

Survey Results 'Regarding Erotic Doujin RPG Playtime and Pricing'

Thank you so much for your many votes on the yet-again abrupt survey regarding erotic doujin RPG playtime and pricing.

I think that the number of votes gives a reasonably credible result.

This time as well, I would like to explain what can be gleaned from this survey from Yuki's prejudiced and dogmatic view.

About the Ideal Playtime to Finish the Game

These are the survey results regarding playtime.

From these results, I thought that the ideal playtime sought by users can be largely broken down into 2 patterns.

1-Day-Clear Playtime

This is a playtime where one can play and finish it in 1 day, like on a holiday.

I would say these are the people who voted for 3 hours~ 5 hours, and 5 hours~ 7 hours.

Also, if it's 3~ hours, the game content itself has a certain level of substance to it, and it's just the right playtime to play it leisurely over 1 day, while taking breaks and whatnot.

A Long Playtime over Several Days

A voluminous playtime, where one can play for a long time over several days.

Finishing it in just 1 day feels a little lacking. It's a game I purchased, so I'd like to play it for a long time.

These are the patterns.

I wonder if these are the type of people who want an element of replayability?

On the contrary, if the game is within 1 hour, it seems the volume is insufficient, and might feel relatively expensive.

If it's 7~9 hours, it's a bit too much to clear in 1 day, but if it's played over several days, you'll finish it soon the next time you play.

For these reasons, perhaps there were few votes for within 1 hour and 7~9 hours.

Well, as a whole, no matter who plays it, if a game is '~ 3 Hours,' the creator can make the kind of game they want to, without worrying about time.

About Erotic RPG Pricing

These are the survey results regarding pricing.

Erotic Doujin RPGs being 1500~ 2000 Yen seems to be the most popular price range at present.

In a way, I felt there was no big difference between the values of the users and the game creators.

By the way, I feel many used to be around 1,200~ 1,800 Yen in the past, so circles that set a price over 1,800 Yen may have increased.

There are various reasons for this, such as increases in production costs and branding prices due to circumstances on the circles' side, but I will omit them here, as I would like to write a detailed article on it.

That being said, since Doujin works are basically unique projects that will not overlap with others, it is nonsense to determine the value based only by the number of pages or CGs.

Please take this just as a reference for your own sense of values.