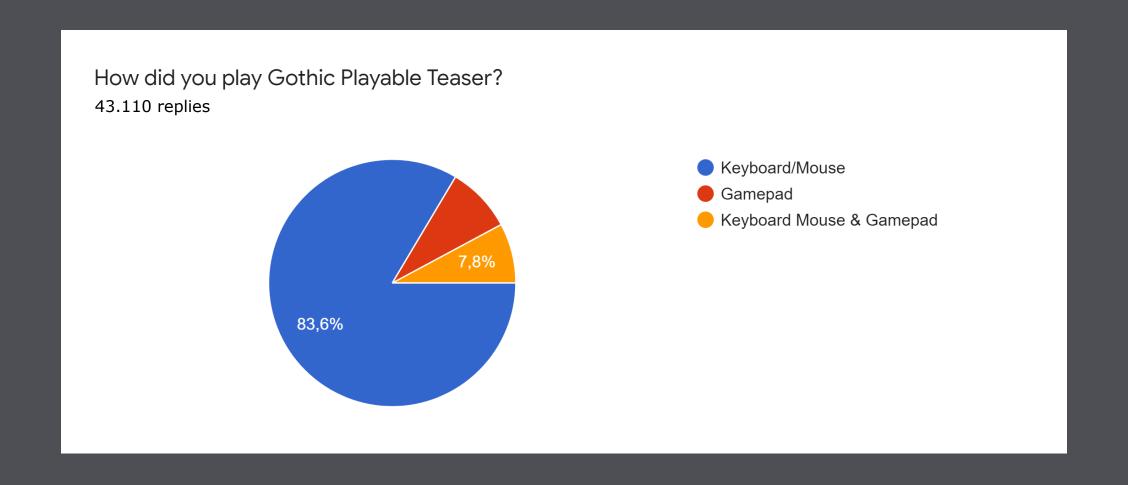
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Preferred platforms?

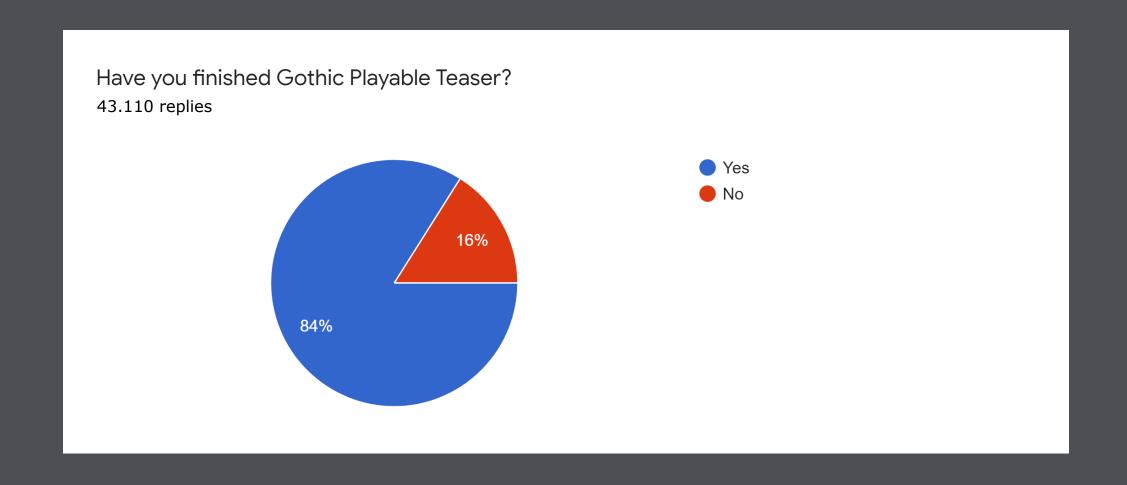




Your inputs of choice?

