Interview Transcript 1

About Educational Games

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

I'd say the key thing is **making the knowledge part feel natural, not forced**. It still has to be fun first — if you happen to learn something along the way, that's a bonus. But if the game feels too much like homework, people will lose interest pretty quickly.

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

Honestly, it's a really good way to learn. Especially with detective-style games like this, where the history is built right into the story. As you play, you start to pick up details about the time period without even noticing. **You kind of learn without realizing it.**

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

Definitely fun first. **The gameplay has to be enjoyable** — if the learning part is blended in naturally, that's perfect. I don't want to feel like I'm "studying," but it's cool when I finish a game and realize I actually learned something new.

About The Murder at Qingliu Manor

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

Yeah, I got really into it. The case was more complicated than I expected — **I kept guessing wrong about who did it**, which actually made it more fun. Figuring it out at the end felt really satisfying.

2. How was the difficulty level of the game?

I'd say it was on the easier side of medium. **There are hints when you need them,** so you don't get stuck for long. You still have to think a bit, but it's not frustrating. It's just enough to keep things interesting.

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

My favorite part was definitely **talking to people, finding clues, and then piecing it all together to solve the mystery**. The part I liked least was probably running back and forth trying to track people down — that got a bit tiring.

4. Did you find the questioning and investigation fun?

Yeah, I thought it was fun. **Everyone talked with a bit of mystery,** so you had to figure out who was hiding something. Sometimes just one small detail could change how you looked at the whole case.

5. Did the sound and music improve your experience?

For sure. The music really fit the theme and made the big deduction scenes way more intense. **It pulled me right into the story.**

6. Which characters left a strong impression on you?

The **butler** really stood out. At first, he seemed like this honest, harmless guy. But later on, you find out he's tied up in way more than you thought. He's not flashy, but **the more you got to know him, the more interesting he became**.

Tang Dynasty & Cultural Elements

1. Did the Tang Dynasty setting work well with the detective gameplay?

Yeah, it felt natural. At first I worried it might feel too modern, but they handled it well. There were **clear signs of old traditions and values**, but the logic of the mystery was still easy to follow.

2. Were there any cultural differences that confused you?

A little — like some of the old job titles or official documents. **I didn't get those right away**, but they didn't stop me from following the story.

3. Which part of the game gave you the strongest feeling of the Tang Dynasty — the art, dialogue, characters, reasoning, history cards, etc.?

I'd say **the way people spoke and how the scenes looked**. The clothes, the buildings, even the little details in the rooms — it all made the setting feel real. **It didn't feel fake; you could tell they put care into it.**

4. Among all the Tang Dynasty elements in the game (food, clothes, medicine, law, daily life), which impressed you the most?

For me, it was **the legal system**.

Some of the punishments and rules were so different from what we have today. You could tell how seriously people back then took things like "ritual" and "law" — that came through really clearly in the dialogue.

5. Were the history info cards helpful?

Yeah, I checked them a lot. Whenever I didn't understand something, the cards usually explained it. **They were short, easy to read, and pretty handy.**

6. How was the way the history cards presented the knowledge? Anything to improve?

I think they worked fine — **straightforward and clear**. If I had to suggest something, maybe they could pop up automatically at key points, instead of me having to open them every time.

7. Did the historical background make the detective part harder or more interesting?

I think it made it more interesting. You had to think about the customs, rules, and social norms of that time, and that **gave the mystery more depth and realism.**

8. Use a few keywords to describe your experience:

Immersive, fun deduction, great visuals, strong historical vibe

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Suggestions for Educational Game Design

1. From an educational game perspective, what features or content would you like to see added?

I'd love to see some **side quests** with smaller cases — stuff that shows more of daily life in the Tang Dynasty. Also, it would help if the historical info was **organized better**, maybe like a glossary or timeline that you can check anytime.

2. Do you think this kind of historical game is suitable for classroom use?

Yeah, especially if students are learning about that time period. **It's way more engaging than just reading a textbook.** But I don't think it should replace teaching — **teachers should still explain what's real history and what's just part of the game.**

3. What are your hopes for future historical games?

I hope there'll be **more variety in topics**, not just detective stories. Maybe you could play as a doctor, a scholar, or even a low-ranking official — just to **experience different sides of ancient life**. It'd also be awesome if **real historical events and figures** were mixed into the story, with choices leading to different endings. That would really make it feel like you're living history.