

# Case study Promise Me – 3rd survey (pre-game)

Dear participant,

It has been around two weeks now since you have played the art game *Promise Me*. We would like to ask you some final questions!

## **Last survey - instructions**

Once again: please do not think about your answers too much. There are no right or wrong answers. The survey takes about 5 minutes to complete.

With kind regards,

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Q32

The first questions are about the Promise Cards that were part of the game.

**When you made a promise during the game *Promise Me*, to whom have you been promising to?**

- the animals in the game
- the other players of the game
- myself
- animals in general
- society
- nobody
- I don't remember
- other: \_\_\_\_\_

Q13

**And when you chose one Promise Card after the game, to whom have you been promising to?**

- the animals in the game
- the other players of the game
- myself
- animals in general
- society
- nobody
- I don't remember
- other: \_\_\_\_\_

Q35

**Do you remember what promise was written on the Promise Card that you chose after the game?**

- yes, namely: \_\_\_\_\_
- yes, partly: \_\_\_\_\_
- no, I don't remember

Q33

**What did you do with the Promise Card that you chose after the game?**

- I threw it away
- I kept it as a souvenir
- I kept it as a reminder of my promise
- I don't remember
- other: \_\_\_\_\_

Q15

**And what did you do with the little pig that you chose after the game?**

- I threw it away
- I kept it as a souvenir
- I kept it as a reminder of my promise
- I don't remember
- other: \_\_\_\_\_

Q34

**Have you carried out the promise that was written on the Promise Card that you chose?**

- yes, I did!
- yes, partly: \_\_\_\_\_
- no, I did not

Q50

**Why did you keep the promise from the Promise Card you chose?**

\_\_\_\_\_

Q51

**Why did you not keep the promise from the Promise Card you chose?**

\_\_\_\_\_

Q10

**How could we improve the use of the Promise Cards? (in and/or after the game)**

\_\_\_\_\_

Q11

**During *Promise Me* the little pigs could only be freed once the players made a path of promises for them. In real life, animals can only be 'free' if people, collectively, change their behavior and eat less or no animal products. Did you perceive this association?**

- yes
- no
- I don't remember
- other: \_\_\_\_\_

Q16

**How did you experience the design and the materials of *Promise Me* compared to 'regular' board games?**

\_\_\_\_\_

Q36

**Anything else you would like to share with us concerning the Promise Cards or the game in general?**

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Q16

**What is your e-mail address?**

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**This is the end of this last survey.  
Thank you very much for your participation in our research!**

With kind regards,

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