
Video Game Toilets Survey

Thank you so much for being part of this study.
Answer honestly and thoroughly.
You are contributing to the field of game studies.

I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Why would I have a specific interest in toilets when I have my own in my house

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're cool when used in context I guess

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They have a chance of containing cool stuff.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

you must be joking.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I shit in them

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

they unite the world. everyone is common in the fact that they have to take a shit once in a while.

Your favorite memory of a toilet in a video game

one where I never had to read this survey.

What aspects of toilets in games do you think appeal to you personally (if any)

i think you have a problem

Any interesting findings or discoveries you've found in your time with toilets?

I hope your professor locks you in one

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Why? ^ (explain your interest level) *

Toilets man, toilets!

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

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Why? ^ (explain your interest level) *

Who need air?

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

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Why? ^ (explain your interest level) *

Better if they are explosive

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Sadly not

What is special/unique about toilets to you? What role do toilets play in your life?

They are a place to peacefully meditate

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
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What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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Why? ^ (explain your interest level) *

having toilets in a video game shows your attention to detail and i think thats rad

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
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Why? ^ (explain your interest level) *

having boxes/barrels in a video game shows your attention to detail and i think thats rad

If you are interested in game toilets, what got you interested in video game toilets in the first place?

i love attention to detail man and having a toilet in your video game shows that

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

not currently but im looking

What is special/unique about toilets to you? What role do toilets play in your life?

they're special to me because they're the only place im legally allowed to dispose of my internal waste

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What values (cultural, political, etc.) do you think toilets present in games?

it represents physical health as it disposes of your waste for you instead of it lying all over the floor

Your favorite memory of a toilet in a video game

you know that one in the one game

What aspects of toilets in games do you think appeal to you personally (if any)

i can relate to them because i also contain a lot of shit

Any interesting findings or discoveries you've found in your time with toilets?

people dont appreciate it when you pee outside the toilet bowl

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Why? ^ (explain your interest level) *

It's a real life thing of a shitty business. I like them interactive as much as possible. Open it, close it, flush it and make the main character to be able to take shit and piss in it. Some games have a few of these features. I loved SOMA's toilet, or Duke Nukem 3D's.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

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Why? ^ (explain your interest level) *

Good way for alternative, sneaky path. Surprise some enemies from above or avoid them.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

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Why? ^ (explain your interest level) *

Barrels can be hiding places, but also killers. Explosive ones are cool, but two edged swords. Sometimes you can build tower of them to reach higher places, but their shapes make it harder to make them stable.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Duke Nukem had cool, usable toilets, enemies used them, Duke pissed into them had felt good after it. Toilets are part of our reality, games need them.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

Actually no, but I like them in games. Many different implementations exist.

What is special/unique about toilets to you? What role do toilets play in your life?

Peeing, shitting. Opening, closing, flushing... Sometimes crap stuck... you need to deal with them.

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Well, they're part of our lives... other than that, I don't know.

Your favorite memory of a toilet in a video game

Duke Nukem 3D's toilets, SOMA's toilet in Simon's apartment. Not exactly a toilet, but shit related, the Great Mighty Poo from Conker's Bad Fur Day.

What aspects of toilets in games do you think appeal to you personally (if any)

Interactivity in all the ways, including destruction.

Any interesting findings or discoveries you've found in your time with toilets?

Shit can stuck... That's a shitty situation.

This form was created inside of University of Southern California.

Google Forms

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Why? ^ (explain your interest level) *

ok

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

cool stuff

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

huge mgs fan

If you are interested in game toilets, what got you interested in video game toilets in the first place?

duke nukem forever good game

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

stop

What is special/unique about toilets to you? What role do toilets play in your life?

they take me out of shitty situations

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

the value of microtransactions

Your favorite memory of a toilet in a video game

throwing shit

What aspects of toilets in games do you think appeal to you personally (if any)

they both take lots of shit from others

Any interesting findings or discoveries you've found in your time with toilets?

its art

Why? ^ (explain your interest level) *

If they don't explode or I can't climb them, then I don't have much interest in them.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Flushing toilets in Duke Nukem 3D.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No I don't

What is special/unique about toilets to you? What role do toilets play in your life?

My toilet has a heated seat and bidet so it's pretty sweet compared to the average toilet.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They represent western civilization's cleanliness, infrastructure, and our shame of bodily functions.

Your favorite memory of a toilet in a video game

Interrogating someone by bashing their head into a toilet in one of the Splinter Cell games.

What aspects of toilets in games do you think appeal to you personally (if any)

They help create a more recognizable environment.

Any interesting findings or discoveries you've found in your time with toilets?

No not really

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Why? ^ (explain your interest level) *

Game toilets are better than real life toilets: Same sleek design but no smell

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

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Why? ^ (explain your interest level) *

Air vents are okay. I just think toilets are more interesting

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

DONKEY KONG

If you are interested in game toilets, what got you interested in video game toilets in the first place?

It's been a lifelong fascination, really.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I suppose they could promote immersion! Humor too!

Your favorite memory of a toilet in a video game

I used to play Sims a lot when I was younger. I had this one sim who just refused to walk to the bathroom (I think it was a pathfinding bug) and he would just 'relieve himself' on the floor. So, I just built toilets in every room of the house and it worked -- he stopped going all over my hardwood floors... Except it made things super weird because he'd just walk into a room full of people and drop his pants (not even caring about the other people in the room). So, people would be sitting down to eat dinner and then that sim would walk in and start using the toilet, and staring all of them down as they tried to eat their dinner. It was pretty funny, actually.

What aspects of toilets in games do you think appeal to you personally (if any)

All of them?

Any interesting findings or discoveries you've found in your time with toilets?

Too many to describe!

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Why? ^ (explain your interest level) *

They are usually low res, so when they are not, it's cool. Also in Fallout you can drink from them.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

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Why? ^ (explain your interest level) *

Just don't care

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They hold important things more often than not

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Fallout

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

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What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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Why? ^ (explain your interest level) *

Frankly, I haven't ever reflected on the subject before now.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

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Why? ^ (explain your interest level) *

Air vents hold a little more interest because I use them mechanically in games more frequently.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I don't think much about level doodads I suppose.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I use them and at times I plunge them.

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- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Acknowledgement of base human need and nature.

Your favorite memory of a toilet in a video game

I honestly don't think I have one unless Conker's Bad Fur Day counts.

What aspects of toilets in games do you think appeal to you personally (if any)

The fact that we include them as background detail in so many games despite the fact that they are such a disposable, physical, primitive thing.

Any interesting findings or discoveries you've found in your time with toilets?

Most people don't know basic toilet maintenance and will sometimes just leave toilets in private homes nonfunctional without even alerting anyone else to the fact that they are clogged/broken/etc. Like, yeah I guess it's kinda embarrassing to say you fucked up my toilet, but c'mon, just tell me so I don't start flooding the bathroom with water. It's not so hard.

Video Game Toilets Survey

Thank you so much for being part of this study.
Answer honestly and thoroughly.
You are contributing to the field of game studies.

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Small details in games, such as toilets, are very important to me, as they so much more realism and life to a game.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Vents may be useful in certain games such as Alien Isolation and whatnot, and monsters can pop out of them, but a player normally cannot interact with them, as they are stuck to the wall.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

These, to put it simply, are everywhere, so they have no uniqueness that intrigues me.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

You! While playing Layers of Fear.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

I do not

What is special/unique about toilets to you? What role do toilets play in your life?

They make a satisfying flush in video games, and in The Legend of Zelda: Skyward Sword, you can sit on the toilet and it will flush when you stand (though unfortunately, Link does not ever pull down his pants, which is disappointing and unrealistic). In my life, they allow me to excrete my huge dining hall dinners in peace, which I very much appreciate.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Different cultures use different kinds of toilets, so I think having those unique toilets depending on the video game world's location or culture could be great details that make those cultures feel more real and accepted.

Your favorite memory of a toilet in a video game

in The Legend of Zelda: Skyward Sword, Link can sit (fully-clothed, though) on the toilet, and it will flush when he stands up. Then, at night, there is a hand coming out of the toilet.

What aspects of toilets in games do you think appeal to you personally (if any)

Being able to make your character actually use them.

Any interesting findings or discoveries you've found in your time with toilets?

Sometimes a toilet in my old house wouldn't refill with water, making it unflushable. To fix it, you need to open the back part of the toilet and raise the drain plug. The water hadn't refilled because the chain that raised the plug had disconnected from the flushing mechanism, but reattaching it would fix it.

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Why? ^ (explain your interest level) *

They are iconic props in video games. See a barrel you know it should blow up, see a box you know it should explode into species

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

They let me evacuate my bowls.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

None, some toilets maybe different in some parts of the world. But they really have no significance

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

None, nothing about a toilet in a game appeals to me

Any interesting findings or discoveries you've found in your time with toilets?

floaters

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Toilets need to be there for game immersion reason with human characters, but otherwise aren't necessary

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Air vents are a little cooler, pun intended. They have more relevance in adventure games, because stealth missions may require them.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Boxes and barrels are everywhere! What is inside them is a mystery! I must know!

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Pondering the question "Do these characters ever go to the bathroom?"

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

In the video game Banjo-Kazooie, there is a level called Mad Monster Mansion. There are toilets in several rooms. When your character transforms into a tiny pumpkin, one of the toilets leads to a secret passage/septic tank. It was pretty gross.

Runner up: Conker's Bad Fur day: Song of the Great Mighty Poo.

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Why? ^ (explain your interest level) *

You can hide in them, use for covers, or blow them up. What's not to like?

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Goldeneye 007 had video game toilets, and made for a hilarious place to put bad guys or face off against your friends.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Nooooooooo?

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets are a sanctuary, a place to get away from the world for a few minutes at a time.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Typically, they're a perfect distillation of the game's current environment. If you're playing a horror game, and you enter into some kind of dilapidated house, chances are the toilet will be intentionally disgusting.

Your favorite memory of a toilet in a video game

Goldeneye 007. Hands down.