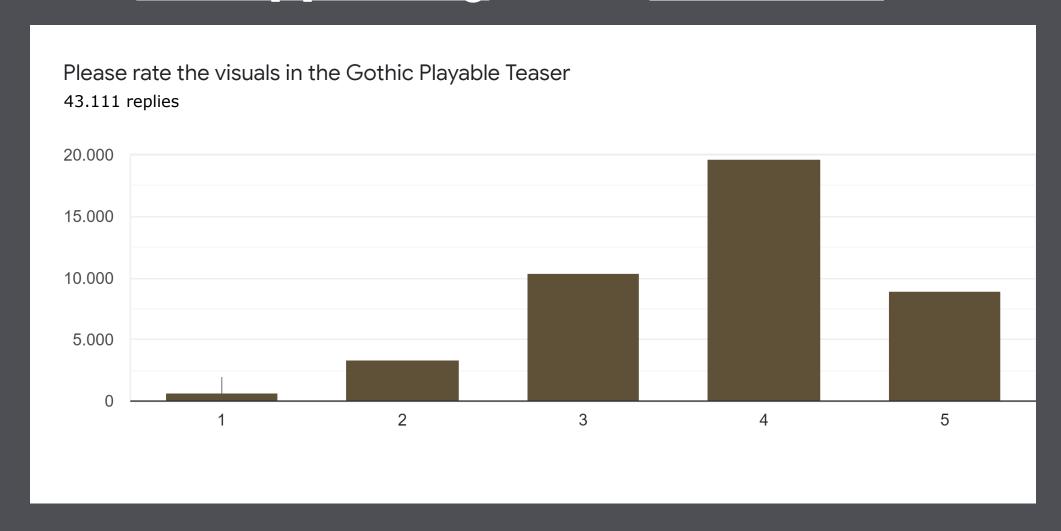


Did you close the deal?



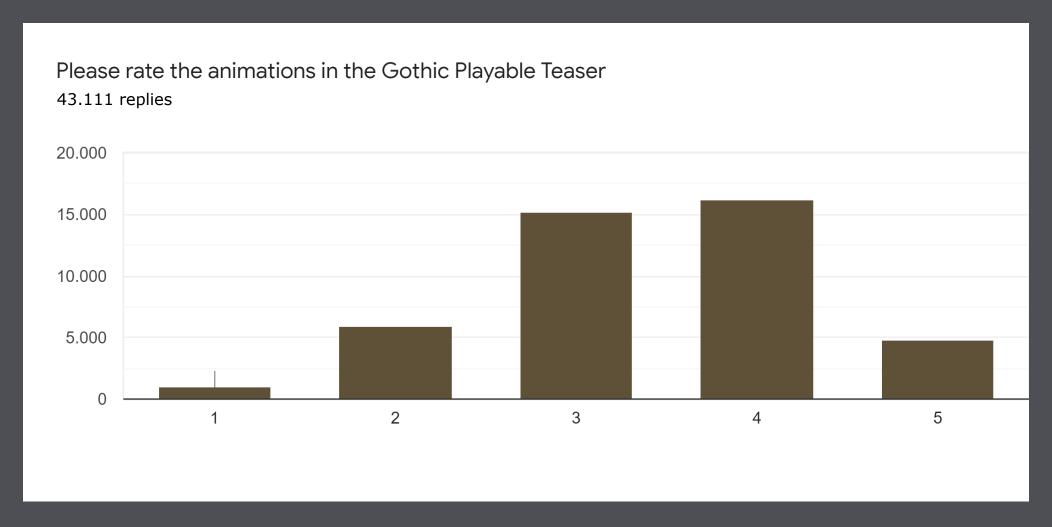


How did you like the visual fidelity? From not appealing (1) to beautiful (5)?

