



The Sims 4 April 2020 Community Survey

Sul sul, Simmer!

We would love to get your input and thoughts on **POTENTIAL** ideas, additions, changes, and/or features. This survey should take about 8-10 minutes to complete and is 9 questions long.

We appreciate your time and for sharing your thoughts. Thank you for playing our game!

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Please read the below feature ideas carefully.

Culinary Quest

- Take on the role of master chef.
- Find the best ingredients, create recipes, and keep that kitchen running through the dinner rush.

Fan Club Creator

- Immerse your Sims in fandom.
- Create fan clubs, collect rare memorabilia and express your love, drive a craze that could take over the town.

NPC Story Progression

- Now your neighbours come to life.
- Sims outside of your household live their lives from birth, marriage and death. Imagine the possibilities when the drama can start next door.

Shopping Malls

- All your retail needs under one roof.
- Hang out, find deals, and discover that perfect outfit for the night ahead in full retail experience, mall cop included.

Cheer

- Immerse yourself in the world of cheerleading where focus is king and distractions are dangerous. Keep the team together, build routines and make sure to stick the landing.

Growing Pains and Life Issues

- Life is hard. Now your sims feel those physical and emotional changes as they grow up.
- Realistic reactions and emotions bring deeper connections to the world around them.

Heists

- Whether you're an aspiring Debbie or Danny Ocean, build your team to seek out and recover the stolen artifacts to return them to their rightful owners. Can you execute the perfect plan, or will your team end up in the slammer?

Modern Love and Romance

- From love at first sight to digital dating, discover a wide variety of relationship types for your Sims. Explore their desires, taste and preference. Take them on a journey to discover what works for them.

American High Schools

- Cafeteria cliques, racy relationships and SAT struggles, the halls are alive with the sound of drama.

Bands

- Go solo or build your super group, find your style and perform your way from YouTube celebrity to sold out stadiums.
- Feel the pressure and demands of keeping the band together, record company demands and the needs of your adoring fans.

1. On a scale of 1 to 10 where **10 is the highest** and **1 is the lowest**, how interested are you in the following ideas?

	10 - Very Interested	9	8	7	6	5	4	3	2	1 - Not interested at all
Growing Pains and Life Issues	<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 type="radio"/>
Shopping Malls	<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 type="radio"/>
American High School	<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 type="radio"/>
Culinary Quest	<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 type="radio"/>
Cheer	<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 type="radio"/>
NPC Story Progression	<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 type="radio"/>
Fan Club Creator	<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 type="radio"/>
Modern Love and Romance	<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 type="radio"/>
Heists	<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 type="radio"/>
Bands	<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 type="radio"/>

2. Please rank the following ideas with **1 being your most wanted** and **10 being your least wanted**.

- ☰ ▾ Shopping Malls
- ☰ ▾ Growing Pains and Life Issues
- ☰ ▾ Modern Love and Romance
- ☰ ▾ Bands
- ☰ ▾ American High School
- ☰ ▾ Fan Club Creator
- ☰ ▾ Culinary Quest
- ☰ ▾ Cheer
- ☰ ▾ NPC Story Progression
- ☰ ▾ Heists

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3. Please rank the following locales with **1 being your most wanted** and **10 being your least wanted**.

☰	▾	Swiss Mountain Town
☰	▾	Italian Vineyards
☰	▾	Spanish City
☰	▾	Korean City
☰	▾	Costa Rican Rainforest
☰	▾	Chinese Countryside
☰	▾	South African City
☰	▾	Scottish Highlands
☰	▾	Brazilian Beach Town
☰	▾	Greek Islands

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4. On a scale of 1 to 10 where **10 is the highest** and **1 is the lowest**, how interested are you in The Sims team deepening the existing content below?

	10 - Very interested	9	8	7	6	5	4	3	2	1 - Not interested at all
Emotions	<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 type="radio"/>
Being born with traits	<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 type="radio"/>
Short term desires	<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 type="radio"/>
Control of Sims that are not currently on the active lot	<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 type="radio"/>
Long term desires	<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 type="radio"/>
Developing traits over time	<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 type="radio"/>
Connections to family members outside of the household	<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 type="radio"/>
Family evolution outside the household	<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 type="radio"/>
Consequences of making or breaking relationships	<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 type="radio"/>

5. Please rank the existing content based on which you would like The Sims team to deepen with **1 being your most wanted** and **9 being your least wanted**.

- Family evolution outside the household
- Long term desires
- Consequences of making or breaking relationships
- Control of Sims that are not currently on the active lot
- Developing traits over time
- Being born with traits
- Connections to family members outside of the household
- Emotions
- Short term desires

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* 6. Which of the follow Create-A-Sim categories would you want to see additional content for? **Please pick at least 1 and no more than 3 answers.**

- Bottoms
- Shoes
- Full outfits
- Hair
- Makeup
- Tattoos
- Accessories
- Tops

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* 7. What new Create-A-Sim categories would you like to see added into The Sims 4? **Please pick at least 1 and no more than 3 answers.**

- Vitiligo
- Body Hair
- Burns
- Dual Eye Colour (Heterochromia)
- Prosthetics
- Stretch Marks
- Scars
- Other (please specify 1 new category in 20 characters or less)

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8. Please rank the following life stages based on which you would like to have more Create-A-Sim assets for with **1 being your most wanted** and **5 being your least wanted**.

☰	⬇	Young Adults
☰	⬇	Adults
☰	⬇	Elders
☰	⬇	Children
☰	⬇	Toddlers

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9. Please rank the following life stages based on which you would like to see additional gameplay for with **1 being your most wanted** and **6 being your least wanted**.

☰	▾	Children
☰	▾	Adults
☰	▾	Toddlers
☰	▾	Young Adults
☰	▾	Elders
☰	▾	Babies

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