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Don't have specifics on hand, but I feel as though there has been clever graffiti in some, or even a zombie/monster or something. To be honest, I'd love to see some Easter eggs or passwords/cheat codes hidden in a stall (Paintball mode? Etc.)

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How would you identify yourself as? *

- Gamer
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- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They aren't an important part of the gameplay unless there's an ammo box or something of interest in there.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Surprisingly, I'm not as interested in them as toilets.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Boxes fill an environment if the area is lacking in 'stuff'. Barrels are good for one thing only (explosions)

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Finding ammo in them or the thrill of flushing a digital toilet.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

I don't follow any game toilet media but I do read the Reader's Digest from time to time.

What is special/unique about toilets to you? What role do toilets play in your life?

It's a good place for deep thought.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

Can't pick a favourite.

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I would totally read a paper about videogame toilets.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I can think of many air vents in games.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Important in games. You always expect to get something out of them. Or be of help of some kind.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Some years ago I saw a tumblr dedicated to toilets in games, and it was shocking because I never noticed how frequent this feature is.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

They are patron saints of our public health, and they concede privacy.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

It shows no matter what the context, humans have physiological necessities.

Your favorite memory of a toilet in a video game

First thing you see in Portal. You may be treated like a robot, used in test chambers... But it reminds you that you are still human.

What aspects of toilets in games do you think appeal to you personally (if any)

If they got any interaction to it (sound of flushing,etc)

Any interesting findings or discoveries you've found in your time with toilets?

Video Game Toilets Survey

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- Gamer
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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I like to loot them and see if they have opening and closing mechs.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

To crawl through

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Love hiding in them

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Games where they try to disturb you with them (ex. RE7)

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Nope, but I should

What is special/unique about toilets to you? What role do toilets play in your life?

The idea of what goes into them disguise some

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

There something we all use and buy so economic

Your favorite memory of a toilet in a video game

Reaching into the toilet in Resident Evil 7

What aspects of toilets in games do you think appeal to you personally (if any)

Taking stuff out of them (phone :/)

Any interesting findings or discoveries you've found in your time with toilets?

That the water in the top is super clean

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Why? ^ (explain your interest level) *

Their mostly benign objects without much significance, and making them significant usually involves something gross.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Vents are an interesting environment, particularly in survival horror games, as they enclose the player while also being a route of further exploration. That sense of trapping while also liberating is an interesting dynamic.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are very versatile objects that typically see a lot of use in platformers and shooters. While benign on the exterior, they can contain rather interesting contents. That dynamic makes for an interesting reward system for players who explore and interact with objects.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

They let me flush waste, that's about it.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They can be used to highlight differences in parts of the world where toilets, public toilets, or proper sewage systems aren't established things.

Your favorite memory of a toilet in a video game

In Silent Hill 3, the protagonist, Heather, refuses to dig around in a toilet for items and asks who would ever think about doing something like that. This line only plays if the console detects Silent Hill 2 save data, as the line references the protagonist of that game, James, who would regularly find items hidden in toilets.

What aspects of toilets in games do you think appeal to you personally (if any)

All of the aspects of toilets kind of repulse me, but that is still a valid emotional response that can be utilized in games and other media.

Any interesting findings or discoveries you've found in your time with toilets?

In general, the Silent Hill games have an interesting relationship to toilets and bathrooms that may be worth while to look into. (Can you tell I like those games and did my research paper on one?)

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- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I mean, the polish of a flushing toilet is always nice, but I don't think it's a major component to the game

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Vents can be used as another means of exploration/level detail that can create new strategies and/or possible strategies on how a player may approach/navigate their environment.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They normally contain some form of loot, and loot is always good :)

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I can release my bodily wastes without being judged. It's a pretty sweet deal.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Polish/attention to detail

Your favorite memory of a toilet in a video game

The side quest in The Legend of Zelda: Skyward Sword where you had to help someone who hid in a toilet

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Google Forms

Video Game Toilets Survey

Thank you so much for being part of this study.
Answer honestly and thoroughly.
You are contributing to the field of game studies.

I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I've used toilets in puzzle design before due to their unique silhouette

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They seem to be used in different genres for getting from room to room.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Often smashable/explodable. useful for killing enemies and acquiring loot.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Having to design using one.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No...

What is special/unique about toilets to you? What role do toilets play in your life?

Having to share one with someone who doesn't care about its cleanliness is one of the most arduous things i have to deal with at the moment. So they provide both relief and intense stress.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

the state of rooms wherein ppl dispose of waste is a good indicator of the amount of care that goes into maintaining the establishment (dirty toilet->not as much effort into cleaning; posh toilet->wealthy clientele)

Your favorite memory of a toilet in a video game

none

What aspects of toilets in games do you think appeal to you personally (if any)

unique silhouette.

Any interesting findings or discoveries you've found in your time with toilets?

the mechanics of how flushing works is cool.

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Why? ^ (explain your interest level) *

Toilets are so common in first person games, its interesting to see how they're employed in the game play (if they're used at all)

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Like wooden crates, these elements are so common to first person computer games it almost feels like a lazy move.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Funny - I had not even seen this question when answering the previous one... It's not interesting per se, these are elements that are easy trips for designers to use without having to explain their use. If I see a crate, I'm going to try smashing it.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

It would have to be Half-Life. I remember asking myself, why would they include these? I feel like that game started a lot of these tropes but there may be others before it.

It's interesting that the toilet of all things is a constant. More interesting is how many games uses them for different purposes. Compare Fallout to Dear Esther for example.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

We have a terrible one in our flat. A constant source off frustration!

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Not sure

Your favorite memory of a toilet in a video game

Half Life

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

This form was created inside of University of Southern California.

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Why? ^ (explain your interest level) *

boxes are fun, because they play with expectations, and the idea that you might get a reward for breaking something. explosive barrels are also fun, they allow strategy, but also anarchy

If you are interested in game toilets, what got you interested in video game toilets in the first place?

the furthest back i can remembe for having a toilet experience in a game, would be in bioshock. almost every bathroom in that game, had some kind of reward or enemy, and if their wasn't an enemy in the men's bathrooms, it was almost guaranteed their was one in the women's. also they were usually flooded as well and there was an implied importance to plumbing in that game.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

i don't read up on video game toilets, ever.

What is special/unique about toilets to you? What role do toilets play in your life?

i feel a toilet in reality has the inverse effect on me as it does in a game. in a game a toilet makes me slightly tense, in reality being tense on a toilet would be counter productive. i usually feel safe.

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

BTW YOU HAVE MADE THE PREVIOUS QUESTION MANDATORY, BUT PROVIDED NO (NONE OF THE ABOVE) OPTION, I HAVE DONE NONE, BUT TICKED ONE BECAUSE I HAD TO.

i think they are very valuable, but not symbolically in the public's conscious. perhaps a lot of people also feel a slight sense of risk and reward with video game toilets as i do. in which case they can be useful as a short hand from the developer to the player that a potential situation is waiting for them behind the iconic toilet door

i feel every toilet is a dead end to a map, and dev's don't usually have dead ends with no purpose, so to avoid a pointless area, every dev will put something in the bathroom.

Your favorite memory of a toilet in a video game

in one of the fallout games i opened a stall to find the toilet missing and also the wall, there was a hole leading into a secret passage way. this sort of pulled the rug out from under me, as i was expecting a toilet. this was more rewarding than any ammo or health i was expecting to find in the stall.

What aspects of toilets in games do you think appeal to you personally (if any)

the mystery, also every bathroom only ever has one way in and out. in that aspect a bathroom is slightly claustrophobic

Any interesting findings or discoveries you've found in your time with toilets?

environmental story telling most the time. in one of the fallout games there was three human hands in a bathroom sink. that had me thinking about it for quite some time. i would understand one hand or maybe even two but three was perplexing, there was clearly a story here, so i spent a while looking for more evidence. i never figured out why.

but often you'll find a skeleton holding drugs, or a gun. a short micro story that you can understand in a glance.

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Why? ^ (explain your interest level) *

Good game designers think about everything. Including where the characters shit. I think Persona 5 does a good job of using the toilet as a place to recap what happened in your day while also adding a level of believability to the story.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Video game vents show that the artists and designers are at least aware of proper building code. Vents make the environment more believable. More often than not, I see them used as a way of lazily integrating stealth. Its at the point where its just cliché. Designers should keep in mind that real vents break easily, so if they are used for this purpose, then they must look visually sturdy to not break immersion. That being said, I think vents can serve other purposes, which is my primary interest in them. I think there was one FNaF game that had decent vent design. The air vents served as another entrance you had to watch out for. Another game that kind of used air vents was GTA V where you need to gas an air vent, to clear a place out.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

Grew up playing MGS. Boxes are a great meme. I mean they're ridiculous in terms of stealth design, but if you do them like Hideo Kojima where they are almost comical in nature, I feel like you can get away with them. Boxes and barrels are almost exclusively used as low poly set pieces that are either for throwing or breaking. Not a whole you can do with them.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

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What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Usually I try to find out whether the character can 'interact' with the digital loo.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Games are full of vents.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

And full of those.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I guess, it was in a game called Toilet Manager. It showed me the whole variety of ingame toilets.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Relief

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Privacy, humour

Your favorite memory of a toilet in a video game

Flushing in Duke Nukem 3D.

What aspects of toilets in games do you think appeal to you personally (if any)

Interactivity

Any interesting findings or discoveries you've found in your time with toilets?

Game toilets don't smell.

Video Game Toilets Survey

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

The level of dedication different games put into them is pretty interesting. Some of them let you flush them (Portal), some let you drink from them (ew, Fallout why?), some are just there (Bioshock)

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're fun to explore and make surprise attacks out of

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I can hide in them or find items in them and that's helpful

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Playing games and encountering the varieties of different toilets and the ways with which players can interact with them

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

god i wish

What is special/unique about toilets to you? What role do toilets play in your life?

They're always there for me

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

they demonstrate how closely the developers want to emulate real life in their games!

