## Interview 1 Transcription

1. What is your prior golfing experience?

“I used to play golf a lot when I was younger, used to go to the driving range as well”

2. What did you think of Wii Sports Golf (likes/dislikes)?

“I think it’s a fun game but it’s not usually the first one I’d pick on Wii Sports”

3. How similar would you say Wii Sports Golf is to playing golf?

“Pretty similar, fleshed out, simplified to be an accessible game”

4. What did you think of DRIVR (likes/dislikes)?

“It’s pretty detailed in its simulation, kind of lacking in any gameplay”

5. How similar would you say DRIVR is to playing golf?

“Well you get the feeling and weight of a real club”

6. Which system did you prefer? Why?

“Probably Wii sports, it’s more fun and more enjoyable game to play”

7. Do you think DRIVR is a viable way of an experienced golfer practicing their swing?

“Yeah with more work put into it I think so”

## Interview 2 Transcription

1. What is your prior golfing experience?

“I’ve got a bit of experience from when I used to play when I was younger, but I’ve fallen out the way of it in recent years”

2. What did you think of Wii Sports Golf (likes/dislikes)?

“I think it’s quite fun, it’s very inclusive, a lot of people can play it with relative ease, pretty fun game”

3. How similar would you say Wii Sports Golf is to playing golf?

“Not that similar, obviously a lot of elements in real golf that aren’t applied in a game like that”

4. What did you think of DRIVR (likes/dislikes)?

“It’s good, it’s quite fun, there’s a lot of elements included in it that aren’t in Wii Sports, it’s a lot more technical with the weight of the club involved”

5. How similar would you say DRIVR is to playing golf?

“I think it’s quite similar, with the weight of the club, and it’s a lot more technique based than Wii Sports”

6. Which system did you prefer? Why?

“Probably still Wii Sports, it’s just generally more fun to play”

7. Do you think DRIVR is a viable way of an experienced golfer practicing their swing?

“Yeah I’d say so, there’s a lot of technical stuff involved with it you would see applied in real golf, like swing techniques and angles and stuff like that”

## Interview 3 Transcription

1. What is your prior golfing experience?

“I have no prior golfing experience”

2. What did you think of Wii Sports Golf (likes/dislikes)?

“It was visually interested but somewhat boring game for me”

3. How similar would you say Wii Sports Golf is to playing golf?

“I am not entirely sure as I have not played golf before”

4. What did you think of DRIVR (likes/dislikes)?

“It was very simplistic, the animations got a bit old quickly”

5. How similar would you say DRIVR is to playing golf?

“Other than having a golf club on hand for a better experience, I still don’t entirely know how it would compare to an actual golfing experience. Also, it doesn’t tell you how to grip the golf club or how to properly swing for a beginner like me so it was quite hard to use”

6. Which system did you prefer? Why?

“Purely off of experience I would prefer Wii Sports as it is more of a game rather than a training tool”

7. Do you think DRIVR is a viable way of an experienced golfer practicing their swing?

“For an experienced golfer potentially, but again it doesn’t give you the basics for someone like me”