FSD3678 Terveys ja videopelaaminen: pelaajien haastattelut 2021

FSD3678 Health and Digital Gaming: Gamer Interviews 2021

Phenomenology of Play (POP)

The purpose of this 12-question interview is to understand how the interviewee experiences gaming and what gaming means to them in their unique biographically shaped sociocultural context. Temporality has a central role in this interview: distinct parts concern the interviewee's past, present, and future, respectively. The interviewer should make sure that the full range of time is properly discussed.

The numbered opening questions can be asked as they are or be adapted to the interview flow. The sub-questions are potential follow-up paths. Because this is fundamentally a *phenomenological interview*, it is suggested to not apply POP as a structured questionnaire, but rather as a map that guides the interviewer to directions that help understand the interviewee's lived experience with gaming and what gaming means to them in the specific sociocultural context.

Two out the 12 questions concern the interviewee's employment and work (*). These are optional questions and not relevant for all interviewees. For student interviewees, it may be useful to modify these questions into their academic life. For some interviewees, it can make sense to skip questions, and if new relevant themes surface in the interview, they should be pursued even when not listed below.

1. **Tell us how your gaming started.**
   1.1. Shortly describe your first gaming memory.
   1.2. What was the first game that you played a lot? Shortly describe this experience.
   1.3. Think about the time between the first gaming memory and your current gaming. Over the years, what are the biggest points of change that have occurred in your gaming?

2. *** What was your first job and how did your career develop from there?**
   2.1. What did you study and where?
   2.2. Why did you choose to study that field and are you happy with the choice today?
   2.3. When did you start in your current job and why did you apply for the position?

3. **Tell us about your family and friends.**
   3.1. In what kind of family or environment did you grow up in? (Specify: parents, siblings.)
   3.2. Do you live alone or with other people? (Specify by age: marital status, children.)
   3.3. How many good friends do you have? (Tell us about your best friend.)
   3.4. Do you feel you have enough friends and people you can talk to? (If not, specify.)
   3.5. How do your parents feel about your gaming? (Modify by age: partner/spouse.)
   3.6. How do teachers see your gaming? (Modify by age: employer/boss/superior.)
   3.7. Do you think gaming is accepted in the society where you live? (How does that show?)

4. **Describe your regular gaming week, day by day (e.g. last week)**
   4.1. At what time of day did you play, how much? (Specify: frequency, duration, type.)
   4.2. Was the week you described a normal week? (How does it differ?)
   4.3. Have you played the described games for a long time? (Do the games change often?)
   4.4. Think about times when you are not playing. During those times, do you often think about previous or future gaming? (What kinds of thoughts?)
   4.5. ** Has the COVID-19 pandemic affected your gaming? (How?)

5. **Describe one gaming experience from last month in as much detail as possible. An experience that you recall exceptionally well.**
   5.1. What *emotion* best describes the gaming experience? Use one or two words.
   5.2. If the above is a multiplayer game, tell us what other people *mean* to you in this experience?
       5.2.1. Tell us what and how you communicate with others in the game.

      5.2.2. Tell us how the experience would have been different without other people or if they were different people.

      5.2.3. Think about the people you play with. Tell us about *their* gaming experience as you imagine it to be.

    5.3.   If the above is a single player game, do you think of other people while you play?

      5.3.1. Do you consider single player games to be social experiences? (Describe how.)

      5.3.2. Do you discuss this game with other people, or does it belong to your social life in other ways?

      5.3.3. Imagine a person who begins to play this game. Describe how their gaming experience would be like.

    5.4.   Let's return to your own original gaming experience. Describe the *best moment* in it with as much detail as possible.

    5.5.   Describe the most *frustrating* or *upsetting* moment in it with as much detail as possible.

6. **Besides playing, what other gaming related activities you do? Describe them.**

    6.1.   How often do you watch streams and/or videos? (In what situations and why?)

    6.2.   Do you follow news or discussions related to gaming? (How, where and when?)

    6.3.   Do you go to gaming events? (Are you part of a gaming club or other similar group?)

    6.4.   Have you ever participated in a gaming competition? Tell us about these events. (What level, online, LAN?)

7. **Tell us about your most important non-gaming hobby or pastime. How did you start it and engage with it today?**

    7.1.   What *emotion* is descriptive of this hobby? Use one or two words.

    7.2.   Compare the hobby to gaming. For you, how do their *meanings* differ?

    7.3.   Have you had hobbies that used to be important to you previously? (Tell us about them and how they ended.)

    7.4.   Are there activities you would like to do if you had the possibility? (Tell us about them.)

8. ***** Let's talk about work. Are you satisfied with your current work situation?**

    8.1.   Do you feel the work is rewarding or too easy/difficult? (Tell us some details.)

    8.2.   What is the social environment in your work like? (Tell us about colleagues/co-workers.)

    8.3.   Do you feel your work is stressful? (How?)

    8.4.   How long do you believe you will continue in this position/job? (Tell us about your career plans.)

    8.5.   If you play games at work or during worktime, describe one of these instances in detail.

9. **Imagine that, from tomorrow onwards, you could never again play games in your life.**

    9.1.   What *emotion* would best describe your thoughts?

    9.2.   How would you use the now-available time?

    9.3.   How do you imagine this change would affect your life in general?

10. **Do you ever feel that you play too much?**

    10.1.   How do you know what is too much? (Where is the limit?)

    10.2.   Do you feel that gaming is sometimes a problem for you? (Describe what you see as problematic gaming.)

    10.3.   Do you ever feel that you would like to quit gaming or play less? (Describe such moment.)

11. **What is the best gaming experience of your life? Tell us about it.**

    11.1.   What is the most important game of your life? (Why is it important?)

11.2.   What does gaming *mean* to you? (Interviewer: depending on the answer, inquire further about those meanings with general questions, e.g. why did you choose this meaning over others? is this something that is specific to gaming alone? has gaming been meaningful in this way for a long time?)

11.3.   What is the gaming mechanic that you like most? Describe it and the feelings it gives rise to.

11.4.   Think of yourself a year from now. How do you think your relationship with gaming has changed? (Interviewer: in a longitudinal study, use the time until next interview.)

12. What is the most significant thing that you have learned from gaming over the years?

12.1.   This is the last question of the interview. Think about everything that we have talked today. Of all that, what topic evoked the strongest emotions and comes to mind first?

** Currently used due to the special circumstances.