Your favorite memory of a toilet in a video game

ok I have two favorite memories so the first one is the hand in majoras mask asking for paper while trapped in the toilet. The second is in Fallout New Vegas (it might've been 3?) when I opened a toilet stall and there was a Protectron on the toilet

What aspects of toilets in games do you think appeal to you personally (if any)

they're not usually pertinent to main gameplay yet developers still put effort into establishing them as part of the world

Any interesting findings or discoveries you've found in your time with toilets?

Google Forms

Why? ^ (explain your interest level) *

metal gear

If you are interested in game toilets, what got you interested in video game toilets in the first place?

<https://gamejolt.com/games/muddy-heights/39301> and <https://gamejolt.com/games/poop/125021>

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

I follow the games on game jolt

What is special/unique about toilets to you? What role do toilets play in your life?

a king needs a throne – <http://davidjolt.com/>

Check the following if they apply to you *

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- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

trump rhymes with rump and we all know what we put those on

Your favorite memory of a toilet in a video game

all this, this is getting too long

What aspects of toilets in games do you think appeal to you personally (if any)

no

Any interesting findings or discoveries you've found in your time with toilets?

NO!

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

In Fallout and some other games you can drink toilet water. :D

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

One word: Stealth

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Can hold coins and/ or power-ups.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Fallout and other games that allow you to drink from toilets.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No.

What is special/unique about toilets to you? What role do toilets play in your life?

I go to the bathroom with them...

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

An easy way to get a small amount of health.

Your favorite memory of a toilet in a video game

Flushing them in Half-Life.

What aspects of toilets in games do you think appeal to you personally (if any)

None

Any interesting findings or discoveries you've found in your time with toilets?

None

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Why? ^ (explain your interest level) *

Al poop

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Meh

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

What's in the box, man?!

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Your survey

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

Hygiene

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Digital flow

Your favorite memory of a toilet in a video game

sims - character couldn't get to it and pooped themself

What aspects of toilets in games do you think appeal to you personally (if any)

The water tank

Any interesting findings or discoveries you've found in your time with toilets?

Symbiotic relationship with plumbing

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I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

You can make a SHIT ton of jokes!

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Alien isolation makes good work of them.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They give you good loot.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Fallout ones give you radiation.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

no.

What is special/unique about toilets to you? What role do toilets play in your life?

I defecate into them on a bi-daily schedule.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

I got a rocket launcher from one in borderlands.

What aspects of toilets in games do you think appeal to you personally (if any)

radiation

Any interesting findings or discoveries you've found in your time with toilets?

they smell

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

They're representative of a level of care and detail in a given game

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're kinda played out

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Look up the Crate Review system. It's really interesting

If you are interested in game toilets, what got you interested in video game toilets in the first place?

The exploding toilet in ShockTober

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No but I try to tell you when I see good ones

What is special/unique about toilets to you? What role do toilets play in your life?

My house has a nice toilet. I show it to all my guests

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Social

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

I like when they're black

Any interesting findings or discoveries you've found in your time with toilets?

Sometimes they flush. Sometimes they don't. They try their best.

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Why? ^ (explain your interest level) *

You don't see it a lot, and of the times you see it, it's usually underwhelming.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Typical game mechanic at this point, pretty boring mode of transportation.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Hiding place, contains goodies, etc. Very generic and boring.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

It's general lack of socially acceptable use in game design.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No. Unless if you count Megan Fox.

What is special/unique about toilets to you? What role do toilets play in your life?

I use it a lot, but it's pretty gross and I tend to not dwell on it.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

It depicts the mundane within an otherwise fantastical universe.

Your favorite memory of a toilet in a video game

N/A most of them are pretty bad or gimmicky.

What aspects of toilets in games do you think appeal to you personally (if any)

Fleshing out the world to make you realize that people still gotta take shits, yo.

Any interesting findings or discoveries you've found in your time with toilets?

They're not as difficult to install as you'd expect, and the design is absolute genius. Try looking into one/installing one sometime, a lot of talent went into it over so many years.

Why? ^ (explain your interest level) *

they can be really useful as elements of gameplay design: for example to complete weight puzzle levels, hiding supplies for the player, cover up, or just level design, they are needed and with great dedication and level of detail.

Good examples for their implementation could be half life series (again).

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I think its relatable to our daily lifes and seeing one in a different scenario (violent,horror,funny,etc) can be surreal for us.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

not really.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

well some bathrooms in general applies their culture on it, for example in south America argentina we use BIDEETS at the side of the toilet but most of the games doesnt have one, this could result in a gross reaction to us thinking about hygiene.

Your favorite memory of a toilet in a video game

Counter strike militia map where there is a toilet with a poop in it.

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

they come in different sizes and shapes, and its ubication in the room may vary between cultures.

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How would you identify yourself as? *

- Gamer
- Game Developer
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- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Toilets are a requirement of humans in civilized society. A lack of toilets in realistic settings takes from believably and immersion.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Immersion yet again. However, its size and videogame/movie tropes of its use for stealthy transportation is something that has always bothered me to a small degree.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Boxes and barrels are a videogame staple. Although a trope and put into strange locations/settings, they do have their purpose and place.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Majora's Mask and Fallout

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

They serve a very human need. They can also be a place of tranquility, solitude, and thinking.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They are a sign of civilized societies. They can also represent the place in which they come as different parts of the world have their own take on it.

Your favorite memory of a toilet in a video game

The hand coming out of the toilet in Majora's Mask. It was an odd, hilarious, and memorable moment in videogame history.

What aspects of toilets in games do you think appeal to you personally (if any)

They can show how much detail developers put into their games.

Any interesting findings or discoveries you've found in your time with toilets?

I find the entire history from its inception is very interesting.

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- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

No interest really.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Eh, a little bit more.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Shit, okay, we have definitely been conditioned to view boxes and barrels as very important because I lit up when you asked this.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I'm not, but the one from Majora's Mask is nice.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No.

What is special/unique about toilets to you? What role do toilets play in your life?

They are really just top notch

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

None

Your favorite memory of a toilet in a video game

Majora's Mask, or like, trapping my Sims in the restroom

What aspects of toilets in games do you think appeal to you personally (if any)

Very honest, there for you

Any interesting findings or discoveries you've found in your time with toilets?

None whatsoever

Why? ^ (explain your interest level) *

Alright, this is a huge topic man. I mean, these things are in literally every action game, sneaking game, horror game, hell even STORY game. I'd love to hear about the box phenomenon.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Eh, it's alright.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

The New York Times, TIME Magazine, Chicago Sun Times, The Navidson Record by zampano

What is special/unique about toilets to you? What role do toilets play in your life?

EVERYDAY MY MAN

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

An object in a video game restrooms. It also can show to decay of an environment, such as in Half Life 2, urinals and toilets are strewn broken and shitstained amongst the ground, or if its disgusting in the bathroom, it says something about the building doesn't it? In a horror game, it may be filled with blood, to add to the scary ambiance.

Your favorite memory of a toilet in a video game

In Garry's Mod maps. You wont find a bathroom without literally the same model everytime. When I think of a toilet, I see that god damned model. Its like the image of Jesus in toast.

What aspects of toilets in games do you think appeal to you personally (if any)

Environmental Storytelling.

Any interesting findings or discoveries you've found in your time with toilets?

This Survey.

This form was created inside of University of Southern California.

Google Forms

Why? ^ (explain your interest level) *

I personally just love boxes

If you are interested in game toilets, what got you interested in video game toilets in the first place?

probably my sims for the wii. it allowed you build your own toilet and even though using it does nothing for the character statuses, a little animation of sitting on the toilet plays. it was a very cute and innocent toilet interaction

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

no sorry, im not that into videogame toilets

What is special/unique about toilets to you? What role do toilets play in your life?

I need them to release bodily fluids

Check the following if they apply to you *

- I have read literature about video game toilets
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What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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Why? ^ (explain your interest level) *

Talking to you about their relationship to Jenkin's ideas about 'boys spaces' increased me interest greatly

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I think I spent half of my playing of Deus Ex: Human Revolution inside vents

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I mean, they're everywhere

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I liked dropping items into them just for giggles

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No, maybe I should

What is special/unique about toilets to you? What role do toilets play in your life?

I do a lot of my best thinking on the toilet, probably second only to in the shower

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I think toilets represent a crucial aspect of games role as 'boy spaces' in popular culture, as discussed by Henry Jenkins, that is their support of the fascination with bodily fluids and functions

Your favorite memory of a toilet in a video game

Piling every unconcois body from the level (I think the doctor's house) onto one in Dishonored

What aspects of toilets in games do you think appeal to you personally (if any)

They're always dirtier than the toilet in my apartment, so seeing one provides a nice boost in my self-confidence regarding cleanliness

Any interesting findings or discoveries you've found in your time with toilets?

I once found \$40 in a bathroom stall

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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Love the flush

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Don't love the whoosh

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

medium feelings on the crunch

If you are interested in game toilets, what got you interested in video game toilets in the first place?

It takes extra effort to make them do that animation and I appreciate it

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Robert Yang and Brendon Chung both post about game toilets sometimes

What is special/unique about toilets to you? What role do toilets play in your life?

during an exam in high school i got so stressed out that i went to the bathroom and fixed the toilet in there. I have communed with them and they find me pleasing.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

everyone's gotta piss

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I always try and interact when I see one in game.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are often alternative paths

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They explode/contain items

If you are interested in game toilets, what got you interested in video game toilets in the first place?

seeing a toilet in a video game

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

n/a

What is special/unique about toilets to you? What role do toilets play in your life?

The usual

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Life

Your favorite memory of a toilet in a video game

The first time I accidentally drank from one in fallout

What aspects of toilets in games do you think appeal to you personally (if any)

Being interactive

Any interesting findings or discoveries you've found in your time with toilets?

n/a

Video Game Toilets Survey

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1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I pee in the grass

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

AC is for pussys

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Love them to store my crap.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I don't like them, they are all full of shit

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

"The Loo and You" / "Poopers Illustrated: Swimsuit Edition" / CNN

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets are for sissys real men poop out in nature.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I think a video game centered around toilets might just piss people off.