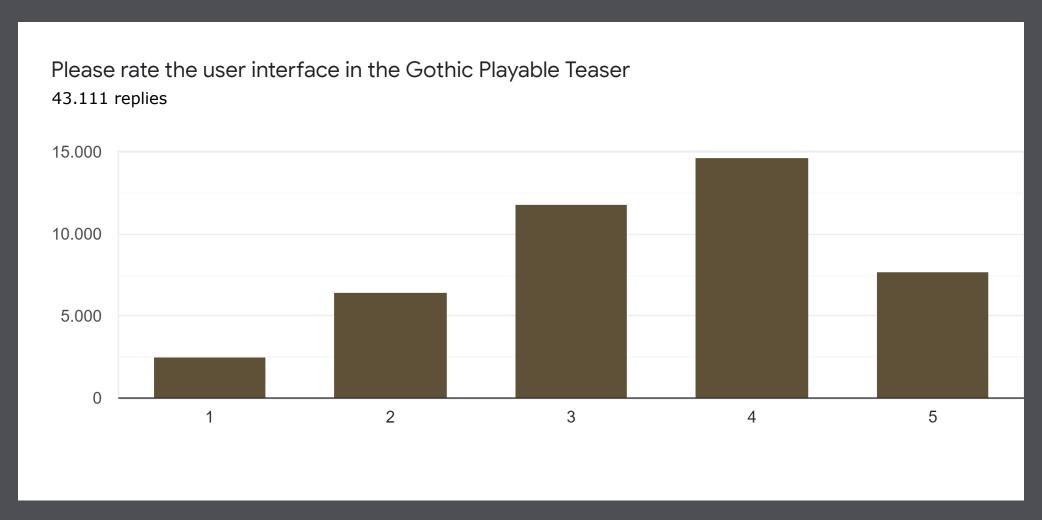




How did you like the animations? From clunky (1) to smooth (5)

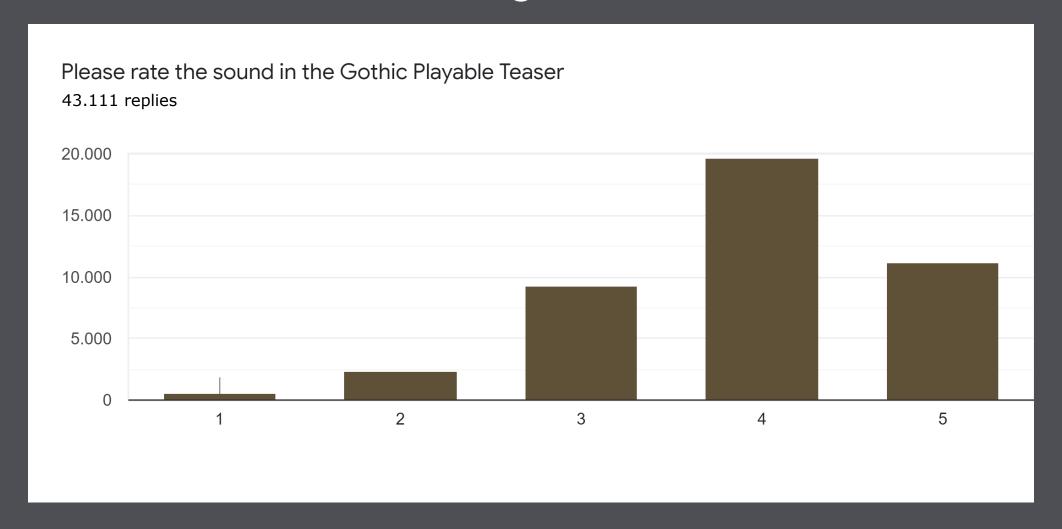


Did you like the UI? From not appealing (1) to appealing (5)



