

Researcher: All right. So, again, hello. Thank you for participating in this research. What this research is basically about is how the head-up display in a game like Counter-Strike 2 might affect somebody's mental state of flow.

So at the moment in which you lose all track of time, completely concentrated, you don't really know what's going on around you. That is what the focus of this research is. What we'll be doing today is I'll be asking you some questions first about yourself and you as a gamer so that we have a little bit of context to everything.

Secondly, I'll ask you some questions regarding the actual research questions. We'll be setting some baselines. Then you'll be playing the game for a bit. It will be a game of deathmatch in which you just screen share and I watch and we'll also do something in between, but I'll tell you about that in just a bit. Lastly, we'll assess some last values once you're done playing. We'll reflect back on what the gameplay was like and your experience.

Does that make sense?

Participant: Yep.

Researcher: Any questions or things that you would like to know before we start?

Participant: No, we can start.

Researcher: All right, perfect. First thing I do want to ask, because it's something that has possibly been changing with this research, are you in any way shape or form autistic or have ADHD?

Participant: No, not that I'm aware of.

Researcher: Okay. Let's now actually start with the getting to know you better as a gamer. Would you say that you have a low or high attention span?

Participant: I'd like to think it's pretty high.

Researcher: Okay. In what context would you say it's pretty high?

Participant: I feel like both in-game and in a professional context, I feel like professional or class context.

Researcher: So you feel like you can focus on things properly?

Participant: Yeah.

Researcher: And do things easily distract you then?

Participant: I mean, things can easily distract me, but I also try to make an effort to like... stuff like my phone to put it away when I need to concentrate.

Researcher: Okay, makes sense. And now that you brought up that you do study. Can I ask, what do you study?

Participant: I'm studying independent game production at the DAE, Digital Arts Entertainment.

Researcher: Okay. And do you do many things besides that in terms of occupation?

Participant: I am also a musician. I play in an orchestra, in Kortrijk.

Researcher: Okay. So for the musician part, I assume that you don't need your PC quite often, but of course for game development you do. Do you believe that you use your PC very often and the way that you use it might impact the way that you play games?

Participant: I think I understand the game language, to call it like that, very quickly. So I think it's easy for me to pick up a new game and understand it really quickly.

Researcher: And in what ways? Is it mechanically or spatially?

Participant: I think, yeah, mechanically is like a good example, right? It's, I think it just makes a lot of sense that the jump button is a jump button or that left button is a shoot button in a shooting game.

Researcher: Okay. And what do you believe that differs you from an average gamer that doesn't do game development, for example?

Participant: I don't think it necessarily has to do with game development as much as just me being chronically online.

Researcher: Okay. And would you say that in your game development studies impact the way that you play games?

Participant: Yeah, it does. Not as much in like my ability, but the sense that it makes you look at games in a different way.

Researcher: Okay. Could you elaborate?

Participant: It's like trying to figure out how some stuff is done technically or taking a look at models.

Researcher: Right, so you look at how things are constructed?

Participant: Like thinking how I would do it.

Researcher: Okay. So, I have to also ask, because you're a Counter-Strike player. How long have you been playing the game for?

Participant: I started playing Counter Strike back in probably 2017.

Researcher: And how many hours would you say that you have?

Participant: I have 700 more or less.

Researcher: And how often do you play? Because you have about 700 hours, that is quite a bit.

Participant: It's a bit with like phases. I remember when I started playing the game, it was an addiction almost. Then I dropped it a bit and now with the release of Counter Strike 2, I picked it up again and I started playing it quite a bit again.

Researcher: Okay. So, how long would you say you played per session?

Participant: Per session? That would be like most often one or two ranked matches, which will take maybe an hour and a half, two hours depending on how long they are.

Researcher: Okay. So, you've been playing quite a bit and you said that you got back into it. What is something that got you back into playing? What do you enjoy about the game?

Participant: Actually, playing with classmates really got me back in the game. So, I play a lot with like pre-made teams.

Researcher: Okay. Are there any elements of the game that you particularly enjoy?

Participant: There's like this part where like with the rounds, the system that I feel like you can really mess up badly a round, but you can make, you can like do it better the next time. Like the short loop, I would say.

Researcher: Let's see. One moment. Sorry about that. So, you like the round system and in what way would you say that you do?

Participant: I think I like the idea where like you have a ton of micro matches in your match. So, you can mess up once and okay, that will hurt for a little bit, but you can make it up later in the game.

Researcher: So, the possibility to come back from a loss?

Participant: Right.

Researcher: And is that then something that is because you have a feeling that you need to win the game? Or something else?

Participant: I like winning, but when I enjoy Counter-Strike the most, is when I'm playing in a team where we're all working together and like we're all taking it pretty seriously.

Researcher: So, would you consider yourself more of a casual or competitive player? Because you mentioned playing in a team.

Participant: Well, we play a lot of competitive, but I would also say like we're not any good. So, like when we lose, when I was younger it really annoyed me. Now way less. Doesn't affect me as much.

Researcher: And when was that, the change?

Participant: I don't know, maybe just growing up. I think I close the game quicker when I get annoyed. I stop having fun, I just stop playing where I, back in the day I kept playing games even if I got angry and it escalated.

Researcher: Okay, so you're playing more for the fun nowadays than you used to?

Participant: If I notice I have an off-day I will just not play.

Researcher: Okay, that makes sense. So, is what you like about the game? Are there any things you particularly dislike?

Participant: Well, I mean the new iteration of the game has some issues, which are definitely annoyances. Well, to be extremely concrete I really don't like the new Molotovs.

Researcher: That being, the smokes?

Participant: No, the cocktail Molotovs, the fire bombs. I think they're way too big, they take way too much of your visibility away.

