

This questionnaire was originally written in Japanese and translated into English.

*: Required, SA: Single Answer, MA: Multiple Answers, N: Numeric Answer, FA: Free Answer

Screening Question (1)

S1Q. Have you ever played Sakuna: Of Rice and Ruin? (SA)

1. Have played

2. Never played

Personal Attributes

PQ1. Your gender (SA)*

Male
 Female

PQ2. Your age (N)*

PQ3. Your place of residence (SA) *

Hokkaido / 2. Aomori / 3. Iwate / 4. Miyagi / 5. Akita / 6. Yamagata / 7. Fukushima / 8. Ibaraki /
 Tochigi / 10. Gunma / 11. Saitama / 12. Chiba / 13. Tokyo / 14. Kanagawa / 15. Niigata /
 Toyama / 17. Ishikawa / 18. Fukui / 19. Yamanashi / 20. Nagano / 21. Gifu / 22. Shizuoka /
 Aichi / 24. Mie / 25. Shiga / 26. Kyoto / 27. Osaka / 28. Hyogo / 29. Nara / 30. Wakayama /
 Tottori / 32. Shimane / 33. Okayama / 34. Hiroshima / 35. Yamaguchi / 36. Tokushima /
 Kagawa / 38. Ehime / 39. Kochi / 40. Fukuoka / 41. Saga / 42. Nagasaki / 43. Kumamoto /
 44. Oita / 45. Miyazaki / 46. Kagoshima / 47. Okinawa

PQ4. Are you currently married? (SA)*

1. Unmarried (including separated or bereaved)

2. Married

PQ5. Do you have children? (SA)*

1. Do not have

2. I have

PQ6. What is your household annual income (including tax)? (SA)

1. Less than 2 million yen 2. 2-4 million yen

3. 4-6 million yen
4. 6-8 million yen
5. 8-10 million yen
6. 10-12 million yen
7. 12-15 million yen
8. 15-20 million yen
9. More than 20 million yen
10. Do not know

PQ7. What is your personal annual income (including tax)? (SA)

1. Less than 2 million yen

- 2. 2-4 million yen
- 3. 4-6 million yen
- 4. 6-8 million yen
- 5. 8-10 million yen
- 6. 10-12 million yen
- 7. 12-15 million yen
- 8. 15-20 million yen
- 9. More than 20 million yen
- 10. Do not know

PQ8. What is your current occupation? (SA)*

- 1. Civil servants
- 2. Manager/Officer
- 3. Office worker (clerical)
- 4. Office worker (technical)
- 5. Office worker (other)
- 6. Self-employed
- 7. Free Business
- 8. Housewife (househusband)
- 9. Part-time job
- 10. Student
- 11. Other
- 12. Unemployed

PQ9. What is your current student classification? (SA)*

- 1. Elementary school student
- 2. Junior high school student
- 3. High school and technical college student
- 4. Vocational school student
- 5. Junior college student
- 6. University student
- 7. Graduate student
- 8. Other

Screening Questions (2)

S2Q1. Do you know Sakuna: Of Rice and Ruin? (SA)

- 1. I know
- 2. Do not know

S2Q2. Have you ever played Sakuna? Please choose the one that best describes you. (SA)

- 1. I have completed the game
- 2. I have played the game (but not completed it)
- 3. I have never played, but I have seen friends/acquaintances/family members playing the game
- 4. I have never played, but I have seen others playing the game on Twitch or YouTube
- 5. I have never played, and I have never seen a game being played on screen

Main Survey

Q1. Which of the following types of Sakuna have you played? (MA)

- 1. Nintendo Switch packaged version
- 2. Nintendo Switch downloadable version
- 3. PlayStation 4 packaged version
- 4. PlayStation 4 downloadable version
- 5. Steam (PC)

Q2. When did you start playing this game? (SA)

- 1. November 2020
- 2. December 2020
- 3. January 2021
- 4. February 2021
- 5. March 2021

Q3. How many years have you been in this game? (If you don't remember well, give an approximate number of years.) (SA)

- 1. 1-5 years
- 2. 6-10 years
- 3. 11-15 years
- 4. 16-20 years
- 5. 21-25 years
- 6. 26-30 years
- 7. 31 years and more

