

## SUMMARY: PLAYER JOURNEY (ALL)

Diary Study: 4 Participants

PARTICIPANT	DEVICE	SUMMARY OF THE OVERALL JOURNEY	SATISFACTION	PERCEIVED DIFFICULTY	HIGHEST ACHIEVED STAGE	CONTINUATION INTENT	GAMING EXPERIENCE
All		2 of 4 participants experienced smooth gameplay after a specific turning point, while the other 2 faced difficulties with HP management and combo execution in the Survival C Course					
			DAILY AVG.	DAILY AVG.	SURVIVAL C COURSE	DAILY AVG.	
P2	Keyboard	Practiced combos and sought gameplay tips, later choosing a character with simpler combos for smoother progression	3.9	3.7	Stage 30	4	Tekken Series, Street Fighter Series
P3	Keyboard	Limited HP management and one-time stage rewards make Survival C Course challenging, with tutorials and guides mostly unused	4.3	3.4	Stage 69	3	Tekken Series, Guilty Gear Series, DNF Duel
P4	Gamepad	Struggled with the Survival C Course but improved by leveraging unique character skills	2.8	3.8	Stage 10	3	Street Fighter Series, The King of Fighters Series
P10	Keyboard	The challenging HP management and limited rewards in the Survival C Course contribute to a high perceived difficulty (4-5/5)	4	4.6	Stage 83	3	Guilty Gear Series, The King of Fighters Series
All Participants (11 Individuals, P1-P11) Avg.			3.3	4.0	38	2.6	N/A