





We identified 10 Core Needs* and 60 Needs of survival game players
— They value curiosity, player-driven content, engaging grind, and progression

*Core needs are consolidated themes formed by grouping similar player needs.

 Researcher Picks

Core Needs*	Related Needs
Environment that stimulates constant curiosity 	X 15
Player-driven content, high degree of freedom 	X 11
Grinding made engaging and satisfying 	X 11
Fun to grow and progress step by step 	X 7
Gameplay built on respect, driven by diversity	X 5

Core Needs*	Related Needs
Comfortable and seamless basic actions	X 4
Low entry barrier, easy to spread to others	X 2
Unattainable, impossible situations in real life	X 2
Cooperative play (co-op) for greater efficiency	X 2
Cooperative play (co-op) to avoid loneliness	X 1

The **Extreme Survival** group values seamless basic actions, while the **Exploration** group values emotional engagement for co-op, and the **Creation** group emphasizes efficiency

GROUP 1

EXTREME SV

Environment that stimulates constant curiosity

Player-driven content, high degree of freedom

Grinding made engaging and satisfying

Fun to grow and progress step by step

Gameplay built on respect, driven by diversity

Comfortable and seamless basic actions

Low entry barrier, easy to spread to others

Unattainable, impossible situations in real life

Cooperative play (co-op) for greater efficiency

Cooperative play (co-op) to avoid loneliness

GROUP 2

EXPLORATION

Environment that stimulates constant curiosity

Player-driven content, high degree of freedom

Grinding made engaging and satisfying

Fun to grow and progress step by step

Gameplay built on respect, driven by diversity

Comfortable and seamless basic actions

Low entry barrier, easy to spread to others

Unattainable, impossible situations in real life

Cooperative play (co-op) for greater efficiency

Cooperative play (co-op) to avoid loneliness

GROUP 3

CREATION

Environment that stimulates constant curiosity

Player-driven content, high degree of freedom

Grinding made engaging and satisfying

Fun to grow and progress step by step

Gameplay built on respect, driven by diversity

Comfortable and seamless basic actions

Low entry barrier, easy to spread to others

Unattainable, impossible situations in real life

Cooperative play (co-op) for greater efficiency

Cooperative play (co-op) to avoid loneliness