Q4. In this game, did you do your rice farming? (SA)

- 1. Mainly, I grew rice by myself
- 2. Mainly, I left rice cultivation to Tauemon

Q5. What did you refer to get the information you needed to grow rice in this game? (MA)

- 1. Live game streaming on Twitch, YouTube, etc.
- 2. Posts on social media such as Twitter
- 3. Website of the Ministry of Agriculture, Forestry, and Fisheries (MAFF)
- 4. Website of the Zen-Noh (National Federation of Agricultural Cooperative Associations)
- 5. Strategy sites or strategy books for the game, except for 3 and 4
- 6. Advice from friends and acquaintances who are playing the same game
- 7. Advice from friends and acquaintances who are engaged in rice farming
- 8. Information available in the game
- 9. My own experience and daily life
- 10. Other (Please describe:) (FA)
- 11. I didn't refer to anything in particular

Q6. Before starting this game, did you know that rice farming involves the following steps? Please select the options you knew before you started. (MA)

- 1. Plowing a rice field
- 2. Seed rice sorting
- 3. Raising seedlings
- 4. Rice planting
- 5. Water management
- 6. Fertilizer (compost) production
- 7. Weed control (weeding)
- 8. Insect control
- 9. Rice harvesting
- 10. Hanging rice on a rack
- 11. Threshing
- 12. Rice hulling and milling
- 13. I didn't know any of these

Q7. What were your concerns about growing rice for this game? Please select the options you were particular about. (MA)

- 1. Plow the rice field evenly
- 2. When planting rice, plant the seedlings in a straight line
- 3. Fine-tune the amount and temperature of water
- 4. Fine-tune the composition of fertilizers.
- 5. Prevent weeds from growing or pull them out if they do grow
- 6. Dry the rice well after harvesting
- 7. Rice is hulled and milled to my liking
- 8. Other (Please describe:) (FA)
- 9. Nothing in particular

Q8. What was your most particular concern in growing rice for this game? Please select the option you were most particular about. (SA)

- 1. Plow the rice field evenly
- 2. When planting rice, plant the seedlings in a straight line
- 3. Fine-tune the amount and temperature of water
- 4. Fine-tune the composition of fertilizers.
- 5. Prevent weeds from growing or pull them out if they do grow
- 6. Dry the rice well after harvesting
- 7. Rice is hulled and milled to my liking
- 8. Other

Q9. What was the degree of hulling and milling? If it depends on the time, please select the highest percentage. (SA)

- 1. brown rice
- 2. 10% pounded rice
- 3. 20% pounded rice
- 4. 30% pounded rice
- 5. 40% pounded rice
- 6. 60% pounded rice
- 7. 70% pounded rice
- 8. 80% pounded rice
- 9. 90% pounded rice
- 10. White rice

Q10. What did you refer to decide the degree of hulling and milling? (MA)

- 1. Live game streaming on Twitch, YouTube, etc.
- 2. Posts on social media such as Twitter
- 3. Website of the Ministry of Agriculture, Forestry, and Fisheries (MAFF)
- 4. Website of the Zen-Noh (National Federation of Agricultural Cooperative Associations)
- 5. Strategy sites or strategy books for the game, except for 3 and 4
- 6. Advice from friends and acquaintances who are playing the same game
- 7. Advice from friends and acquaintances who are engaged in rice farming
- 8. Information available in the game
- 9. My own experiences and daily life
- 10. Other
- 11. I didn't refer to anything in particular

Q11. What were your particulars about the diet in this game? (MA)

1. I ate a dish that will help me get ahead in the action part of the game

- 2. I ate a dish that I liked
- 3. I ate an unusual dish
- 4. Other (Please describe:) (FA)
- 5. I was not particular about any dish

Q12. What did you feel was missing in the rice production of this game? (MA)

1. Modern agricultural machinery such as tractors and combine harvesters could not be used

- 2. Modern chemical fertilizers with well-balanced ingredients were not available
- 3. Modern pesticides with high weeding and insecticidal effects could not be used
- 4. Some of the essential farm work for rice cultivation, such as soil puddling, was omitted

