

Erotic Doujin RPG Research #1: About Virgin Differences and Voices

Thank you all very much for your cooperation for all of the votes on the survey the other day, despite its abruptness.

I would like to express my thoughts over what can be gleaned from the results of this survey from Yuki's prejudiced and dogmatic view.

It may be useful information for doujin game creators and those planning on making some... perhaps.

Regarding Virgin Differences

Here are the results of the survey regarding the presence or absence of virgin differences.

First of all, the reason I made this survey is because making virgin differences is so troublesome!

To make virgin differences, you've initially got to prepare the defloration blood for the illustrations and CGs, then you've got to make sentences specifically for them, and then after judging whether she is a virgin or not in game, insert text branches.

There are times where it's fine to say 'I want her to forcefully lose her virginity early in the game,' but in a system where the player gets to choose where the virginity is taken, for the additional work needed to be done for what's written above, an absurd amount of calories are used up for the labor.

Actually, I think half of games use virgin differences regarding recent erotic RPGs, but if there are both differences in both the CGs and the text, it can be said as 'having virgin differences,' I think it's a large-scale system that is a good method to help sell the game.

If the results of the question for 'I won't buy the game if there aren't virgin differences' were less than 20%, I was thinking I'd stop adding them, but the results were unexpectedly high!

Well, if you're a fan of that circle or artist, I can imagine that even those who said they wouldn't buy it actually would, but even so, I felt those numbers showed that 'if they're there, it's better.'

Regarding Voice Presence/Absence

Continuing onto the presence or absence of voices, actually, about 5-6 years ago, I put out a survey regarding if voices were needed or not.

At that time, the results were 'it doesn't matter if they're needed or not, each side competing at 1/3,' therefore, I concluded that, 'they don't care if voices are there or not,' but it's not exaggeration to say that times have changed.

I think there are several reasons, but the biggest reason is probably the rise in recognition of doujin voice

actresses.'

When Poison had put out the survey, there was really no genre for sound works, and even if there had been, it was a minor one.

YouTubers didn't really exist then either, so for voice actresses, anime was the mainstream, and regarding voice actresses for erotic games, many spoke in a fairly monotone way, so chances were that if there was voice in the game, it would be perceived negatively, the horror.

But for current doujin voice actresses, their exposure has increased and their recognition has grown from things like sound works or Youtubers.

And above all, there are many who put professionals to shame, and actually, there are also many who think that erotic voice performances are better than professional ones.

I wondered if the increase in doujin voice actress recognition and performance capabilities were reflected in the survey as such.

Sound is the one of the easiest systems to turn ON/OFF, so if the budget allows, it's better to put in the voices than not.

Is, what the results show.

However, here too, if you're a fan of the circle or artist, even if there was no sound, I can easily imagine that you'd buy it even without voice, so 'cutting sound would decrease sales by 50%!' is not necessarily true.

Anyway, that's all for today.

If there's something else that you're concerned about, please take a survey, and I'd like to post the findings in this way.