

WinSPMBT/WinSPWW2

CAMPAIGN PREFERENCE QUESTIONNAIRE

This is a questionnaire concerning the various parameters of a campaign that players seem to prefer to play. It should be helpful to anyone interested in User Campaign Design. You will find the preferred settings for each category highlighted with a Light Yellow bar as of the date this data was collected.

What are the elements, that make a campaign appealing to you?	220	100%
Theme of the campaign (historical campaign, fictional campaign)	88	40%
Designer of the Campaign (unknown, known, group project)	17	8%
Nations involved in the campaign (major, minor, mixed)	70	32%
Size of the campaign (max number of scenarios)	45	20%

What is the number of linked scenarios that makes a campaign appealing to you?	183	100%
small 2-3 linked scenarios	15	8%
medium 4-8 linked scenarios	43	23%
large 9-13 linked scenarios	52	28%
very large 14-20 linked scenarios	34	19%
mega campaign 20+	39	21%

What kind of scenarios do you prefer to play?	206	100%
assault/advance	68	33%
meeting engagements	73	35%
defend/delay	65	32%

What is the optimum scenario length (number of turns) for a campaign?	152	100%
small 10-15 turns	23	15%
medium 16-25 turns	68	45%
large 26-45 turns	47	31%
extremely large 45+ turns	14	9%

What is the optimum analogy (ratio) between your core force and the auxiliary units in a campaign scenario?	141	100%
no auxiliary units (100% core force)	18	13%
few auxiliary force units (25%) / many core force units (75%)	77	55%
even auxiliary and core force units (50%-50%)	35	25%
many auxiliary force units (75%) / few core force units (25%)	11	8%

What is the best analogy between replacement points and support points?	150	100%
many support points, very few replacement points	6	4%
average support points, few replacement points	13	9%
average support points, average replacement points	51	34%
average support points, many replacement points	12	8%
few support points, few replacement points	14	9%
few support points, average replacement points	29	19%
few support points, many replacement points	6	4%
no support points, few replacement points	8	5%
no support points, average replacement points	8	5%
no support points, many replacement points	3	2%

What is the optimum size of map for a campaign scenario?	181	100%
small 30x30 hexes	15	8%
medium 50x50 hexes	47	26%
large 80x80 hexes	60	33%
very large 120x120 hexes	38	21%
huge 180x180 hexes	21	12%

What is the optimum quantity of available units (core & auxiliary for human player) present in a campaign scenario?	171	100%
very few 10-20	13	8%
few 21-40	35	20%
average 41-60	60	35%
many 61-80	36	21%
too many 81-100	14	8%
hordes of units 100+	13	8%

What are your preferred campaign nations?	380	100%
Germany	65	17%
Britain	57	15%
US	52	14%
Japan	20	5%
USSR	54	14%
Canada	17	4%
Anzac	18	5%
Italy	16	4%
France	20	5%
Poland	16	4%
other Minor Nations	45	12%

Which of these elements do you consider important?	474	100%
Scenario innovations	53	11%
Historical time interval during scenarios that permits upgrade of units with new models	47	10%
Variation of maps (several theatre of operations)	44	9%
Variation in type of missions	73	15%
Level of high difficulty (very challenging scenarios)	18	4%
Linear Campaign	19	4%
Multipath Campaign	69	15%
Presence of Air elements	41	9%
Historical accuracy	52	11%
Uncertainty in the level of scenario difficulty (perhaps, you may play a non winning situation)	58	12%

Please note: The data has been added to this document as of January 14, 2008 and so it may not be the latest information available. You can find the current questionnaire on the Shrapnel Games Forums at the following link:

<http://www.shrapnelcommunity.com/threads/showflat.php?Cat=&Board=smbtscen&Number=411943&page=0&view=collapsed&sb=5&o=&fpart=all>