

FSD3798 TERVEYS JA VIDEOPELAAMINEN: PELAAJIEN SEURANTAHAASTATTELUT 2022
FSD3798 HEALTH AND DIGITAL GAMING: FOLLOW-UP GAMER INTERVIEWS 2022

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Phenomenology of Play, Follow-up (POP-UP)

The purpose of this 12-question follow-up interview is to understand temporal phenomenological changes in people's gaming experiences. Please apply the POP interview before POP-UP. The recommended time to apply POP-UP is at least six months after a POP interview. The instructions listed in the POP interview apply to POP-UP as well. It is recommended that the same interviewer is present in both POP and POP-UP. Note that it may be useful to customize or update some questions based on previous interviews. Some of such instances are highlighted in the questions.

Throughout the questions, [X] refers to the time between this interview and the previous POP interview.

- 1. Think about the previous interview [X] ago. After that, what have been the most significant changes in your gaming?**
 - 1.1. Do you play any new games? Tell us about them.
 - 1.2. If you used to play with certain people, do you still play with them? Tell us more.
 - 1.3. Have there been changes in how *much* you play or *how* you play? (Talk about: instances, duration, type, etc.)
 - 1.4. What do you believe *caused* the changes?

- 2. * Think about the interview [X] ago. How has your working situation changed since then?**
 - 2.1. Do you still work in the same place/position? Tell us about the changes in your job description.
 - 2.2. Do you enjoy your work more or less than during the previous interview? Why?
 - 2.3. Do you have new goals or dreams regarding your work? Describe them.

- 3. Think about the interview [X] ago. Have there been changes with your family or friends?**
 - 3.1. How is your family doing? You told us about them last time (refer to the previous interview).
 - 3.2. Who is your best friend? You told us about them last time (refer to the previous interview).
 - 3.3. Do you feel that your family or friends see your gaming differently compared to the last time? Tell us how.
 - 3.4. Do you feel that the society's attitude towards gaming has changed since the last interview? Tell us how.

- 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? Tell us how it differs.
 - 4.3. Have you played the described games for a long time? (Do the games change, refer to the previous interview.)
 - 4.4. Think about the 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? (Tell us How.)

- 5. Describe one gaming experience from last month in as much detail as possible. Choose 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 gaming experience. Describe the *best moment* in as much detail as possible.
 - 5.5. Describe the most *frustrating or upsetting moment* in as much detail as possible.
- 6. Besides playing, what other gaming related activities you do? Compared to the previous interview, tell us about possible changes.**
- 6.1. How often do you watch streams and/or videos? (In what situations and why, are these the same as last time?)
 - 6.2. Do you follow news or discussions related to gaming? (How, where, and when; are these the same as last time?)
 - 6.3. Do you go to gaming events? (Are you part of a gaming club or other similar group; are these the same as last time?)
 - 6.4. Have you ever participated in a gaming competition? Tell us about these events. (What level, online, LAN; are these the same as last time?)
- 7. Last time you told us about your most important non-gaming hobby or pastime. Do you still consider it as such?**
- 7.1. We asked you this last time, and now we repeat that question. What *emotion* is descriptive of this hobby? Use one or two words.
 - 7.2. Another repeated question. Compare the hobby to gaming. For you, how do their *meanings* differ?
 - 7.3. Compared to the previous interview, do you have more or less free time? Describe in detail.
 - 7.4. Have you tried any new hobbies or activities since previous interview? Describe them.
- 8. * Let's talk more of your work. Compared to the previous interview ---**
- 8.1. Has your work become easier or harder?
 - 8.2. Do you have new co-workers or colleagues, or have the previous ones changed somehow? Talk of how.
 - 8.3. Do you feel your work is stressful? (How? Has it somehow changed since the last interview?)
 - 8.4. If you play games at work or during worktime, describe one of these instances.
 - 8.5. Do you enjoy your work?
- 9. Last time we talked about the hypothetical scenario of not being able to play anymore, starting tomorrow. Let's this time consider a situation where you could play only one game for the rest of your life.**
- 9.1. Which game would you choose? Why this game? Describe in as much detail as possible.
 - 9.2. Would you get bored at some point? Describe how your experience has/would change over the years.
 - 9.3. Think of a person you know and who plays games. What game would they choose and why?

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

- 10.1. Have you felt during [X] that you've wanted to quit playing or play less? (Describe that moment.)
- 10.2. In previous interview you said that [X] is too much gaming. Do you still think so?
- 10.3. In previous interview you described problematic gaming as [X]. What do you think of it now?

11. What does gaming *mean* to you?

- 11.1. In previous interview you said gaming means [X] to you. What do you think of it now?
- 11.2. In previous interview you said that in a year your relationship with gaming will be [X]. What do you think of it now?
- 11.3. Think of yourself in 10 years. What do you think will be your relationship with gaming then?

12. Think of the past [X]. What have you learned from gaming?

- 12.1. Is there something in gaming that you cannot get from anywhere else?
- 12.2. 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? Tell us about it.

** Currently used due to the special circumstances.

This interview was developed based on earlier work by Karhulahti et al. 2020 (<https://osf.io/2yds6/>) and finalized for use in the project *Gaming at the Workplace: Phenomenology and Health* (<https://osf.io/7v5bj/>) funded by the Finnish Work Environment Fund.

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