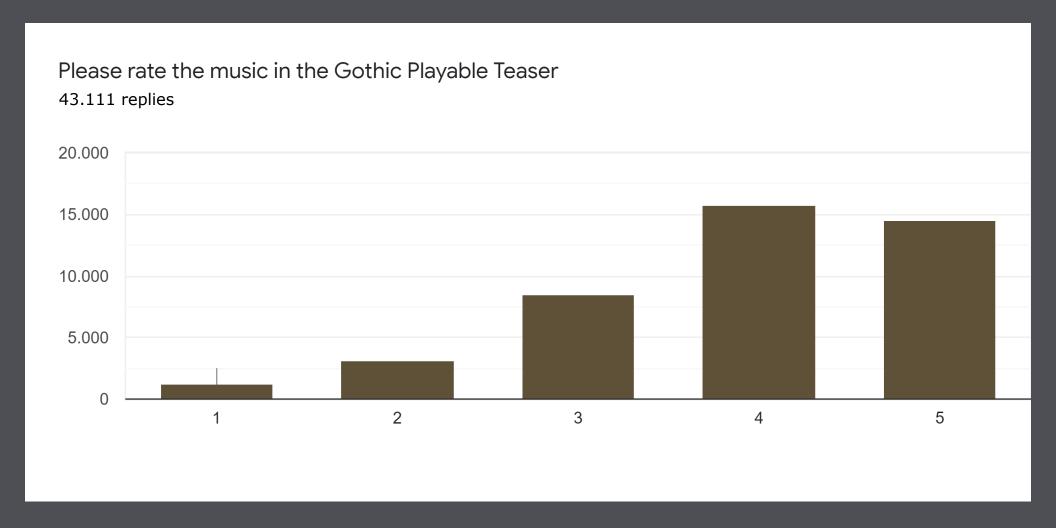
C

Did you like the sound? From <u>underwhelming</u> (1) to <u>fantastic</u> (5)



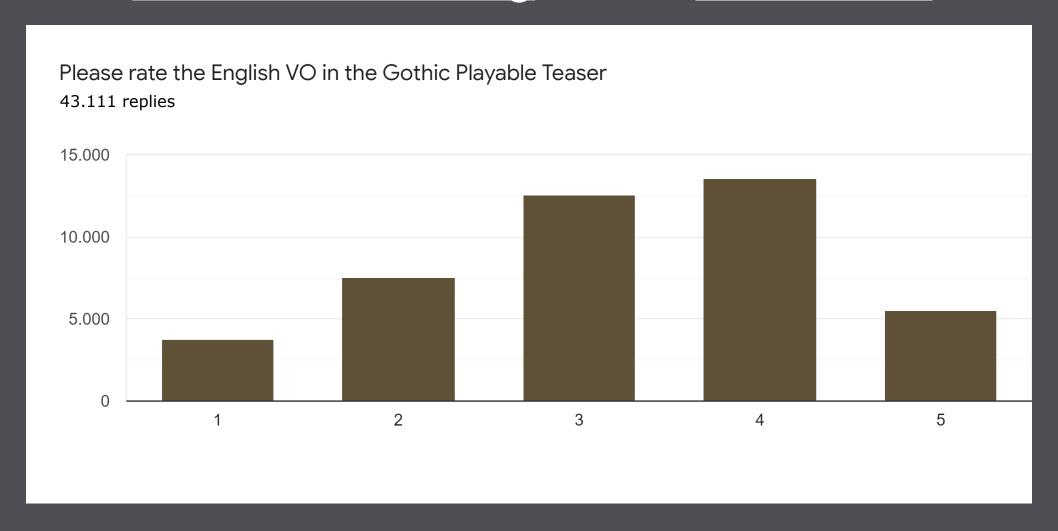


Did you like the music/score? From <u>not OK</u> (1) to <u>fabulous</u> (5)

