

Quantitative Research Report – Romania

Introduction

This report presents the results of the quantitative research conducted with participants from Romania as part of the project's survey activities. A total of **112 respondents** completed the questionnaire, providing valuable insights regarding their preferences in board games, civic interests, and accessibility needs in educational or recreational games. The survey aimed to understand how game-based learning tools can be designed to be engaging, inclusive, and educational for young people.

According to the collected responses, participants showed strong interest in strategy-based games, social interaction, and accessible design elements that make games easier to understand and participate in.

1. Participants

The questionnaire was completed by **112 participants from Romania**, representing young people with different interests and experiences related to board games and educational activities. The relatively large number of responses provides a reliable overview of the preferences and needs of Romanian participants within the context of the research.

2. Favorite Board Games

Participants were asked to mention their favorite board games. The answers were open-ended, allowing respondents to list one or more games they enjoy.

Most Frequently Mentioned Games

Several board games appeared repeatedly in the responses:

Strategy and classic board games

- Catan
- Monopoly
- Chess
- Ticket to Ride
- Carcassonne
- Pandemic

Social and party games

- Activity
- Alias
- Dixit
- Codenames
- Mafia
- Wavelength

Card and casual games

- Uno
- Rummy / Remi
- Saboteur
- SkipBo
- Card games

Other games mentioned

- Dungeons & Dragons (D&D)
- Jenga
- Dobble
- Secret Hitler
- Cluedo
- Ludo

Some participants also mentioned **digital games such as Roblox**, showing that the gaming culture of participants includes both physical and digital experiences.

Key Observation

The majority of favorite games fall into three main categories:

1. **Strategy games** requiring planning and critical thinking.
2. **Social interaction games** that involve communication and teamwork.
3. **Simple card or party games** that are easy to learn and accessible.

This indicates that participants enjoy games that combine **fun, interaction, and cognitive engagement**.

3. Civic Interests and Game Themes

Participants were also asked about **civic interests and possible themes for games**.

The responses suggest that young people are interested in themes connected with:

- **Learning and skill development**
- **Critical thinking**
- **Social interaction**
- **Educational content**
- **Strategic decision-making**

These results suggest that games developed for educational purposes should combine **entertainment with learning outcomes**, particularly focusing on developing practical skills and knowledge.

4. Accessibility and Adaptation Needs

One important part of the survey focused on **accessibility**, asking participants if they require or prefer adaptations in games.

Participants who do not require adaptations

Many respondents stated that they **do not require specific adaptations**, but several still acknowledged that accessibility improvements would make games easier for everyone.

Commonly Requested Adaptations

Participants mentioned several accessibility features that could improve the gaming experience:

Visual accessibility

- Large text
- Strong contrasts
- Clear and readable fonts
- Dyslexia-friendly fonts

Simplified communication

- Simple language
- Clear explanations of the rules

- More schematic or logical instructions

Learning and comfort adaptations

- Slower pace
- Breaks during gameplay

Alternative design elements

- Symbols instead of colors
- Colors combined with symbols
- Tactile figures for visually impaired participants

One participant specifically mentioned needing **large text due to visual impairment**, highlighting the importance of inclusive game design.

Key Insight

Even participants who did not require adaptations personally supported the idea of **making games more accessible**, suggesting that inclusive design benefits all players.

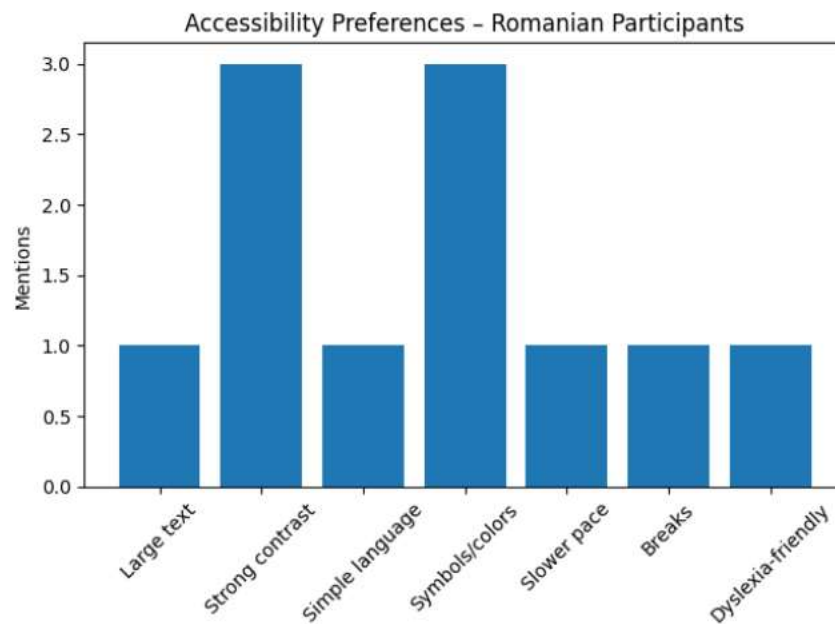


Figure 2. Accessibility Preferences in Games

Highlights participants' interest in inclusive features such as simple language, strong contrast, symbols, slower pace, and larger text.

5. Key Findings

The Romanian survey revealed several important trends:

- **Strategy and social games are the most popular.**
- Participants value **games that involve thinking, interaction, and creativity.**
- Many players appreciate **clear rules and easy-to-understand instructions.**
- Accessibility features such as **simple language, strong visual contrast, and slower pace** are considered useful.

- Inclusive design elements are widely supported even by participants who do not personally require them.

6. Conclusion

The quantitative research conducted in Romania highlights the importance of combining **entertainment, strategy, and accessibility** when designing educational or civic-themed games. Participants demonstrated strong interest in games that encourage **critical thinking, communication, and teamwork**, while also emphasizing the importance of **inclusive design features** such as clear language, visual clarity, and flexible gameplay pace. These findings provide valuable guidance for the development of future game-based learning tools that aim to be **engaging, educational, and accessible to diverse groups of young people**.