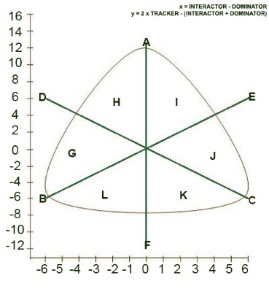
**Gamertype**

**The scale measures your player profile in a learning environment in the form of a game. Put a cross (“X”) on the number that best reflects your response on the scale below. There are no right or wrong answers, just express your opinion about the statements below.**

|  |  |  |  |
| --- | --- | --- | --- |
| **Totally Disagree**  **1** | **Disagree**  **2** | **Agree**  **3** | **Totally Agree**  **4** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1-I like to interact, share ideas and learn as a team. | 1 | 2 | 3 | 4 |
| 2-I love innovative games with scoring systems that cause surprise or uncertainty. | 1 | 2 | 3 | 4 |
| 3-I consider that looking for new sensations in the game and enjoying its narrative and aesthetics is better than competing. | 1 | 2 | 3 | 4 |
| 4-I usually disperse when I collaborate with people in a game. | 4 | 3 | 2 | 1 |
| 5-I consider scoring systems favorable to improve content learning. | 1 | 2 | 3 | 4 |
| 6-I enjoy the collective experiences that are presented in the game world. | 1 | 2 | 3 | 4 |
| 7-I like that the ratings of others are known through leaderboards at the end of the game. | 1 | 2 | 3 | 4 |
| 8-I like to learn autonomously only if there are problems that allow me to level up. | 1 | 2 | 3 | 4 |
| 9-I usually make an effort in the game to win points and medals with the aim of making myself known. | 1 | 2 | 3 | 4 |
| 10-I consider it important to improve my skills by being victorious in a competitive game that brings me rewards. | 1 | 2 | 3 | 4 |
| 11-I consider myself a rebel and I don't like to follow the rules of the game. | 4 | 3 | 2 | 1 |
| 12-I like games that allow me to manipulate others seeking social reputation. | 1 | 2 | 3 | 4 |
| 13-I usually plan for myself to achieve goals in the game. | 1 | 2 | 3 | 4 |
| 14-I consider that to learn it is better to work in a team than alone. | 1 | 2 | 3 | 4 |
| 15-I think that the use of badges, virtual medals or points used in a game can help improve my reputation. | 1 | 2 | 3 | 4 |
| 16-I usually take advantage of the opportunities that arise in the game for my own benefit. | 1 | 2 | 3 | 4 |
| 17-I like to improve my learning looking for the limits of the game. | 1 | 2 | 3 | 4 |
| 18-I prefer those games in which I can face others with the aim of disturbing. | 1 | 2 | 3 | 4 |
| 19-Leveling up by exploring the game world is a good way to motivate myself to learn. | 1 | 2 | 3 | 4 |
| 20-I like to overcome difficulties and master difficult tasks. | 1 | 2 | 3 | 4 |
| 21-I consider interaction through discussion forums in a virtual training environment where my achievements can be seen to be satisfactory. | 1 | 2 | 3 | 4 |
| 22-I usually follow my own path and I often let myself be guided by curiosity. | 1 | 2 | 3 | 4 |
| 23-I prefer to improve my learning by creating social connections during the game. | 1 | 2 | 3 | 4 |
| 24-I like to have an impact on others by making myself known by achieving achievements. | 1 | 2 | 3 | 4 |
| 25-Being independent is more important to me than working as a team. | 4 | 3 | 2 | 1 |
| 26-I like that rankings and classification tables are used because I like to be the center of attention of others. | 1 | 2 | 3 | 4 |
| 27-Recovering the effort invested through points, prizes or badges is important to me. | 1 | 2 | 3 | 4 |
| 28-It makes me happy to be part of a team and to be able to guide others in the game. | 1 | 2 | 3 | 4 |
| 29-I consider group interaction through chat or other means of communication in real time to be satisfactory. | 1 | 2 | 3 | 4 |
| 30-I enjoy sharing my knowledge with others. | 1 | 2 | 3 | 4 |

|  |  |  |  |
| --- | --- | --- | --- |
| Value | Dominators | Trackers | Interactors |
| Low Trend: **1,75-3** (summation between10-17,5) | F (Explorers) | D (Stunnorns) | E (Seekers) |
| Moderate Trend: **3,1-4,4** (summation between 17,6-25) | L (Players) | H (Achievers) | K (Disruptors) |
| High Trend: **4,5-7** (summation between 25,1-32,5) | G (Vehements) | I (Conquerors) | J (Socialicers) |
| Very High Trend: **+5,7** (summation between 32,6-40) | B (Raptors) | A (Victors) | C (Colleaguess) |



**Dominator = 7 x (sumatorio de ítems 5,7,9,10,12,15,18,21,24,26) / 40**

**Tracker = 7 x (sumatorio de ítems 2,3,8,13,16,17,19,20,22,27) / 40**

**Interactorr = 7 x (sumatorio de ítems 1,4,6,11,14,23,25,28,29,30) / 40**

**Eje x: Interactor – Dominator**

**Eje y: 2 x Tracker – (Interactor + Dominator)**

**Automatic measure** **in** [**www.joelprieto.eu**](http://www.joelprieto.eu)