**Lynn Interview Transcript**

**Emre**: My first question is to what degree were your expectations met with this prototype? In the sense that, what was done well and what needed improvement?

**Lynn**: The different environments I really liked. And the progression of the game, first the blowing then the verbal exercise and also the movement part like pointing and nodding. That is also an important thing for selective mutism practise because sometimes they have so much anxiety that they block with their body so its difficult to nod or point so I think that it is good that they are integrated in the game. Does that answer your question?

**Emre**: Yeah, and improvements wise?

**Lynn**: The pictures and also adding the words to it because some children find it very difficult like do you mean flower or sunflower? And when the words are underneath it, it is better. And the voices can be friendlier and more child-focused and a little bit more excitement. Like, “We have to play a game”, “Oh, well done 1-0 for you!”. So that they really get excited to play the game.

**Emre**: And probably the with the pointing right, because it didn’t quite work as well so that is definitely another improvement that we need to make.

**Lynn**: Yeah, with the sticker.

**Emre**: So, how do you see this application being extended further?

**Lynn**: I think it’s a really good application for practising in different situations. So first in a safe situation. First you practice it face to face with the child, then you do it in virtual reality. And you practice if that works. When that has succeeded and it feels safe for a child you can also try it in a different environment, like in a school first in an empty room, then in the hallway, then at the family’s place. Because sometimes they are also afraid to speak at other places outside school and home, like in a store, so you can practice in those situations, I think that’s very good. And then you have the distraction of the game so they forget for a minute that you are in that room at your aunt’s, so the threshold goes lower with the game I think.

**Emre**: Okay, in your opinion, how does a child with selective mutism interact with the system? By this I mean would they be able to follow the rules as well as the adults?

**Lynn**: Yeah, I think that will be a difficult part so that’s why it is important to first explain it to the child and do the game with the child so they are already familiar with the game, and then do it in the virtual reality. I think that’s necessary because otherwise they may be confused or that they don’t understand it correctly or they are afraid to do it because you have the glasses on so you cant be alert of your environment, and with social anxiety, you always want to check your environment. So I think that is good if they do the first steps with a therapist and then do it in the virtual reality.

**Emre**: Okay, so this is a question about the evaluation part. What changes can we make to this evaluation part to have it more fitting for a child?

**Lynn**: Maybe what they think about the game and the steps or if they need a step between the games.

**Emre**: So I think Lisbeth said in the questionnaire just have it more simple. And some questions are very similar so the children cant really differentiate. So have it more abstract and shorter.

**Lynn**: And also have in Dutch for the Dutch children.

**Emre**: Yes of course.

**Lynn**: But also, how did you feel about the game? And then you can ask scale questions from 0 to 10 about how afraid were you in the beginning, how afraid were you at the end? I would be curious to know when they do the game often, if their anxiety goes lower.

**Emre**: Ah, okay. So in the future with the desired developments, do you see this VR application being used for its intent?

**Lynn**: Yeah, I believe that it has perspectives and possibilities for the future. Most importantly that they can practice at home. So now I see the child once a week, and when they practice more that week, so also at home or when they are in other environments with the virtual reality, I think the treatment can go faster because they practice more.

**Emre**: And this will be the last question, to what extent did the characters in the application seem uncomfortable?

**Lynn**: First, the woman teacher, she has a little bit of a not friendly voice so its better when she can laugh in the application, that would be an improvement.

**Emre**: And the looks? Just in general?

**Lynn**: I think its good that It is a woman and a man. Its good that you can practice with different persons. And they look like teachers so that was good.

**Emre**: All right well that concludes it, thank you very much!