Your favorite memory of a toilet in a video game

Duke Nukem 3D busting open stalls and blasting aliens taking a dump with my shotgun

What aspects of toilets in games do you think appeal to you personally (if any)

If you make a game with toilets be sure to include a squatty potty for proper colon alignment

Any interesting findings or discoveries you've found in your time with toilets?

Tomas Crapper won a patent as the original inventor for using a "floating ball cock" as a part of a water closet arrangement.

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Why? ^ (explain your interest level) *

Never really paid attention to them, but they are assets in a lot of different games, so it makes them kind of noticeable. Not many games have a practical use for them besides making the environment more realistic

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Similar to above, but more often, games have gameplay elements surrounding air vents (i.e sneaking around).

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Same as above, but with barrels/boxes (i.e finding hidden items, breaking...)

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

The idea that beyond any story or action-packed adventure, there is a sense of normalcy, life goes on, and a part of life is bathrooms. Even your favorite hero has to go at some point.

Any interesting findings or discoveries you've found in your time with toilets?

Google Forms

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1	2	3	4	5	6	7	8	9	10
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Why? ^ (explain your interest level) *

I made a game (Hot Tin Roof) where you use toilets to save.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Vents are way over played.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

The world doesn't need any more video game crates.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Functional toilets in Duke Nukem 3D

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I poop in them. It's p great.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Poop.

Your favorite memory of a toilet in a video game

Pooping on one to save the game.

What aspects of toilets in games do you think appeal to you personally (if any)

Pooping.

Any interesting findings or discoveries you've found in your time with toilets?

I've read a lot of books

Video Game Toilets Survey

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

unless its a game where you travel in sewer pipes

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

unless its a game where you travel in vents

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

good space fillers

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

the variety

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

income level

Your favorite memory of a toilet in a video game

it had poo

What aspects of toilets in games do you think appeal to you personally (if any)

they flush or overflow or contain secrets

Any interesting findings or discoveries you've found in your time with toilets?

portals to other dimensions

Video Game Toilets Survey

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Never noticed them before you.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Many more uses for vents such as tunnels through stealth game maps etc.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Sometimes they explode?

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Steven

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

N/A

What is special/unique about toilets to you? What role do toilets play in your life?

N/A

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

social

Your favorite memory of a toilet in a video game

dying light pecha coucha

What aspects of toilets in games do you think appeal to you personally (if any)

N/A

Any interesting findings or discoveries you've found in your time with toilets?

No but don't forget urinals are toilets too. They come in all shapes and sizes.

Why? ^ (explain your interest level) *

Because they *traditionally* carry goodies or explode

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

The usual role

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Google Forms

Why? ^ (explain your interest level) *

Any gamer enjoys finding loot

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I don't know man you did,just now

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

Starting to think this survey is trolling me now

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Thanks to GTA toilets are places to save your game,so a checkpoint or a point to relax and chill for a second

Your favorite memory of a toilet in a video game

Splinter cell conviction,smashing the guys head into a toilet

What aspects of toilets in games do you think appeal to you personally (if any)

Yeah I hope none

Any interesting findings or discoveries you've found in your time with toilets?

Most of my toilet discoveries arent that interesting....I would even say pretty shit sometimes

Google Forms

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On a scale from 1 to 10 how much are you interested in video game toilets? *

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They usually contain some sort of loot.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are just spinning around and you can't jump through.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

They contain loot + they can explode, when shot!

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I remember interactions with those, where you can press E to make it... well get rid of what is inside.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

I don't think so. Maybe, if I am looking for 3D tutorial, some of the people use toilet as learning model.

What is special/unique about toilets to you? What role do toilets play in your life?

Do you even need to ask? I wouldn't shit on my doorstep.

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

If there is propaganda written on water case of toilet, it sure is very political influencing.

Your favorite memory of a toilet in a video game

First Mafia, taking piss while shooting everybody in hotel and then blowing it out. At least that toilet had the best possible last memory.

What aspects of toilets in games do you think appeal to you personally (if any)

If they are just well modelled. And if there is loot inside, ofcourse.

Any interesting findings or discoveries you've found in your time with toilets?

I saw it in movie. If you take straw and put it inside toilet, you can breathe air through it.

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

They're ubiquitous in real life, so I'm always looking for them in video games. In a populated world, they'd spend a lot of time in bathrooms daily, wouldn't they? I'm always wondering how the characters eat and sleep.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I don't interact with air vents much. In real life, vent work can't support human weight to crawl through.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I don't tend to see many barrels in real life, or boxes like that. I really like trash cans in video games though. I wonder why they're put in a place functionally and what useful thing might be in it. Plus, everything in a trash can is for sure free game :) I've done a bit of dumpster diving irl. Once I found a mail order only Predator action figure from the 90s, still in the box :0

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I was mapping/spriting an RPG in a modern setting. I spent a lot of time wondering what sprites I needed, looking around my own house and city, um, looking to create a certain sense of verisimilitude. I sprited things like fire hydrants, bathroom stalls, electrical outlets, coffee makers- flat blue carpets I remembered from my childhood and the dark stains that never washed out. So, every venue I made had a quiet area with men and women's bathrooms in it, in short.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

My first memory is when I was 5 and I was laughing so hard, but I didn't know why. So I asked my mom why. Apparently, she had just told me a story about accidentally falling into the toilet that was so hilarious it jarred me into consciousness, I guess :v

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

You use the toilet in No More Heroes to save :P

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Man I wish

This form was created inside of University of Southern California.

Google Forms

Why? ^ (explain your interest level) *

Barrels make boom and that is fun.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I told you already.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Nitro rad did some stuff but not much.

What is special/unique about toilets to you? What role do toilets play in your life?

I poop in them. And pee as well, but I'd say pooping is more important for toilet specifically.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I said it above, it is in almost every game. Different cultures have different toilets. If game is set in various locations, do developers copy paste toilets? Do they model their own ones? It shows understanding of cultures.

Your favorite memory of a toilet in a video game

In Counter Strike, there was poop in the toilet. You could shoot it and it would explode.

What aspects of toilets in games do you think appeal to you personally (if any)

Explained above already.

Any interesting findings or discoveries you've found in your time with toilets?

Explained above already.

Google Forms

Video Game Toilets Survey

Thank you so much for being part of this study.
Answer honestly and thoroughly.
You are contributing to the field of game studies.

I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

There was that one scene in Splinter Cell, so I suppose there's not no interest...

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Well, they're unimaginative, but they do fill a gameplay role...

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Sometimes, when I shoot them, they explode.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Why? ^ (explain your interest level) *

Because boxes often hide food and barrels often hide wine, and I love both.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

The retarded kids filling the chatbox with crap like "GET R3KT N00B", "i fuk ur mum", "i go afk", "CYKA BLYAT" etc

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Not really, unfortunately it seems that not a lot of people are aware of the issue :(

What is special/unique about toilets to you? What role do toilets play in your life?

They allow me to get the crap out of me without having to throw it on others.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They present the value of justice, since they allow all the players play they game happily and without having to deal with crap.

Your favorite memory of a toilet in a video game

Surprisingly in Roblox, where toilets are a must. Unfortunately there though the crap levels are so high that even toilets cant help it.

What aspects of toilets in games do you think appeal to you personally (if any)

Their sense of perfection.

Any interesting findings or discoveries you've found in your time with toilets?

The number of crap you can put in them is bigger than you ever imagined.

Google Forms

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On a scale from 1 to 10 how much are you interested in video game toilets? *

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<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I don't see a reason to care about them other than them being a funny little doodad

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Never considered this interesting

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

These often have loads of gameplay mechanics tied into them, and are just classic

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Poop

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Poop

Your favorite memory of a toilet in a video game

The toilet ghost hand in Skyward Sword

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Video Game Toilets Survey

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

There is loot in them!

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are often "secret" pathways

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Smash them for things - loot, health packs...

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Borderlands...

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I see them every day. They are like family to me: cold, heartless and unresponsive...

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

The current State of the USA: not necessarily bad on the first look, but if you dig deeper, you'll find a whole lot of shit

Your favorite memory of a toilet in a video game

Is very personal

What aspects of toilets in games do you think appeal to you personally (if any)

Their contents

Any interesting findings or discoveries you've found in your time with toilets?

Toilets are like your bank account: you desire strongly to open them and see whats inside - until you do...

Video Game Toilets Survey

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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are toilets

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

uhhh

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They usually have free stuff

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Legend of zelda majora's mask the hand in the toilet.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

Usually the role they take is three times a day and usually takes a few mins

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

May differ depending on the country Eg squat toilets vs flush toilets

Your favorite memory of a toilet in a video game

Majors mask hand in toilet

What aspects of toilets in games do you think appeal to you personally (if any)

nothing really

Any interesting findings or discoveries you've found in your time with toilets?

A cane toad was in mine once scared the crap out of me.

Video Game Toilets Survey

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- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Attention to detail

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Attention to detail

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Attention to detail

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Attention to detail

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

N/A

What is special/unique about toilets to you? What role do toilets play in your life?

N/A

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Video Game Toilets Survey

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- Gamer
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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

It's fun to find toilets in videogames, give them a sense of realism even on not-serioua games

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They can be a fun mechanic like in MGS

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They can add a layer of stealth

If you are interested in game toilets, what got you interested in video game toilets in the first place?

In FF7 there are a lot of toilets on different towns that do nothing, but are well designed

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

I spent a good amount of time there checking social media or news

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

N/A

Your favorite memory of a toilet in a video game

Saving in No More Heroes

What aspects of toilets in games do you think appeal to you personally (if any)

Different designs of toilets on each area

Any interesting findings or discoveries you've found in your time with toilets?

