

Interview Transcript 2

About Educational Games

1. What do you think is the most important element in an educational game?

Try to explain complex things clearly. It should be educational and also interesting. If the interaction is too simple or the gameplay is boring, I won't be able to keep playing.

2. How do you feel about learning history through games?

I've played some history-themed games before, like *Assassin's Creed Unity*. I got to know a bit about the French Revolution, but I didn't try to memorize anything. I just learned some historical events and saw some famous buildings while playing the game. It felt like I was really there, and that's much more interesting than reading a history textbook.

3. In educational games, do you prefer entertainment or educational value?

I'd say entertainment. Even though it's an educational game, it's still a game. If the gameplay is badly designed and not fun, no one will want to play it, and the educational goal won't work either.

About The Murder at Qingliu Manor

1. Did you find the murder story engaging? Why?

At first, I didn't know what I was supposed to do, because the murder hadn't happened yet. I was reading the story while guessing who might die.

Once the murder happened, the story got more interesting. I started suspecting a lot of people, including the manor owner's son and some of the guests.

The final deduction part was really exciting, with great background music. The whole pace felt tense, and there was even a "case within a case" that revealed a twist I didn't expect.

2. How was the difficulty of the game?

Overall, it was quite easy. The dialogues with NPCs were linear, and I could progress the story just by following the hints. I'm not sure if I collected all the evidence, though.

If I chose the wrong option during the deduction, the game gave me hints, and I could use the process of elimination to figure it out.

3. What was your favorite and least favorite part of the game?

My favorite part was the deduction. I didn't really figure out the killer by myself—it was the hints from the NPCs that helped.

The part I liked least was questioning witnesses. There were too many NPCs, and I had trouble remembering the time system used in ancient China. I think the game designers planted some contradictions in the timelines, but I couldn't remember them clearly.

4. Did you find the questioning and investigation process interesting?

As I mentioned, the questioning part felt a bit dull. I think it would be more fun if there were some interactive features like linking clues or pressing suspects like a real detective.

5. Did the sound and music enhance your experience?

Yes, the music was great—very suspenseful and immersive.

But during the early exploration of the manor, there was only one background track, which felt a bit repetitive.

6. Which characters left a strong impression on you?

The young master and the wife were written well. They both surprised me because they were different from my first impression.

I thought the son was the murderer at first and never suspected the wife. But once the truth came out, I felt her revenge made sense and even felt sorry for her.

Tang Dynasty & Cultural Elements

1. How did you feel about combining the Tang Dynasty setting with detective logic?

I don't know much about Chinese history, so it was a bit hard for me to understand the background at first. But it didn't affect how I followed the story or characters.

The objects and events in the case had cards with pictures and explanations, which were very helpful.

2. Were there any cultural differences that confused you?

Yes. There was a part where the manor owner fought with the killer—I didn't really get what happened. I think it was connected to something I found in the study, but I wasn't sure. Maybe using pictures or a short animation would help explain it better.

3. Which part of the game best gave you a sense of the Tang Dynasty?

I really liked the character art and facial expressions in the dialogues. They showed different emotions and made me feel like I was actually talking to real people from ancient times.

4. Among the Tang elements—like food, clothing, medicine, law, and lifestyle—which ones stood out most to you?

Clothing.

Every character had different clothes and hairstyles. The manor owner, his son, and the wife looked fancy. The doctor looked clean and professional. The blacksmith and thief looked more like lower-class people.

Law.

At the end of the game, they mentioned a real historical case that was similar to the story. I found it surprising that in the Tang Dynasty, if someone killed for revenge on behalf of a family member, they might not get the death penalty. That felt pretty humane to me.

5. Were the history info cards helpful?

Yes, especially the ones with images. But some of the text explanations were too short, and as a foreigner, I still didn't fully understand some of them.

6. What do you think about how the history cards presented the information? Any suggestions?

If I could use the cards as evidence during the deduction part—like dragging or selecting them—it would make me more interested in reading and thinking about them.

7. Did the historical setting make the deduction harder or more interesting?

I made my deduction based on logic and evidence. The history was part of the background and gave more weight to the reasoning, which made the final answer more convincing.

8. Use a few keywords to summarize your experience.

Beautiful art style, suspenseful story, emotional ups and downs

Suggestions for Educational Game Design

1. From an educational game point of view, what features would you like to add?

I'd like to see a panel where I can manage collected clues and testimonies. Also, the questioning part could be more interactive and involve actual reasoning.

2. Do you think this kind of history game could be used in schools?

If the game was a bit shorter, I think it would work really well in schools.

3. What are your hopes for future historical games?

I hope there will be more variety in topics—not just detective games. Maybe management sims or music games with historical themes would be fun too.
