

Focus: Gaming Experiences & Interactions

<i>Before you go anywhere to talk to anyone:</i>	
SUPPLIES	PREPARATION
Participant Information Form	Be well rested and make sure you are ready to be open and ready to listen. Your role is to ask questions guiding the participant to talk about their experiences and ideas concerning gaming and interactions.
Consent Form	
<i>Notebook and Pen</i>	
Video & Photo Release Form	
Camera or recording device	

Setting up the Interview

- ✓ Make sure you are in a position to make good eye contact with the participant and that the participant is comfortable.
- ✓ Take detailed notes about the surroundings, position of the participant, participant’s attitudes towards the questioning. Be mindful of the atmosphere.
- ✓ Camera – to be used only if the participant has given consent to be filmed on the consent forms. If the participant gave consent for video or photos then setup equipment

What to Do Next

- Thank the participant
- Explain the project and the participant information form
- Explain the consent form
- Ask them to read the consent form
- Ask them if they would be willing to allow us to take video or photos them while conducting the interaction i.e. interview or observation
- Ask the participant if they understand or have any more questions
- Guide the participant through all the forms and give them time and space to sign them.

Information We’re Seeking

Things we'd like to discuss with **all participants** include:

- What games they play and why
- What particular features in games they like
- What makes a game mean more to them
- What role gaming plays in their lives
- What kinds of gaming things they think could be applied to real life activities

Things we'd like to discuss with **game makers** specifically:

- The different kinds of game mechanisms or principles
- The games they have worked on and what those experiences were like
- What they think about when they are designing a game
- What they want users to experience when the player is playing a game
- What kinds of features they think are important in games and why

Interview Questions

We will be addressing the above topics by using the following questions/prompts:

- Tell me about yourself.
- How did you start playing games?
- What attracted you to games?
- What games do you play, and why?
- When you are going to play a game, how do you choose what game to play?
- Do you replay games? Can you tell me about a game you have played multiple times?
- Tell us about a game you really love. (What do you like about it? What does the game make you experience?)
- Tell us about a game you really hate. (What do you dislike about it? What does the game make you experience?)
- Tell us a story about a time you were playing a game.
- If you could design the perfect game, what would it be like?
- If you have any other thoughts about games or game players, or suggestions for our research, please share them!