

Appendix 8.1 – Survey Instrument:

Please Circle Yes/No or follow the instructions for each of the following questions:

Please provide your name below:

Please provide your sex below:

- Male
- Female
- Non-binary / third gender
- Prefer not to say

Please provide your age (in years) below:

Please provide your nationality below:

Please provide a brief description of your playing/ coaching/ casting experience below.
Experience does not have to be specific to 1v1, however please ensure you provide all 1v1 relevant points (see example):

Example: I have experience coaching 3v3 Rocket League at an amateur level for 1.5 years. I have ~4 months experience in paid coaching for individual players of ranks gold - SSL. I have casted ~5 1v1 matches between professional Rocket League players. I have achieved a highest rank of GC3 in 1v1 Rocket League and SSL in 2v2 Rocket League.

The following question is with regards to Rocket League player(s) within a 1v1 match, who are between 500MMR (i.e. gold) to 1300MMR (i.e. high GC3/ low SSL)

From the options below, please rank the in-game metrics that you feel would best discriminate between a player playing a strategy which is 'safer' or 'riskier'. **Note that we only require the top 10**, with 1 being the metric that best discriminates. **Feel free to ignore the ordering below 10**

Items
Saves
Shots
Boost Used
Average Boost Amount (in reserve)
Amount of Boost Collected
Count of Boost Collected from Big Pads
Count of Boost Collected from Small Pads
Amount of Boost Stolen (boost in opponents half)
Count of Boost Stolen from Big Pads
Count of Boost Stolen from Small Pads
Time Spent at 0 Boost
Time Spent at 100 Boost
Amount of Overfill Total (boost collected while the individual already has boost)
Amount of Overfill Stolen
Average Speed
Time Spent At Slow Speed (below or at max speed without boost)
Time Spent at Supersonic Speed
Time Spent on the Ground
Time Spent High in the Air (Above Goalposts)
Duration of Each 'Powerslide'

Rank by dragging metrics into the box
(in order of metric that best
discriminates)

Number of 'Powerslides'
Time Spent Behind (Goalside) of the Ball
Time Spent in the Defensive Third
Time Spent in the Offensive Third
Demos Inflicted
True Boost Wastage (Proportion of boost used (in total) while the player is supersonic)

The following question is with regards to Rocket League player(s) within a 1v1 match, who are between 500MMR (i.e. gold) to 1300MMR (i.e. high GC3/ low SSL)

From the options below, please rank the in-game metrics that you feel would best discriminate between a player playing a strategy which is '**more simple**' or '**more complex**'. **Note that we only require the top 10**, with 1 being the metric that best discriminates. **Feel free to ignore the ordering below 10**

Items
Saves
Shots
Boost Used
Average Boost Amount (in reserve)
Amount of Boost Collected
Count of Boost Collected from Big Pads
Count of Boost Collected from Small Pads
Amount of Boost Stolen (boost in opponents half)
Count of Boost Stolen from Big Pads
Count of Boost Stolen from Small Pads
Time Spent at 0 Boost
Time Spent at 100 Boost

Rank by dragging metrics into the box
(in order of metric that best
discriminates)

Amount of Overfill Total (boost collected while the individual already has boost)

Amount of Overfill Stolen

Average Speed

Time Spent At Slow Speed (below or at max speed without boost)

Time Spent at Supersonic Speed

Time Spent on the Ground

Time Spent High in the Air (Above Goalposts)

Duration of Each 'Powerslide'

Number of 'Powerslides'

Time Spent Behind (Goalside) of the Ball

Time Spent in the Defensive Third

Time Spent in the Offensive Third

Demos Inflicted

True Boost Wastage (Proportion of boost used (in total) while the player is supersonic)