5. The game had no village society in which farmers could cooperate or compete with other farmers

- 6. The game had no mechanism to interact with other players in the game
- 7. Other (Please describe:) (FA)
- 8. Nothing in particular

Q13. If you were to recommend this game to someone who has yet to play it, how would you recommend it? (FA)

Q14. Please select all the following that apply to you. (MA)

- 1. There are rice paddies within my current living area
- 2. I grew up in an environment with rice paddies within living distance
- 3. I am currently growing rice
- 4. I am currently engaged in agriculture other than rice farming
- 5. I have experienced rice farming at school or local events
- 6. I have helped rice farming because my parents are (or were) farmers
- 7. I work in the agriculture industry
- 8. I attend an agriculture-related school
- 9. None of the above applies to me

Q15. Have you changed (or are you likely to change) through playing, viewing, or knowing about this game? Please select all that apply to you. (MA)

- 1. My knowledge about rice farming increased
- 2. I learned how hard rice farming is
- 3. I eat rice with care
- 4. I eat more rice
- 5. I learned that brown rice can be turned into white rice
- 6. I started to think about the effects of food on my diet
- 7. I started to think about what I wanted to eat
- 8. I have come to appreciate the farmers who grow rice
- 9. I became interested in agriculture
- 10. I began to look at the rice paddies in my neighborhood
- 11. I want to experience farming
- 12. I want to start farming
- 13. I want to start living in the countryside
- 14. Other (Please describe:) (FA)
- 15. There was no change

Q16. Are there any of the following options that need to be solved as a domestic agriculture or food problem? Please select all that you think should be solved. (MA)

- 1. The area of rice paddies is decreasing
- 2. The number of people engaged in agriculture is decreasing
- 3. The amount of rice per capita is decreasing
- 4. More and more food is being thrown away even though it is still edible
- 5. Domestic food self-sufficiency rate is decreasing.
- 6. Nothing in particular

Q17. What percentage of players might become interested in agriculture after playing the game? Please answer from "0" to "100". If you think there are none, please enter "0". (N)

Q18. What percentage of players would want to start farming after playing the game? Please answer from "0" to "100". If you think there are none, please enter "0". (N)

Q19. Do you think rice consumption in Japan will increase due to this game? (SA)

- 1. Increase
- 2. Neutral
- 3. Will not increase

Q20. Please give us your opinion on the following questions. For each question, please choose the closest to your opinion from "strongly agree" to "not at all agree." (SA for each)

Q20-1. I like rice

Q20-2. I eat rice a lot

Q20-3. I don't care much about what I eat

Q20-4. I like the countryside

Q20-5. The number of people engaged in domestic agriculture should be increased

Q20-6. The amount of rice per capita should be increased

Q20-7. Domestic food self-sufficiency should be increased

Q20-8. Food does not necessarily have to be produced domestically; what is lacking can be imported from abroad

Q20-9. Sometimes, I am so absorbed in games that I cannot distinguish between the game and reality Q20-10. I agree with regulating the amount of time people spend playing games because too much

passion for games can interfere with daily life

Q20-11. Games can change people's behavior and improve the real world

Response options:

- 1. Strongly agree
- 2. Slightly agree
- 3. Neutral
- 4. Slightly disagree
- 5. Strongly disagree

Q21. Do you perform live gaming? (MA)

1. I perform live gaming via Twitch

2. I perform live gaming via YouTube

3. I perform live gaming in other ways (Please describe the medium:) (FA)

4. Do not perform any live gaming

Q22. Do you watch live game streaming on video games? (MA)

- 1. I watch live game streaming via Twitch
- 2. I watch live game streaming via YouTube
- 3. I watch l live game streaming in other ways (Please describe the medium:) (FA)

4. Do not watch any live game streaming

Q23. How many hours a day, on average, do you play games? If you play games for 30 minutes, enter "0.5". If you do not play games, enter "0". (N)

Q24. How many games have you purchased in the past year? If you do not play games, please enter "0". (N)

Q25. How much do you charge for games per month on average? (SA)

- 1. Not charged
- 2. Less than 4000 yen
- 3. Between 4000 yen and 8000 yen
- 4. More than 8000 yen