N/A

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I spend so much time on the toilet in real life. Video games are the only way I can increase toilet time without people thinking I'm weird.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Air vents are the scourge of the devil and you should feel ashamed for asking about them.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

DONKEY KONG IS HERE

If you are interested in game toilets, what got you interested in video game toilets in the first place?

When I was seven, I fell in one. I was never the same.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

I'm not really into game toilets so much as just a general toilet enthusiast.

What is special/unique about toilets to you? What role do toilets play in your life?

Next question please.

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

It's interesting that so many video games have toilets, but video game characters never need to shit. I think if humans didn't have to shit, we would still keep building bathrooms. Because they serve a greater role than that.

Your favorite memory of a toilet in a video game

<https://www.youtube.com/watch?v=Nyiw03Sh0wE>

What aspects of toilets in games do you think appeal to you personally (if any)

The ability for it to transport waste from my hole.

Any interesting findings or discoveries you've found in your time with toilets?

<https://www.youtube.com/watch?v=rzXPYCY7jbs>

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- Game Journalist
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- None of the above

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

intrusion of the mundane into nominally fantastic spaces

it seems like toilets feature more prominently in videogames than in other media e.g. film. idk why that is but it's worth interrogating probably

opportunity to add "purposeless"/"meaningless" interaction (whereas most interaction in games is somehow purposeful or goal-directed)

somehow related to the way massive AAA games chase "realism" (visual fidelity) but i am not quite sure how

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

hadn't really thought about them before now. but there is probably something interesting there if you look closely enough

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

they are pervasive

in many games there are lots of boxes and barrels but you can't put anything into them. containment logic isn't modeled. what's up with that

If you are interested in game toilets, what got you interested in video game toilets in the first place?

this tweet <https://twitter.com/torahhorse/status/709458086524682241>

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

unfortunately i am unaware of any such sources of toilet documentation. is there like a tumblr i should be following or something

What is special/unique about toilets to you? What role do toilets play in your life?

honestly real life toilets are kinda supremely boring to me. they are only interesting when they crop up in fiction, because most fiction totally elides them. this is likely due to their profound boringness. fiction is supposed to be non-boring! so when toilets pop up in fiction i am paradoxically fascinated.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

toilets in games are a locus of paradox. based on how a game treats its toilets, you can get a sense for where it falls along several axes:

simulationism <-> abstraction

mundanity <-> fantasy

goal-directedness <-> sandboxiness

irony <-> sincerity

there are probably more. and like i said this also all intersects somehow with the way AAA games value visual fidelity above all else. what is it about AAA dev priorities that lead to the proliferation of toilets? idk but i really want to find out.

Your favorite memory of a toilet in a video game

in paper mario the thousand year door there is a moment at which mario flushes himself down a toilet to travel between locations. normally mario travels through "pipes" but we don't really think about the implications of that because they are so pristine and abstracted. what even are those green tube things??? so when mario travels via an actual literal non-abstracted toilet it calls your whole understanding of the universe into question.

What aspects of toilets in games do you think appeal to you personally (if any)

talked about this a little bit already but i'm a sucker for the intrusion of mundane considerations into fantastic spaces. toilets in games represent a particularly acute form of this phenomenon.

Any interesting findings or discoveries you've found in your time with toilets?

the extent to which someone cares about videogame toilets is a strong predictor of their skill as a game designer. you'll go far, kid

This form was created inside of University of Southern California.

Google Forms

Video Game Toilets Survey

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Answer honestly and thoroughly.
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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're like a chair but they have more functionalities

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They can be pathways but they've been used enough lately

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They can have items or be explosive

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If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Video Game Toilets Survey

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are a bit more interesting than real toilets, but still seem a bit gross, and generally are only used to put things in as a bit of mischief.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Sneaking around in them is fun. More to do with them than most video game toilets. But still just a featureless, rectangular metal corridor.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Stuff that holds other stuff is less interesting than the stuff it holds.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

My apartment was recently renovated and I only had access to our secondary, much less pleasant toilet for a week, and it was horrible. My partner and I called it a 'hell toilet'. I now better-appreciate the finer aspects of a nicer toilet (good atmosphere, flushing power, etc).

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Mundanity, blue-collar, humanity, especially when contrasted to science fiction elements.

Your favorite memory of a toilet in a video game

I put a rubber duck in one. I forget which. Half-Life 2?

What aspects of toilets in games do you think appeal to you personally (if any)

Showing people really live in a place. Kitchens are better though.

Any interesting findings or discoveries you've found in your time with toilets?

Why? ^ (explain your interest level) *

Similar to the vents, boxes/barrels serve obvious purposes: they provide cover, break up open spaces, and can have a variety of systemic applications.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I dunno. Probably playing a lot of immersive sims.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

Nah.

What is special/unique about toilets to you? What role do toilets play in your life?

As opposed to video game toilets, toilets in real life are very uninteresting: they serve a simple purpose and generally have no complications. When they're interesting it's either in the broad sense of "indoor plumbing is a modern luxury granted only to those lucky enough to dwell in wealthy countries", or it's because they contain additional unusual functionality or design elements. Toilets are also much like most household items in that it's easy to forget just how much time engineers and designers probably spent trying to make the toilet as intuitive, functional, and visually appealing as possible. Sometimes I have a sudden realization that an ordinary object I'm using had to at some point be designed by a human being for a specific purpose, and I like those moments a lot.

Check the following if they apply to you *

- I have read literature about video game toilets
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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I'm not entirely sure they present values; I'm not tempted to do some kind of deep read on what video games obsession with toilets signifies. I don't, for instance, think it's some bullshit freudian subconscious obsession with excrement or bathrooms. I think they're just an easy way to add authenticity to a virtual space without adding too much complexity.

Your favorite memory of a toilet in a video game

Most of my toilet memories are tied up in the games they feature in, I don't think I have any specific favorite toilet memories that are about the toilet, just favorite video games that contain toilets.

What aspects of toilets in games do you think appeal to you personally (if any)

I feel like I explained this adequately in the section about what interests me about them.

Any interesting findings or discoveries you've found in your time with toilets?

Japan is centuries ahead of the rest of the world in terms of toilet technology.

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Google Forms

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Haha I'm sorry! I never realized they were such a huge item! But I have been known to stop in for an unnecessary toilet flush or two in Skyward Sword.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I usually don't consider the vent system in a game unless I suspect there is secret air conditioning treasure.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Mm boxes. They are pushable and stackable and breakable. Good stuff.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Hahaha what? I want to read some video game toilet literature. There is clearly a vibrant subculture that I am missing out on.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

The Oracle of ages toilet man.

What aspects of toilets in games do you think appeal to you personally (if any)

Psh, potty humor? No pun intended? Flush sound effects are weirdly funny.

Any interesting findings or discoveries you've found in your time with toilets?

I will try to be more discerning about toilets in the future.

Google Forms

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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Not too common, interesting in usage

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Just below average would require a special vent to interest me

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Just about as much as most folks, fun to poke fun at, generally boring.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Robert Yang

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Robert Yang

What is special/unique about toilets to you? What role do toilets play in your life?

They are not "polite", but incredibly important.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Tons, even in absence they reveal a lot about goals/values of the designers.

Your favorite memory of a toilet in a video game

Silent Hill 3 has a great bit with a toilet stall, in which an occupant is implied (in a spooky way), this bringing up insecurities with interactions with others in restrooms. Then the toilet is revealed latter to be empty and covered in blood, which is so schlocky/cheesy and good.

What aspects of toilets in games do you think appeal to you personally (if any)

Can I flush them?

Any interesting findings or discoveries you've found in your time with toilets?

drinking out of toilets in fallout is p amazing

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- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

There's still a novelty value. Often there's an easter egg attached. No-one puts a toilet in without a reason.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

The novelty of being able to crouch wore off.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I am so sick of crouching behind crates

If you are interested in game toilets, what got you interested in video game toilets in the first place?

They're crude, and I was young.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I have regular butt pain. I have to seek out toilets in real life, too.

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
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- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They're boring real life elements. In the same way tv, film, books tend to skip over characters having to use them, and games do too. Characters don't have to eat, or even sleep, and almost never use the toilet.

In fallout, you never piss but you can drink from it.

A toilet is both a reminder that the character is meant to be human, but a reminder that the character isn't. I guess

Your favorite memory of a toilet in a video game

Probably duke nukem 3d, first time i saw one that was interactive.

What aspects of toilets in games do you think appeal to you personally (if any)

They're a chance to smuggle in tiny details

Any interesting findings or discoveries you've found in your time with toilets?

Squatting

Google Forms

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Why? ^ (explain your interest level) *

Looking for toilets and taking screenshots of them adds an extra "challenge" to each game.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I like them aesthetically, but I've never given them a second thought.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I appreciate what they add to a game in terms of aesthetics, but I don't pay too much attention to them.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I noticed some crudely modeled ones in games like No One Lives Forever and took screenshots of them, which then became a habit.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No.

What is special/unique about toilets to you? What role do toilets play in your life?

In my life? None. I'm only interested in toilets in video games.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Having seen different types of toilets from different eras and cultures, they certainly communicate a certain slice of history and cultural heritage.

Your favorite memory of a toilet in a video game

One fond memory involves Saint's Row III, where you can briefly play as a sentient toilet bowl.

What aspects of toilets in games do you think appeal to you personally (if any)

Their design. I like discovering how developers implement such a mundane thing in a virtual environment.

Any interesting findings or discoveries you've found in your time with toilets?

They're a popular place for easter eggs or little hidden things, like the disembodied heads found in toilet bowls in Sniper Elite 2 or a porn mag hidden in an outhouse in Hellforces.

Why? ^ (explain your interest level) *

They are almost always connected to gameplay either as loot boxes, explosives, or something to climb on

If you are interested in game toilets, what got you interested in video game toilets in the first place?

