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Invitations Sent: **0**
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Results for: GVLARP Feedback Survey

Untracked Responses: **13**
 Total Responses Received: **13**


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(This file contains all of the data we have collected on your behalf)


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(This will allow you to view each participants set of answers)


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(For example: "Show only the results for people who chose 'YES' to Question 4.")

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1) What is your opinion on our plotlines? *Tick all that apply.* [Chart Wizard](#)

Percentage Responses

Opinion	Percentage	Responses
What plotlines?	28.0	7
They are too repetitive	0.0	0
They are not relevant to my character	8.0	2
They have too many non-kindred	8.0	2
The plotlines are unpredictable	8.0	2
I feel like I can affect the plotlines	24.0	6
Nothing I do will change the outcome of a plotline	8.0	2
Other	16.0	4

[Click to view all OTHER text responses](#)







2) Please tell us what you think about the character generation process. *Tick all that apply.* [Chart Wizard](#)

Percentage Responses


Opinion	Percentage	Responses
It's nice and simple	24.1	7
I can make the character I want with it	24.1	7
I get enough help to make my character	17.2	5
It is overly complicated	0.0	0
The system doesn't make sense	6.9	2
I never have enough points	10.3	3
No one tells me what I need to know	3.4	1
Other	13.8	4








[Click to view all OTHER text responses](#)

3) How do you feel about how the storytellers process your Orders? *Tick all that apply.*  [Chart Wizard](#)


		Percentage	Responses
They never understand what I'm trying to say		2.9	1
They say "okay" too much		17.6	6
I am happy with the orders I receive		17.6	6
I'd like more detail in the replies		23.5	8
I find that the limit of 6 orders is too restrictive		0.0	0
My orders are replied to in a timely fashion		17.6	6
I never know when the deadlines are		0.0	0
I wish orders would get processed more than once per month		8.8	3
Other		11.8	4






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4) Please comment on the game system. *Tick all that apply.*  [Chart Wizard](#)

		Percentage	Responses
Combat takes too long		25.0	7
I don't understand what my stats/skills give me		14.3	4
I want to know more about the system		21.4	6
The system works fine		10.7	3
Another system would be better		0.0	0
The system is flexible		14.3	4
I don't know how to improve the system		3.6	1
Other		10.7	3

[Click to view all OTHER text responses](#)









5) What do you think of how we deal with your questions and complaints? *Tick all that apply.*  [Chart Wizard](#)

		Percentage	Responses
My questions are dealt with promptly and to my satisfaction		29.0	9
It takes too long to get an answer		0.0	0
I don't think that everything is explained enough		9.7	3
The service isn't consistent		3.2	1
I don't know what the complaints procedure is		12.9	4
I don't feel like my complaints or questions will be listened to		0.0	0
The storytellers always listen and try to help		19.4	6

The storytellers don't always give the same answers		9.7	3
The storytellers are too nice to players		6.5	2
The storytellers are too nasty to players		0.0	0
The storytellers are too strict		0.0	0
Other		9.7	3









[Click to view all OTHER text responses](#)

6) Please comment on the setting of the city of Glasgow? *Tick all that apply.*  [Chart Wizard](#)

		Percentage	Responses
It doesn't make sense		7.7	2
There is no consistency		3.8	1
It is very consistent		7.7	2
The setting is comprehensive and complete		15.4	4
There are too many supernaturals walking about		7.7	2
There are too many old plots hanging about		23.1	6
I feel that I can influence the major events in the city		3.8	1
I don't feel that I can affect the city		19.2	5
Other		11.5	3

[Click to view all OTHER text responses](#)

7) What do you think of Dark Times? *Tick all that apply.*  [Chart Wizard](#)

		Percentage	Responses
I like seeing what my character does appear in the stories		21.9	7
The puzzles are silly		12.5	4
I like doing the puzzles		9.4	3
I ignore the obviously plagiarised news articles		3.1	1
I think that real news articles add to the setting		28.1	9
The articles that PCs write are the best		9.4	3
I never read Dark Times		3.1	1
Other		12.5	4

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8) Please comment on the LARP Committee. *Tick all that apply.*  [Chart Wizard](#)

		Percentage	Responses
I don't know who the committee are		8.7	2
I don't know what they do		21.7	5

It is good to have oversight on the storytellers		21.7	5
We should hear more from the committee		26.1	6
The committee have no effect on the game, overall		13.0	3
The committee have too much influence on the game		0.0	0
Other		8.7	2

[Click to view all OTHER text responses](#)

9) What do you think of the Experience Expenditure? *Tick all that apply.* [Chart Wizard](#)

		Percentage	Responses
Too much bureaucracy		10.5	2
It's never on time		15.8	3
Lots of things get missed off my character		5.3	1
It operates smoothly		15.8	3
I have no trouble learning the skills I need		5.3	1
Some things don't take long enough to learn		10.5	2
Rituals should cost experience		5.3	1
Other		31.6	6

