Initial Survey

- Q1 Select your Gender
- O Male
- Female
- **O** Prefer not to answer
- Q2 Enter your Age

Q3 Are you a student?

- O Yes
- O No
- Q4 What field are you studying?
- **O** Engineering
- Mathematics
- O Science
- **O** Arts and Humanities
- Business
- O Health/Medicine
- **O** Social sciences
- Computer science

Q5 How many hours per week do you participate in a form of physical activity?

- **O** 0-4
- **O** 5-10
- O 10-15
- O 15-20
- O 20+

Q6 What sort of physical activity do you do? (check all that apply)

- Walking
- □ Running/jogging
- 🛛 Gym
- Swimming
- □ Recreational sports (soccer, football, ultimate frisbee, etc.)
- □ Exercise games (WiiFit, Kinect Sports, etc)
- Other \_\_\_\_\_

- Q7 How do you use your mobile phone? (check all that apply)
- Gaming
- Phone calls
- Text messages
- Web browsing
- Music
- Watch videos
- □ I don't own a smartphone
- Tracking exercise
- Other \_\_\_\_\_

Q8 What do you use to track exercise?

- External device (Fitbit, Nike+, etc)
- **O** Pedometer app
- O Other \_\_\_\_\_

Q9 How often do you play mobile games?

- **O** 1-4 times per month
- 5-15 times per month
- O 15-25 times per month
- Once daily
- 2-5 times per day
- O 5+ times per day

Q10 Before continuing, it is important to define a word that will be used in the rest of the surveyPaywalls: A "roadblock" in a game that inhibits progress by making the gamer do some action (make a purchase, play an ad, wait for a timer to expire, etc) before continuing in the game

Q11 Have you played games that include paywalls?

- O Yes
- O No

Q12 The following games all include paywalls, please check ALL those that you have played

- Clash of Clans
- Puzzles and Dragons
- Candy Crush
- □ Farmville
- The Battle Cats
- Marvel Avengers Academy
- Other \_\_\_\_\_

Q13 How likely are you to spend money on a mobile game?

- **O** Extremely likely
- Moderately likely
- Slightly likely
- Neither likely nor unlikely
- Slightly unlikely
- Moderately unlikely
- Extremely unlikely

Q14 If you encountered a paywall preventing play for X minutes, how much would you pay to continue immediately?

- \_\_\_\_\_1 minute \_\_\_\_\_ 10 minutes \_\_\_\_\_ 30 minutes
- \_\_\_\_\_1 hour \_\_\_\_\_\_8 hours
- 24 hours

Q15 If you encountered a paywall preventing play that costs X dollars, how long would you wait to continue without paying?

\$0.25 \$0.99 \$2.00 \$5.00 \$10.00 \$20.00

Q16 If you encountered a paywall preventing play for X minutes, how long would you instead WALK to continue play?

\_\_\_\_\_1 minute \_\_\_\_\_ 10 minutes \_\_\_\_\_ 30 minutes \_\_\_\_\_1 hour 8 hours 24 hours

Q17 If you encountered a paywall preventing play that costs X dollars, how long would you instead WALK to continue play?

 \$0.25
\$0.99
\$2.00
\$5.00
\$10.00
\$20.00

- Q18 How does the presence of paywalls affect your playing of a game?
- O I refuse to play games with paywalls
- O I try to avoid paywallsO Paywalls don't bother me
- O I enjoy paywalls