This survey, haha. I never realized they were a subject of such focus

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

When life becomes overwhelming, a toilet will grant you sanctuary for a few minutes

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

The importance of privacy, and the subversion of it

Your favorite memory of a toilet in a video game

A long time ago, I was playing some PC game with a friend of mine. I forget what it was called, but you were some guy with a stick trying to sneak around some vaguely medieval setting killing monsters. At one point, you find an outhouse, and when you open the door, a monster jump out! But it doesn't try to kill you. It was just mad that you barged in on it. After it yells, it picks up its newspaper and closes the door again. My friend and I were scared, but laughed for days about that. Ever since then, I always checked the toilets in games

What aspects of toilets in games do you think appeal to you personally (if any)

Silent Hill and Resident Evil use toilets to good effect. There's usually a moment in each game where the protagonist has to reach into some gross toilet for a puzzle solution. I always wondered why they were in there, but it also encouraged me to look for clues in places that I wouldn't normally check

Any interesting findings or discoveries you've found in your time with toilets?

In Deadly Premonitions, a police officer barfs over a toilet after a horrifying revelation. The victory image you see when you beat the chapter is that toilet

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Google Forms

Video Game Toilets Survey

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

they are amusing but i don't seek them out

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

nice, useful trope for transporting players while putting in a minimum of effort to level design

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

"time to crate" is my most beloved former online column

If you are interested in game toilets, what got you interested in video game toilets in the first place?

goldeneye

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

no but i am interested now that you mentioned they exist

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

the bathrooms in that one level in goldeneye

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Why? ^ (explain your interest level) *

Because why are there boxes floating around Mario's world and how on earth does he break them with his head? Like, what eldritch horror-world has a different set of physics that apply only to boxes?

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Experience of toilets in real life.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

A quite pivotal one, given that I have Crohn's.

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What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

Deleting all the toilets in my Sims house.

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Um.

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Why? ^ (explain your interest level) *

Common. The most interesting part about game boxes is that in Animal Crossing, you can customize the paint on the outside of a cardboard box. It looks pretty cute, too.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Simulators like Animal Crossing where you can place toilets in a house are fun and got me interested. Oh, and when you go to an animal's house and they're sitting on their toilet, they'll freak out when you talk to them. Also, when you get off the toilet it makes a flushing noise!

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

Unfortunately I do not

What is special/unique about toilets to you? What role do toilets play in your life?

I prefer clean toilets and currently where I am the toilets are not clean. I want clean toilets around the world for everyone. Also I sometimes sit on the lid of the toilet when I'm at home. Also I am extremely adept at fixing toilets when they break and overflow

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

They represent the mortality of the player character. Why else would you be seeing a toilet if you didn't need to use one? Assuming you are human or some being that produces waste, that is. It kinda breaks the magic circle, I guess, and brings real-life inclinations of Yeah I'm A Dude Who Poops Too, rendering any abilities you have in the game superficial.

Your favorite memory of a toilet in a video game

Placing down a bidet-style automated toilet in Roscoe's house in Animal Crossing: Happy Home Designer. I made him his own bathroom. It was cute

What aspects of toilets in games do you think appeal to you personally (if any)

They're unexpectedly cute

Any interesting findings or discoveries you've found in your time with toilets?

The pipes are fragile - beware

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Why? ^ (explain your interest level) *

too basic

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Its usage in half life 2 and sleeping dogs. In Obscure, the bathrooms were vaguely usable and it's cool IMO to be able to RP actually going to the restroom cause yknow.. we have needs

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

I don't

What is special/unique about toilets to you? What role do toilets play in your life?

I prefer clean bathrooms, and I think they're vital to life. I will not go camping because of the lack of proper toilets and plumbing. It is fairly sacred to me like I can only #2 in bathrooms of places with which I call home (my hotel room, my house, my bf's place, my friend's place who has a bidet and she keeps her bathroom clean, etc). Water is important and I require a bidet or a dipper (I have a portable dipper that I bring for traveling, it's actually a collapsible dog bowl).

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Civilization and being thoughtful of hygiene and cleanliness.

Your favorite memory of a toilet in a video game

The protagonist of sleeping dogs can wash his hands after using the bathroom. He has a pretty legit bathroom too, like it's realistically sized and functional.

What aspects of toilets in games do you think appeal to you personally (if any)

Flushing and washing hands

Any interesting findings or discoveries you've found in your time with toilets?

I haven't seen a game other than the sims that actually incorporates toilet usage in the gameplay. Oh and leisure suit larry.

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Why? ^ (explain your interest level) *

As a trans person, gendered toilets are a large point of tension in my personal life. As a nonbinary person, the gendering people perform of and within these spaces is also a point of tension, in addition to being an unnatural concept to me. In video games where you play a protagonist, typically they are gendered. Often games with normal settings featuring public toilets will restrict you from entering the "wrong" one - such as the Sims. Post-apocalypse or destroyed-world settings will often "join" the bathrooms via collapsed walls, un-gendering the spaces, providing the protagonist with "permission" to enter both or either. Thinking of fallout 4, which I played a lot of, every time I found gendered public toilets, they were in a pair, and connected this way. Why? Is it some squeamishness that causes the developers to do this? Problems with small dead-end rooms?

Nongendered toilets (such as those found within homes) are much less interesting to me.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I've never played a game where they were more than crawl spaces. In the U.K., our air vents are tiny and uncommon, even in offices - I perceive them as a game trope that doesn't really correspond to a real-life thing.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

They can be really immersive, or completely un-immersive, depending on how they are used. In skyrim or hyperspace delivery boy or dwarf fortress, they have purpose and meaning, as does their position and level of interaction. In Nier, they are unrealistic, meaningless props for puzzles. This distinction between set dressing, container, and game element is interesting to me.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I'm trans. Playing video games and finding the gendered space available to me was baffling and fascinating. Partly that the space was built the way it was - connected, "allowed", but also that there was never the tension or threat that accompanies me into real life bathrooms.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

At home - nothing interesting. In public - a constant challenge of knowing what toilets are around, are they gendered, which one is safer for me to go in, is it busy, will someone yell at me. It's hard.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

there's a strong push from the nonbinary community to de-gendering public toilets - the one in your house is unisex, after all. But games almost always depict public bathrooms as gendered, and rarely acknowledge trans people let alone nonbinary ones. There's also a notable omission of accessible bathrooms, similarly correlating with the relative absence of disabled characters in games.

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

i don't explore toilets much in video games; if they can flush that's cool but i usually don't go out of my way to see if they are interactive.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

if vents are in a game it normally means they are going to have a significant role in such; i'm worried about how much time i have to spend crawling through them.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

same as the toilets but i might be more likely to explore them for looting potential.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

horror games–immersion/distraction from scary things

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

--

What is special/unique about toilets to you? What role do toilets play in your life?

they make life significantly easier

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

social value–immersion

Your favorite memory of a toilet in a video game

borderlands 2–the toilet opened and had the ammo i needed (all i used n the game were sniper rifles so i constantly needed ammo)

What aspects of toilets in games do you think appeal to you personally (if any)

amusing

Any interesting findings or discoveries you've found in your time with toilets?

refer to previous answer

Google Forms

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Personal spaces are a rare moment for grounding a fantasy space

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They have tactical use, but have you ever seen a real air vent? Very rarely are they people sized.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're boring

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

The sims

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Don't hide things in toilet cisterns.

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Why? ^ (explain your interest level) *

The best they do in games is usually being flushable or maybe destructible

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I found playing as alien in AvP and being ambush predator great fun

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They usually contain loot and stuff but they rarely got creative uses outside of glitches

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Nothing

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Does this site count?

What is special/unique about toilets to you? What role do toilets play in your life?

I use them to take shit

Check the following if they apply to you *

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- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

About as big as people make it

Your favorite memory of a toilet in a video game

I think one game allowed me to throw them at people

What aspects of toilets in games do you think appeal to you personally (if any)

Immersion

Any interesting findings or discoveries you've found in your time with toilets?

My hemorrhoids

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Why? ^ (explain your interest level) *

toilets tend to have surprises, like funny moments or powerups

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Vents tend to lead you to hidden/secret places or shortcuts.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Very high chance for loot

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Duke Nukem 3D thought me that as a kid

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

no particularly

What is special/unique about toilets to you? What role do toilets play in your life?

Live saver. Quiet "me" time and at times great satisfaction.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Games who doesn't take them selves too seriously tend to include toilets in their game

Your favorite memory of a toilet in a video game

In Duke Nukem 3D. An alien unexpectedly was taking a dump and springs up to attack. Priceless fun.

What aspects of toilets in games do you think appeal to you personally (if any)

-

Any interesting findings or discoveries you've found in your time with toilets?

-

Video Game Toilets Survey

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Answer honestly and thoroughly.
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I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Robert Yang brought that up to 11

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They seem played out.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Wooden boxes and barrels are boring unless we're talking Donkey Kong. Games aren't doing anything interesting here

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Robert Yang

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Nothing for me besides basic human function. Although bad toilets are... revolting.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Literal and metaphorical wastes of effort in most games. Entire game worlds to others

Your favorite memory of a toilet in a video game

The Tearoom

What aspects of toilets in games do you think appeal to you personally (if any)

Shininess

Any interesting findings or discoveries you've found in your time with toilets?

Japan has it right with bidets. Come on America get your shit off your anus

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

it's interesting to see how much detail was put in a game, but if there is no toilet animation, I won't really care

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

there is rarely something to do with vents so i don't really care

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

if there are no possible interaction with it, i don't really care

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Who cares!

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They are beautiful and can serve gameplay

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Sometimes they explode, can be used in gameplay

If you are interested in game toilets, what got you interested in video game toilets in the first place?

No

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Never!

What is special/unique about toilets to you? What role do toilets play in your life?

I see them a few times a day and try to forget about them the rest of the time

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

None

Your favorite memory of a toilet in a video game

The genderless bathrooms in some game, was it LawBreakers?

What aspects of toilets in games do you think appeal to you personally (if any)

Flushing them

Any interesting findings or discoveries you've found in your time with toilets?

Nope!