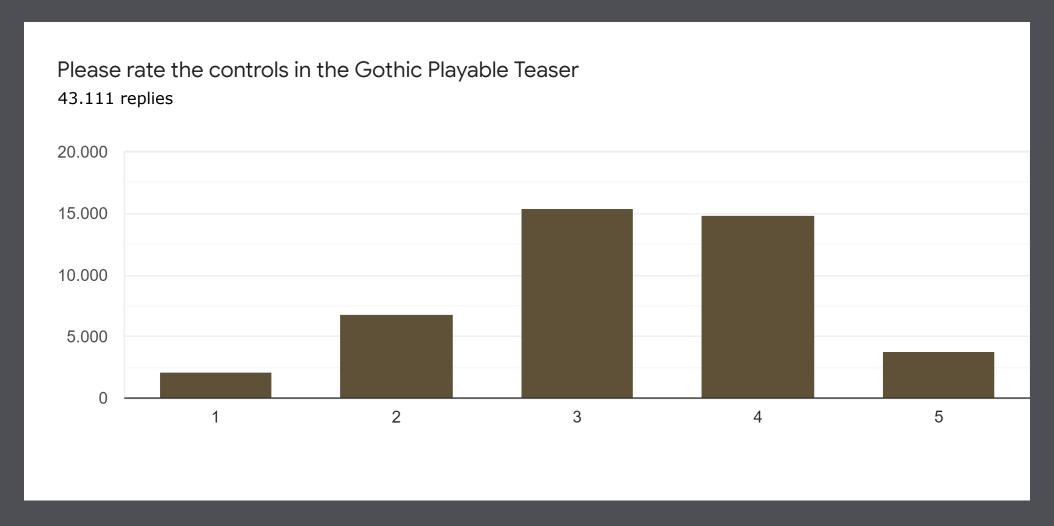




How about the English voice-over? From underwhelming (1) to fantastic (5)

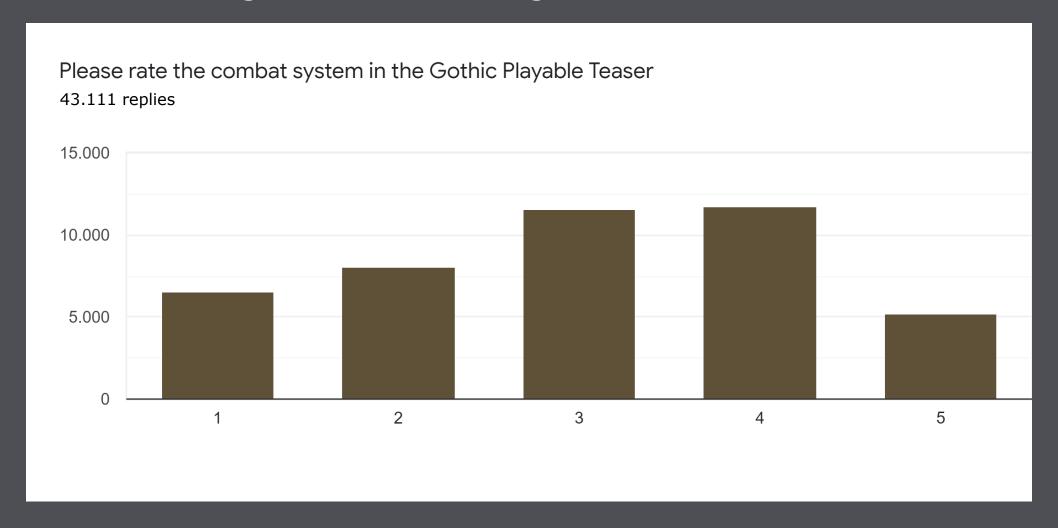


Controls any good? From not good (1) to perfect (5)

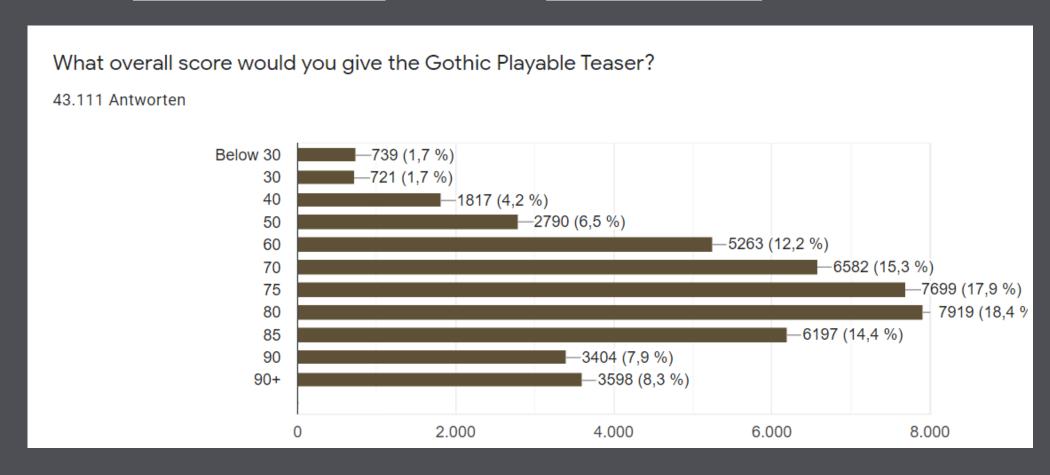




How was the fighting? From not good (1) to great (5)

