**Els Interview Transcript**

**Emre**: With the first question, I would like to know if there are any further aspects what you would like it to be changed in the application? What’s on here now, what would you like to see changed?

**Els**: I would make the speech of the teacher a little bit shorter.

**Emre**: In the tutorial?

**Els**: Yeah, because it is too long for a child, they will loose concentration I think. So you need to simplify it more and make it more in a child-wise matter like “I want to tell you something about selective mutism, it’s having anxiety to speak, but I know you can speak very well, but sometimes you are afraid to speak. That does not matter, we will help you. So we start with the first step, which is blowing”. Like this.

**Emre**: Okay, that is good to know, because the people that are speaking are my roommates and the person that I did the application with so.

**Els**: Well it is a great speech, but its too long for a child. We work with children from three four five years old. All that is said is okay, but children don’t want a long speech, they want a short one. And get on with the job.

**Emre**: Yes, that makes sense. So earlier you said jumping from blowing to vocalisation was a big step. Which leads to my question, how do you see this application being extended other than what you have said before?

**Els**: Yes. I would make an intermediate level. So, playground with the blowing then going into the corridor and making little sounds or making animal noises or just what do you do if u laugh, what do you do if you cry. Just, practising with sounds. And then going further with words.

Emre: Yeah, so in the application there are big steps, but having more levels in the middle?

**Els**: Yeah having more levels. Every time when they are doing great, then you can go to the next level and you can control that so.

**Emre**: Okay. So, next question: With your expertise, how well a child with selective mutism interact with this system do you think?

**Els**: I think they will like it, I think it is funny for them because it is real people but its not “real” people to be afraid of. So they will like it. And I expect that they will probably talk sooner because they like to play a game. Its more a kind of a game for them.

**Emre**: And do you think they will be able to follow the rules as well as adults per say? Like, do you think they will be inclined to nod when they need to, point or look?

**Els**: Yeah, if the question was just nod? And they will nod. And if its repeated, so nod again, or blow. It is very easy to follow, even with children. Its not a problem I think. And the teachers, they don’t talk a lot, only in the beginning.

**Emre**: So they should you are saying right?

**Els**: Yeah, they should be short, everything should be short. Like “Hello!”, “Nice to see you”, “Shall we play a game?”, “Do you want to know how the game is going?” and then nod and we play the game.

**Emre**: Yeah, also with the previous feedback that we got, they also said to have more dialog. Have more feedback, because after you score there is just this (thumbs up) going on, they want more of those. That was important so yeah.

**Els**: Yeah, feedback: “You did very good!”, “You did great!”, yes. The feedback you can do more of it but not more of the introduction.

**Emre**: Okay, so the next question I have is, for this project right now we are evaluating with you right? But in the future, evaluating with a child would be the more desirable option. What changes do you think that could be made for the evaluation part to have it more fitting for children with selective mutism? Like, I will give you a questionnaire, it is quite an extensive questionnaire. Usually I would do the questionnaire first but then the interview was better to do before I thought. So what is your opinion?

**Els**: You have to do more simple questions like: “Did you like to play the game?”, “What is nice in game?”, “What do you don’t like in the game?”, “What should be changed in the game?”, that kind of questions. And just call it a game. And then ask them what do you think I should put it, do you want another teacher? Give examples. Because otherwise they will have to think about everything, it is better to give examples. Keep it short.

**Emre**: Would a questionnaire be appropriate, or interview is better?

**Els**: Interview is better. Because you can direct them, repeat things. Questionnaires are boring for children. Give them a lot of positive feedback, give them a reward.

**Emre**: Okay, that is good. The next question in the future with the desired developments, do you actually see this VR application being used for its intent?

**Els**: Yes, I think so, yeah, you can use it.

**Emre**: So, having this device (Oculus Quest 2) is not a big issue for children do you think? It’s not too heavy or?

**Els**: No, I don’t think so. Most children already game or play little games. It is not too heavy I don’t think so. Do you have the smaller version for children of this? (Oculus Quest)

**Emre**: Not this exact same version, but there is VR for children yes.

**Els**: Children are very good with computers than I am so. Even if they are three four years old they are already playing with them so.

**Emre**: Do you think that this VR game technology is better than the 360 video for the therapy? Which one do you think is more appropriate?

**Els**: They are so different I think. Maybe this one you can change more and put more intermediate levels in, so that is easier to use. Because with that one (360 video) I want to change something and they say it is difficult because they have to shoot the whole scene again. So then, if you want to develop more I think this one is more easier to make and to use. And this is more like a game, and the other is more like a movie.

**Emre**: Yeah, so if you remember in the meetings, we were talking about this thing called the uncanny valley. Which was to what extent do the characters seem uncomfortable. So, keeping that in mind, maybe the 360 video is better because it is real. But this one, sometimes it is really hard to get the characters to be lifelike. In the meetings, I showed you a character that would move his face accordingly to what he was saying, but with this one, only the mouth is moving.

**Els**: Yes that is better. Because with the other one that you showed us, it looked like a monster.

**Emre**: So you felt more comfortable with this one?

**Els**: Yeah, a lot more comfortable.

**Emre**: Okay, that is good. All right well that concludes it actually so thank you very much!