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Why? ^ (explain your interest level) *

I like video games but toilets aren't my thing. I like other objects such as video game toasters more.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I love air vents, I take a lot of pictures of them I've noticed. One was even the centerpiece of a collage I made

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Things Are inside them, that's all. Wooden barrels are good simply because they are made of wood

If you are interested in game toilets, what got you interested in video game toilets in the first place?

N

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Where

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets remind me of how I have to excrete waste and I don't want to

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Magnification of the commonplace seeks to legitimize common suffering on a new medium.

Your favorite memory of a toilet in a video game

In Dr Muto there is excrement floating in his toilet excrement is disgusting but decent design is not

What aspects of toilets in games do you think appeal to you personally (if any)

Porcelain and good design

Any interesting findings or discoveries you've found in your time with toilets?

I have more fun pissing in the grass

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Why? ^ (explain your interest level) *

They're intriguing, but not compelling

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Only ever see them from the inside

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Are they for breaking? opening? pushing? standing? hiding? So much action is derived from a simple object

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Some YouTube video enlightened me about their weird portrayal in game worlds

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets are only one of two things that I put my naked butt on

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Mostly disgust

Your favorite memory of a toilet in a video game

flush flush flush

What aspects of toilets in games do you think appeal to you personally (if any)

They're all either made to look gross, or to give the player something to interact with (flushing). Game developers rarely include toilets unless it does either of these things.

Any interesting findings or discoveries you've found in your time with toilets?

Why? ^ (explain your interest level) *

they're a standard way to vary verticality within a space. their use as waist-high cover (for example) makes immediate spatial understanding possible (i.e., their presence and ordering clearly signify the likelihood of combat). their ubiquity (and currently limited function; cf. donkey kong?) makes it hard to imagine how they could be used in more interesting ways, but i wouldn't write them off entirely.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

the first thing that comes to mind when i think about toilets is my disappointment at having to wipe other people's piss off the seat every time i use the ones at work. i also have a number of anecdotes, all of which occurred at university: seeing a mostly empty bottle of wine in a cubicle; witnessing (from the neighbouring stall) a dude mostly missing the bowl while sitting down; seeing probably-underage students chug a litre bottle of vodka before a toga party. etc.

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

the need to create a plausibly realistic space.

Your favorite memory of a toilet in a video game

nothing comes to mind; sorry

What aspects of toilets in games do you think appeal to you personally (if any)

their untapped potential

Any interesting findings or discoveries you've found in your time with toilets?

disgust about bodies (our own, other people's) demonstrates a lack of self-awareness

This form was created inside of University of Southern California.

Google Forms

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Why? ^ (explain your interest level) *

It's Virtual Shit. why not?

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

because i get to breath from a my constant drowning of memes and edgelords.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

i get to hide in them and listen to vaporwave while thinking about memes

If you are interested in game toilets, what got you interested in video game toilets in the first place?

me playing on my nintendo switch while taking a shit.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

Sadly not.

What is special/unique about toilets to you? What role do toilets play in your life?

well when i look at a shitty toilet with my shit in it i think of how shit my life will be in the future.

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

it shows us the meaning of life

Your favorite memory of a toilet in a video game

taking a shit in minecraft.

What aspects of toilets in games do you think appeal to you personally (if any)

it can flush, and can spray out colorful shit.

Any interesting findings or discoveries you've found in your time with toilets?

sometimes they get clogged.

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Why? ^ (explain your interest level) *

If the toilet paper is put on the correct way.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Half Life 2 basically

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Metal Gear Solid

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Reddit

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

no

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

To immerse yourself in the real world

Your favorite memory of a toilet in a video game

finding a gun in one in PUBG

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

Some houses do not have toilets and it is really confusing.

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Why? ^ (explain your interest level) *

It's strange how things that are not commonly discussed in polite company, yet are inherent in everyone's lives are portrayed in video games

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They're generally boring.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

So they contain anything useful, or of monetary value?

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Games with fun Easter eggs that sometimes involve toilets (ie searching a toilet gives you a useful item)

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

I use them nearly every day

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

None? All? I'm starting to think you're way more into this than I am

Your favorite memory of a toilet in a video game

South Park Stick of Truth mini games

What aspects of toilets in games do you think appeal to you personally (if any)

Farts and poop are funny

Any interesting findings or discoveries you've found in your time with toilets?

In real life? No.

Google Forms

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I am looking to understand the interest behind toilets in video games. Due to a recent influx of videogame toilet related archiving & documentation over gamedev twitter and written media (see: PC Gamer & Kotaku's recent articles) I figured I might get a broader sample of public opinion (not just devs, but academics, journalists, gamers, and non gamers) on in-game toilet representation. I also am looking to see what makes toilets so special as opposed to other everyday staples in modern games such as vents and crates. So, if you have anything to say about video game toilets I'd be more than happy to learn from your response.

How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

i love giving blowjobs to guns

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

i like them

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

the maximum

If you are interested in game toilets, what got you interested in video game toilets in the first place?

guns

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

documentaries: half life 2, life of pi, the communist manifesto

What is special/unique about toilets to you? What role do toilets play in your life?

without toilets i would be nothing

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

without toilets there would be nothing i already answered this

Your favorite memory of a toilet in a video game

toilet

What aspects of toilets in games do you think appeal to you personally (if any)

yes

Any interesting findings or discoveries you've found in your time with toilets?

To be fair, you have to have a very high IQ to understand Rick and Morty. The humour is extremely subtle, and without a solid grasp of theoretical physics most of the jokes will go over a typical viewer's head. There's also Rick's nihilistic outlook, which is deftly woven into his characterisation- his personal philosophy draws heavily from Narodnaya Volya literature, for instance. The fans understand this stuff; they have the intellectual capacity to truly appreciate the depths of these jokes, to realise that they're not just funny- they say something deep about LIFE. As a consequence people who dislike Rick & Morty truly ARE idiots- of course they wouldn't appreciate, for instance, the humour in Rick's existential catchphrase "Wubba Lubba Dub Dub," which itself is a cryptic reference to Turgenev's Russian epic Fathers and Sons. I'm smirking right now just imagining one of those addepleted simpletons scratching their heads in confusion as Dan Harmon's genius wit unfolds itself on their television screens. What fools.. how I pity them. 🤔

And yes, by the way, i DO have a Rick & Morty tattoo. And no, you cannot see it. It's for the ladies' eyes only- and even then they have to demonstrate that they're within 5 IQ points of my own (preferably lower) beforehand. Nothin personnel kid

This form was created inside of University of Southern California.

Google Forms

Why? ^ (explain your interest level) *

Boxes and Barrels often times come down to filler in my opinion. Oh you need to fill this space? Just put a box in there. Or a barrel, or a barrel on fire.

Often to bland and not used correctly

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Fallout. In RPG's I'm the person to check every nook and cranny and this is where I have found that there always hidden secrets and jewels in the toilets

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets work with electricity. Turkey a marvel of engineering

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

See final answer

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

A wedding Ring in a Fallout toilet. With the husband stabbed by the wife and her note placed on the body as to why she killed him

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Google Forms

Video Game Toilets Survey

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- Gamer
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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Never thought about it quite frankly, but it seems interesting

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

don't see a reason for it

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

again, never thought about it

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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1	2	3	4	5	6	7	8	9	10
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Why? ^ (explain your interest level) *

I liek 2 poop

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I liek 2 breathe

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

BARRELS ARE THE ENEMY OF THE BRO ARMY!!!!!!!!!!!!

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Pooping

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No i only poop.

What is special/unique about toilets to you? What role do toilets play in your life?

They are for pooping.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

The innate right to poop.

Your favorite memory of a toilet in a video game

The Toilet i made in minecraft.

What aspects of toilets in games do you think appeal to you personally (if any)

the ability to poop.

Any interesting findings or discoveries you've found in your time with toilets?

they are used for pooping.

Video Game Toilets Survey

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Toilets can actually say a lot about the environment and world that a game is situated

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I feel like air vents are kind of a lazy way of getting around the map idk

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Box lore can get very intense like sometimes by looking at the box, you can learn so much about the world.

Video Game Toilets Survey

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<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

because sometimes you can flush them and it makes a cool noise

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

because thats the only form of travel in the arkham games apparently

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

i wish i could put a 12 because i love smashing the box

If you are interested in game toilets, what got you interested in video game toilets in the first place?

david baszucki

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

im actually starting up my own youtube channel to discuss video game toilets and showers

What is special/unique about toilets to you? What role do toilets play in your life?

i still think that it was a video game toilet that actually assassinated hitler but im not sure

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

it lets you know that no matter what, you always will have a place to shit

Your favorite memory of a toilet in a video game

when i gave someone a swirly in bully

What aspects of toilets in games do you think appeal to you personally (if any)

i like when they light up

Any interesting findings or discoveries you've found in your time with toilets?

ive found that sometimes it isnt a good idea to take the back part off of a toilet

Video Game Toilets Survey

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How would you identify yourself as? *

- Gamer
- Game Developer
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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

My interest in video game toilets is roughly that of my interest in IRL toilets. If they are needed, then cool.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Same as above.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Boxes and barrels are a bit more interesting. They can contain things, and can be hidden behind.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

I poop in them.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Your favorite memory of a toilet in a video game

I don't find toilets particularly memorable.

What aspects of toilets in games do you think appeal to you personally (if any)

I only find appeal in them if they serve some purpose to the game.

Any interesting findings or discoveries you've found in your time with toilets?

I've found some interesting smells, for sure. Some are shaped better than others, and some are too high.

Video Game Toilets Survey

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How would you identify yourself as? *

- Gamer
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- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

never thought about them really - depends on usability maybe

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

never thought about them really - depends on usability maybe

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

never thought about them really - depends on usability maybe

If you are interested in game toilets, what got you interested in video game toilets in the first place?

was interested when I found things in them that I needed in the game

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

I didn't even know there are things like that :o

What is special/unique about toilets to you? What role do toilets play in your life?

Uhm, I ... use them on a regular basis ...

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Uh ... I don't think any ...

Your favorite memory of a toilet in a video game

Fortnite - you can find BACON in them ... BACON!