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10) Please rate GVLARP overall. [Chart Wizard](#)

	1 Terrible	2 Bad	3 Okay	4 Good	5 Great	6 Don't know/Not applicable	Responses	Average Score	
Plot	1 (7.69%)	2 (15.38%)	2 (15.38%)	2 (15.38%)	1 (7.69%)	5 (38.46%)	13	4.15 / 6 (69.17%)	Chart
Character Generation	0 (0.00%)	0 (0.00%)	2 (15.38%)	8 (61.54%)	3 (23.08%)	0 (0.00%)	13	4.08 / 6 (68.00%)	Chart
Orders processing	0 (0.00%)	0 (0.00%)	2 (15.38%)	7 (53.85%)	4 (30.77%)	0 (0.00%)	13	4.15 / 6 (69.17%)	Chart
Response to complaints/questions	0 (0.00%)	1 (7.69%)	1 (7.69%)	5 (38.46%)	3 (23.08%)	3 (23.08%)	13	4.46 / 6 (74.33%)	Chart
System	0 (0.00%)	1 (7.69%)	2 (15.38%)	7 (53.85%)	3 (23.08%)	0 (0.00%)	13	3.92 / 6 (65.33%)	Chart
Dark Times	0 (0.00%)	2 (15.38%)	3 (23.08%)	5 (38.46%)	3 (23.08%)	0 (0.00%)	13	3.69 / 6 (61.50%)	Chart
Setting	0 (0.00%)	1 (7.69%)	4 (30.77%)	4 (30.77%)	4 (30.77%)	0 (0.00%)	13	3.85 / 6 (64.17%)	Chart
Committee	0 (0.00%)	1 (7.69%)	4 (30.77%)	3 (23.08%)	2 (15.38%)	3 (23.08%)	13	4.15 / 6 (69.17%)	Chart

XP expenditure	0 (0.00%)	2 (15.38%)	3 (23.08%)	5 (38.46%)	1 (7.69%)	2 (15.38%)	13	3.85 / 6 (64.17%)	Change
Monthly XP assignment	0 (0.00%)	0 (0.00%)	4 (30.77%)	6 (46.15%)	3 (23.08%)	0 (0.00%)	13	3.92 / 6 (65.33%)	Change
Communication with Storytellers	0 (0.00%)	0 (0.00%)	3 (23.08%)	7 (53.85%)	3 (23.08%)	0 (0.00%)	13	4.00 / 6 (66.67%)	Change
Bar Budda as a venue	0 (0.00%)	0 (0.00%)	3 (23.08%)	4 (30.77%)	5 (38.46%)	1 (7.69%)	13	4.31 / 6 (71.83%)	Change
Woodside Hall as a venue	0 (0.00%)	4 (30.77%)	5 (38.46%)	3 (23.08%)	1 (7.69%)	0 (0.00%)	13	3.08 / 6 (51.33%)	Change
Overall venue booking	0 (0.00%)	1 (7.69%)	5 (38.46%)	5 (38.46%)	1 (7.69%)	1 (7.69%)	13	3.69 / 6 (61.50%)	Change
Donation amounts to cover costs	0 (0.00%)	1 (7.69%)	3 (23.08%)	5 (38.46%)	3 (23.08%)	1 (7.69%)	13	4.00 / 6 (66.67%)	Change
								3.95 / 6 (65.83%)	

11) Please tell us about any additional comments you would like to make about any aspect of the game

(The last five responses are given)

- You say you use only second edition rules yet clearly some third edition rules are being used and others just make more sense as they have had time to refine them over the several different editions that second edition was released in.

I suggest putting these changes/rules being used on the website/Dark times so the players know what is what.

Make the house rules and the major rules of the second edition you are using clearly known as people have no idea what rules are being used most of the time, the Major one is combat rules.

As for the "too many supernaturals in the city" above, I like the amount of supernaturals in the city the one(s) that do not make sense is why a member(s) of the Fae are in the court or how they can survive such overpowering Banality, I could understand if this was for a reason but I can still find no reason why it was there either.

- n/a

- I think the game is very good though sometimes i find it hard to feel comfortable. Due to the different social Cliques that are in the game and sometimes in generally feel like an outsider

- Overall I enjoy the game from month to month. If I had anything negative to say about it, it would primarily involve players rather than the committee or ST team. If there were any failings in plot, it would have more to do with my own avoidance of it than it not being available or being implimented badly.

All in all, there is a lot of good work being done here, but I think that the venue's don't help the work that's been done stand out.

- I like the game mostly for the PC driven scheming, I think when plot comes near me it is actually negatively effecting the game. I think too many things are done because they are cool and some of the old characters/plots/etc should just stay away. Also clean up Glasgow Supers, please.

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