

I. QUESTIONNAIRE FORM

Digital Games Software Ecosystem

FREE AND INFORMED CONSENT FORM

This form is intended to support a survey of the problems in the digital game software ecosystem. A software ecosystem can be understood as a network of interacting actors and software solutions that support these interactions, supported by a common technological platform. In this context, digital game development platforms (or game engines) can be treated as software ecosystem platforms. Therefore, digital game software ecosystems comprise the set of actors, software solutions and their respective platforms that aim at digital game development.

This research is being conducted in the scope of a research at the Graduate Program in Informatics at UNIRIO. Any questions or extra information please contact Bruno Xavier (bruno.xavier@uniriotec.br) under the supervision of Prof. Rodrigo Santos. The estimated time to answer the questionnaire is no more than 5 minutes. By answering the survey, you agree to allow the researcher to obtain, use, and disclose the information generated from the data as described below for academic purposes. Thank you for your cooperation.

CONDITIONS AND STIPULATIONS

1. I understand that all information is confidential. I agree to complete the questionnaire for research purposes and that data derived from this research may be published anonymously in journals, conferences, and blog posts.
2. I understand that my participation in this research study is completely voluntary and that refusing to participate will involve no penalty or loss of benefits. If I choose, I may withdraw my participation at any time. I also understand that if I choose to participate, I may refuse to answer any questions that I am not comfortable answering.
3. I understand that I may contact the researcher if I have any questions about the research. I am aware that my consent will not directly benefit me. I am also aware that the author will keep the data collected in perpetuity and may use data for future academic work.
4. By clicking the button below, I freely provide consent and acknowledge my rights as a voluntary research participant as described above, and provide consent to the researcher to use the information provided to conduct research on the areas mentioned above.

Fig. 1. Questionnaire form - Part 1 of 4

Digital Games Software Ecosystem

*Obrigatório

Formation and acting

Academic level *

☐ Elementary School
☐ High School
☐ Higher Education
☐ Specialization
☐ Master's Degree
☐ PhD

Are you active in the field of digital games? *

☐ Yes, I am an employee or partner in a studio/company.
☐ Yes, I am a student or researcher on the subject.
☐ Yes, I am an employee or partner and a student or researcher.
☐ No.

Fig. 2. Questionnaire form - Part 2 of 4

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*Obrigatório

Company and Educational Institution

What is the name of the Educational Institution to which you are linked? *

Sua resposta

Specify your area of study and/or research? *

Sua resposta

What is the name of the company/group you are working for? *

Sua resposta

Enter the company's/group's website and social networking pages. *

Sua resposta

What is your area of expertise in the company/group? *

☐ Administrative
☐ Technical

Fig. 3. Questionnaire form - Part 3 of 4

Digital Games Software Ecosystem

*Obrigatório

Identifying Problems in the Digital Games Software Ecosystem

This section is the main part of this survey. We would like to ask you to please report on problems you have experienced in digital game software ecosystems, either academically or professionally. Digital game software ecosystems comprise the set of network of actors, relationships, software solutions, and their respective development platforms that aim to develop digital games.

Please name the main positives aspects of participating in a digital game software ecosystem in Brazil. *

Sua resposta

Please name the main opportunities in the current scenario of the digital games industry in Brazil. *

Sua resposta

Name any negatives aspects you have experienced academically and/or professionally in the field of digital games. *

Sua resposta

If you wish, use this space for additional suggestions and comments.

Sua resposta

Fig. 4. Questionnaire form - Part 4 of 4