What aspects of toilets in games do you think appeal to you personally (if any)

Finding Items ... making a Horror game even more terrifying if it's a nasty one ...

Any interesting findings or discoveries you've found in your time with toilets?

That - at least in Video games - I don't care when I find Bacon in it - I am still happy I found Bacon.

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

No

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I Like Air

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Smash

If you are interested in game toilets, what got you interested in video game toilets in the first place?

Pee

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

No

What is special/unique about toilets to you? What role do toilets play in your life?

I get to Pee in them

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

The human right rto pee

Your favorite memory of a toilet in a video game

Peeing in skyrim

What aspects of toilets in games do you think appeal to you personally (if any)

The Player Character can take a Potty Break

Any interesting findings or discoveries you've found in your time with toilets?

Sometimes, a poop

Why? ^ (explain your interest level) *

Barrels that go boom boom are fun

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I love games that incorporate toilets in their design because game toilets are really underrated. When I see a really detailed toilet in game, I think not only about their design but also about how someone sat down and really put some love into that porcelain bowl.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

N/A

What is special/unique about toilets to you? What role do toilets play in your life?

Toilets are where I spend a lot of time when I'm depressed because they're isolated. They're also everywhere; I feel like toilets are a really cool way that society really puts aside our differences and comes together for a common interest.

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I think from a cultural standpoint, toilets present a way that players can relate more to the world of the game. Even in extremely foreign worlds like those of Fallout, Borderlands, The Last of Us, etc., we see toilets all over the place presented as everything from common relics of the past to improvisationally fabricated tools. Players always know right away when they're looking at a toilet and it perhaps provides them with the ability to better relate games with their real lives.

Your favorite memory of a toilet in a video game

My favorite game toilet memory is probably of the first toilet in Fallout that I ever drank from to replenish health. I thought it was really neat that the plumbers 200 years prior were so good that the toilets they installed still held water after living through a nuclear war. I thought it was even cooler that the water in all its irradiated, stagnant, and presumably shit-coated glory could still give me a good pick-me-up after a long day of fighting wasteland raiders.

What aspects of toilets in games do you think appeal to you personally (if any)

My favorite game toilets are ones that look really sketchy. I think a good example would be some of the toilets in GTA5 that Trevor uses. Toilets that are despicably vile but see regular use nevertheless make me laugh.

Any interesting findings or discoveries you've found in your time with toilets?

I've found a lot of pretty good loot in video game toilets and that alone is more than enough to really respect a good toilet.

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How would you identify yourself as? *

- Gamer
- Game Developer
- Game Journalist
- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

They have a transportive and comedic quality

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Only can function as a transport method, little social value

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Historic signifance

If you are interested in game toilets, what got you interested in video game toilets in the first place?

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

What is special/unique about toilets to you? What role do toilets play in your life?

Check the following if they apply to you *

- I have read literature about video game toilets
- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Offensiveness

Your favorite memory of a toilet in a video game

What aspects of toilets in games do you think appeal to you personally (if any)

Any interesting findings or discoveries you've found in your time with toilets?

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- None of the above

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1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

You know hot fudge Sunday's? Me neither.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Porn

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

I feel like the incredible hulk when i destroy video game

If you are interested in game toilets, what got you interested in video game toilets in the first place?

I have a friend who really slaps my ass.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

my favorite twitch streamer funky

What is special/unique about toilets to you? What role do toilets play in your life?

when i was 4, i had really bad gas. I went to the hospital and they said, "stop eating toilets". I told them to shove it. I then ran all the way back home after escaping the security guards by playing foot ball with hospital macaroni and cheese. They thot they had me when I went into a room that had no windows...but they were wrong, i am a window. I showed them that I could do my moves and I was not scared to fight back. So i broke her neck. I LOVE TOILET AND I WILL RAWR AT ANYONE WHO DOESNT LOVE CARL SAGAN.

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

the

Your favorite memory of a toilet in a video game

i was only 4 years old and i had really bad gas.... I went to the local urgent care and I asked them if they played spyro? they told me "where's your parents kid" and i said, "where's your parents, kid" I think proceeded to do the macarina where you put your left leg in and take your left leg out and shake it all about. I was furious at this point cause I just wanted to play spyro and the so called doctors kept on screaming at me to put down the used needle trashcan.

What aspects of toilets in games do you think appeal to you personally (if any)

"my body is a human toilet"-hentai

Any interesting findings or discoveries you've found in your time with toilets?

when you flush things that aren't meant to be flushed the water doesn't go down, it goes up and it's not fun. I thought it would be fun. It's not. I tried swimming because it was summer, and I love fun. I ALSO love SHREK MEMES. Le epic duck told me I have no pancake mix so I BURNT WITH CIGARETTE. I have stoma.. I have cancer.... jk lol but I can't stop it's a problem. help. I spend so much money on cigarettes and my family is deprived because I keep spending on cigarettes. I have been to many counselors and I have even been a counselor at one point in my life but I just love cigarettes. let me tell you a story. once upon a time, there was a little mason at the age of 2 - 1 years old. he just came out of the womb and saw the most glorious of sights...it was a doctor and he had....a stealthoscope. that image was burned into his mind so he broke his back and threw him out the window. he was angry... the doctor only bounces twice. so he also jumped out window but remembered he forgot he was still connected to his cooking mama. he started to hang himself with an umbrella chord but was too strong. he saw a woman on the ground level and she had....one of those. a cigarette. he transformed himself into Kirby the hedgehog and gobble like mother flipin chicken. he was so wet. he nosedived down directly at the cigarette and ate them. it was in this moment he realized this wasn't just a story, it was the real deal. he felt punkd. he felt abandoned so he robbed a convenience store at gunpoint. They say autism isn't for everybody but for me.....I say would you like fries with that. This is how little may may found out about the catholic religion...he loved it. Amen, god bless, smoke cigarettes.

<https://i.imgur.com/UBPTXrw.png>

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How would you identify yourself as? *

- Gamer
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On a scale from 1 to 10 how much are you interested in video game toilets? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

I found a level 61 legendary in borderlands 2 in one

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Horror games ruined them

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>

Why? ^ (explain your interest level) *

Ammo/armor in wolfenstein

If you are interested in game toilets, what got you interested in video game toilets in the first place?

My friend

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Nope

What is special/unique about toilets to you? What role do toilets play in your life?

Save points

Check the following if they apply to you *

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- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Nope

Your favorite memory of a toilet in a video game

Legendary story

What aspects of toilets in games do you think appeal to you personally (if any)

Save points and loot

Any interesting findings or discoveries you've found in your time with toilets?

Often dirty in games

Why? ^ (explain your interest level) *

Boxes and barrels immediately draw my attention in video games. They either contain items of interest, or are great hiding places. A very common item in many games, upon seeing a box or barrel, I am very likely to investigate them about 9 times out of 10. Unless of course, the object is clearly inaccessible.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

West of Loathing had a cute and clever way of utilizing toilets.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets? If so, please list them below.

No.

What is special/unique about toilets to you? What role do toilets play in your life?

I do think it's interesting that there are different kinds of toilets, and they can be a comedic topic of conversation. Such as how in Japan, there are seemingly primitive squatting toilets, or very high tech toilets, and no in between.

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- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

Toilets can actually sometimes have an impact on the setting of the game. Different kinds of toilets are seen in different cultures.

Your favorite memory of a toilet in a video game

Corpse Party actually has my favorite toilet scenes. In the original 1996 game, Yuka needs to use the restroom and the stall is flooded with blood (this can lead to a bad ending if incorrect choices are made.) Then in Corpse Party: Blood Covered, Seiko Shinohara, who has gone missing is found hung in the bathroom stall, swinging above the in-ground toilet, just barely alive. Oh alright fine, one more. In Outlast, the character Richard Trager pulls out a large pair of shears from a urinal, which he then uses to remove your fingers.

What aspects of toilets in games do you think appeal to you personally (if any)

As an avid horror game fan, I like seeing things that are usually comical or completely overlooked being used to scare you, especially being done well. The idea of what may be comfortable no longer being safe is what I love in horror.

Any interesting findings or discoveries you've found in your time with toilets?

Not quite relating to games - there's a true story about a duke who was murdered by an assassin hiding in his toilet. The assassin impaled him in the rear and left him, several days passing before the duke finally died from his injury. (Godfrey the Hunchback if you'd like to look into it more.) Aside from that, like I've mentioned, being able to flush the toilet to gain experience points in West of Loathing just cracks me up! I

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How would you identify yourself as? *

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- All of the above
- None of the above

On a scale from 1 to 10 how much are you interested in video game toilets? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

It takes time from looting.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

They may contain loot.

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1 2 3 4 5 6 7 8 9 10

Why? ^ (explain your interest level) *

Because looting is the point of video games.

If you are interested in game toilets, what got you interested in video game toilets in the first place?

My avatar had to go.

If you are interested in game toilets, do you follow any social media or documentation of video game toilets?
If so, please list them below.

Space Quest IV

What is special/unique about toilets to you? What role do toilets play in your life?

What is wrong with you?

Check the following if they apply to you *

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- I have written about (AND / OR) documented video game toilets
- I have worked on a toilet in a video game
- I have worked on toilets in real life
- None of the above

What values (cultural, political, etc.) do you think toilets present in games?

I believe that toilets in video games represent the manner in which political ideologies are played out all to be good until Humans get involved.

Your favorite memory of a toilet in a video game

Space Quest IV

What aspects of toilets in games do you think appeal to you personally (if any)

Flushing data.

Any interesting findings or discoveries you've found in your time with toilets?

No comment.

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<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

Don't think about them much, but would probably listen if someone told me about them.

On a scale from 1 to 10 how much are you interested in video game vents (air vents)? *

1	2	3	4	5	6	7	8	9	10
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

See above

On a scale from 1 to 10 how much are you interested in video game boxes/barrels? *

1	2	3	4	5	6	7	8	9	10
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Why? ^ (explain your interest level) *

FUCK CRATES