

FSD4014 AKTIIVISESTI PELAAVIEN NUORTEN ALKUHAASTATTELUT 2022-2024

FSD4014 INTRODUCTION INTERVIEWS OF ACTIVELY GAMING ADOLESCENTS 2022-2024

TÄMÄ DOKUMENTTI ON OSA YLLÄ MAINITTUA YHTEISKUNTATIEETEELLISEEN TIETOARKISTOON ARKISTOITUA TUTKIMUSaineistoa.

DOKUMENTTIA HYÖDYNTÄVIEN TULEE VIITATA SIIHEN ASIANMUKAISESTI LÄHDEVIITTEELLÄ.

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Start interview and questionnaire (for adolescents)

This interview is carried out with adolescents/students at the start of the data generation in the ORE project. The idea is to get a general overview of their life situation and understand differences between local participants. The goals of this interview are *not* phenomenological. The expected time is 20–30 minutes.

Open-ended questions

0. Have you ever participated in any other study before? (What are your expectations about this study, would you like us to focus on some specific area of gaming?)

- 1. What game(s) do you play currently the most? (How, what device?)*
- 2. What gaming devices do you have? (PC, smartphone, console? Tell me about them.)*
- 3. Do you play with others and if yes, tell me about it. (What do you don't/like about gaming with/out others?)*
- 4. Tell me about your family. (Do you have shared activities with your caregivers? Are they working? What do they do?)*
- 5. What do you like and don't like about school? (What's the spirit like in your class?)*
- 6. Has there been bullying in your classes over the years? (If yes, did this concern you?)*
- 7. What was the best thing about your last summer holiday?*
- 8. Do you have goals for your studies in upper primary school?*

Closed-ended questions

How many hours do you play per day/week?

What was your grade point average at the end of last year? Do you have brothers/sisters, how many?

Who are the other people in the household?

Do you have good friends, how many?

Scales

We will then follow up with a verbally administered Gaming Disorder Test (local translation), which has four items. After each item, we will inquire why the participant chose such answer. If we have time left, considering the limited time provided by schools, we additionally allow the participant to self-administer KIDSCREEN-27 (<https://www.kidscreen.org/english/project/>). The participant may alternatively self-administer the test later via private online link.