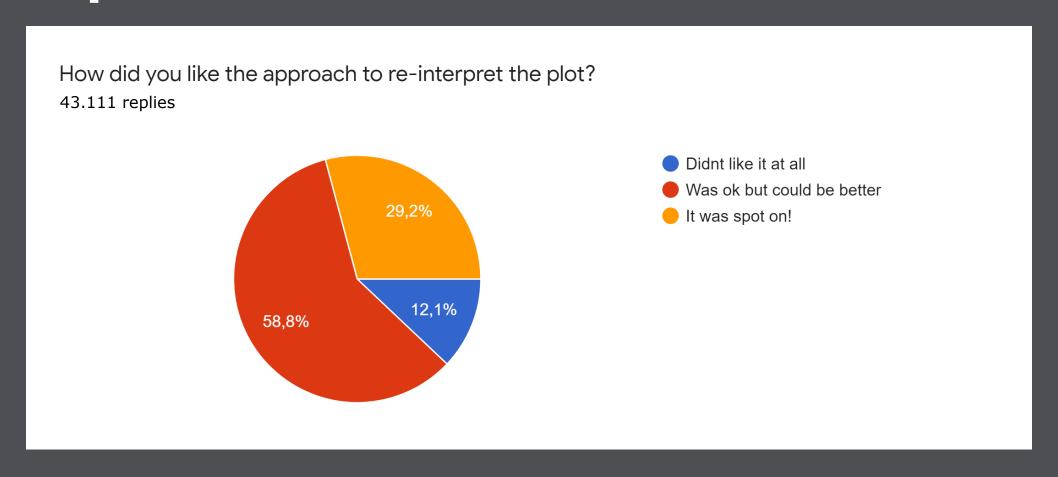


Soverall score? From the worst (1) to the best (100)

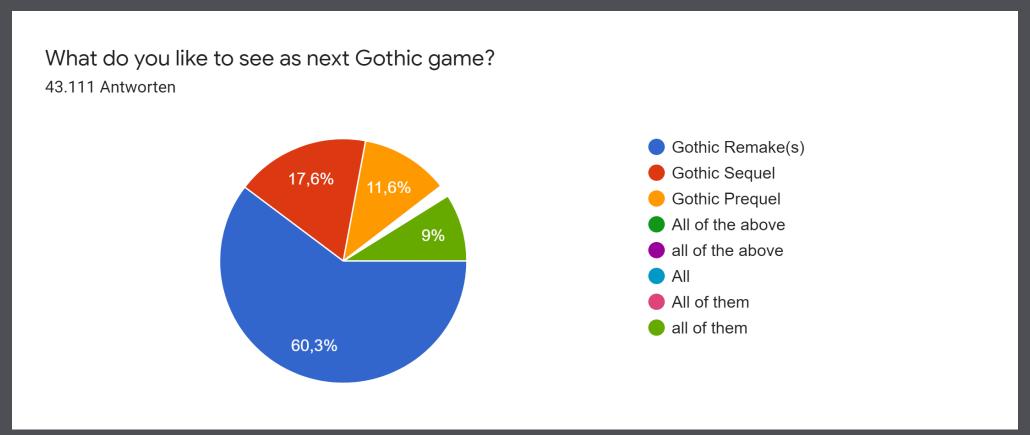




Was it good to reinterpret some parts of the plot?



The next thing you would like to see?



The complete list of possible answers of this question can be found in the raw data of this survey. In this short presentation, the focus is on giving a quick overview.



Comments from the community

- The survey has been put offline on the evening (CET) of February 16 2020.
- THQ Nordic received 23.688 individual (!) comments out of 43.111 total participants of the survey.
- We will sift through all of them and organize them accordingly for future utilization.

Thank you for taking the time to read this presentation.