Researcher: Okay, anything else? Because, you mentioned that there are a few things.

Participant: Yeah, it's like some stability issues. Sometimes the game just runs badly, for no apparent reason. Which in GO wasn't as prominent in Counter-Strike 2, it's with release. It was like a new bugs?

Researcher: Because they switched to engines and thus new bugs and problems?

Participant: Yeah.

Researcher: So, would you say the main things that you dislike about the game currently are the bugs?

Participant: Yeah, for sure.

Researcher: Okay, so Counter-Strike 2 is a first-person shooter and does have a head-up display. Do you find yourself using it often?

Participant: Yeah, yeah.

Researcher: And in what ways?

Participant: The one I use a lot is the minimap. That's one I actively use. As well as seeing the players that are left alive in the round. And stuff that I use less but is always useful. Not that I use them less but less actively. You see bullets left, grenades left, that kind of stuff.

Researcher: Okay. And at what moments do you tend to use the head-up display most?

Participant: The latter half of the round. So, when... Well, when it starts getting clear that the enemies are not on your side of the map. Because when the enemies are on your side of the map, I'm not focused on the HUD a bit more on the enemies right.

Researcher: Okay, so when in moments that are close to action or in action, you use it less however...

Participant: Yeah.

Researcher: But when in action, you put less focus on it?

Participant: Yeah.

Researcher: Okay. And would you say that the head-up display ever distracts you from your game play?

Participant: I wouldn't say... I wouldn't call it distracting, but what happens sometimes is that you get caught off guard because you're looking at something on the HUD and suddenly an enemy appears. Which I... Which I mean sometimes also can be to blame. Can the blame come on yourself right? That you just should be focusing but... I don't know. It's the only part where I can really think like it's distracting me.

Researcher: So it takes attention away from you?

Participant: What's... It's just focusing on the maybe the wrong thing at that time in the round.

Researcher: Yeah. Okay. And would it not to be there? So if the head-up display would not be there? Would you still get distracted?

Participant: Probably not. But I think the head-up display offers more than it's like, then it has more pros than cons. I would rather have it there and just learn from my mistake. Let's say like that.

Researcher: Okay, and in what way the pro's? Could you sum them up for me?

Participant: Yeah. So the way it conveys information right? So stuff like where the enemies are. What weapons you have. What teammates or enemies are still alive. All those things which are really useful to see.

Researcher: Okay. That makes sense. And what would you say the main con's are? So, you talked about possibly taking away your attention from the game because focusing on the wrong thing.

Participant: You could argue that it takes away room on your screen. Like in, but there will be very like specific situations on very specific maps. Where it might like block a place in the map. But to be honest I think that's not that common.

Researcher: So, a very minor issue then?

Participant: Yeah.

Researcher: Okay. And besides Counter-Strike are there any other first person shooters that you play?



Participant: Right now not. I played Overwatch when it came out. And actually yeah that's probably the.. and Call of Duty also, but that was years ago.

Researcher: Okay. What would you say you like or liked about these games? Compared to Counter-Strike.

Participant: Um we also it's been a long time since I've launched those games. I need to think a bit about how it was. I remember at Overwatch not actually that that's of a good thing but Overwatch had too much stuff on the screen going on. That's very hectic.

Researcher: In tones of effects or UI or both?

Participant: Just yeah both just icons and moving and moving elements on the screen was too much.

Researcher: So that's something you say kind of disliked about the game then?

Participant: Yeah.

Researcher: Okay. What about Call of Duty then?

Participant: To be completely honest that's so long ago I... I can't really say.

Researcher: So it's not really relevant to you?

Participant: No, no.

Researcher: Okay, so when you do play games, in what context do you usually play them?

Participant: As a relax, to turn off a bit.

Researcher: Okay. And when do you play them?

Participant: I don't really have a moment in my schedule when I have free time and I see I don't have that much work.

Researcher: Okay. So does that happen mainly the weekends, throughout the week, in the evenings, or throughout the day? Or is it just whenever?

Participant: It's just whenever really.

Researcher: Okay. And then where do you play? You play at your desk, on the couch, somewhere else?

Participant: Yeah I play at my desk.

Researcher: Okay. And you did mention that you play with a team in Counter Strike too? Do you tend to prefer playing with that team or do you prefer playing alone sometimes?

Participant: Counter Strike I prefer playing with my friends. And to be honest calling it a team is a bit much. We just we just play together often. But when I play like different games like right now I'm playing through the GTA story, GTA 5, and that's alone obviously. So it depends a lot on the game.

Researcher: Yeah. And why would you sometimes prefer playing alone over with others, or the other way around?

Participant: I think in Counter Strike as well there's like, the community can be pretty bad. So for Counter Strike it's like a way of not having to touch the bad apples let's say in the community. And ensuring that you know that it won't be toxic during the game.

Researcher: Yeah. So to avoid the bad elements of social interaction in a way?

Participant: Yeah.

Researcher: Okay. So when you then play with your friends do you communicate through text chat or voice chat?

Participant: Yeah voice comms.

Researcher: Okay. And when you then talk or are being talked to, do you feel like you can still fully concentrate on the game?

Participant: For me an annoyance is that push to talk that you need to actively push a button to to talk right? Whilst when I'm in a call with my friends I can just like say it without having to think about okay now I need to press this but otherwise you don't hear me. More than once I've died because I was pressing the button.

Researcher: Yeah. And then once you actually said that you're in a discord call for example with your friends and you talk about the game then. Do you feel like you're fully able to concentrate on the gameplay?

Participant: Yeah. Actually I think we talk about other stuff not just about the game but I feel like they also like read the context of the game right if you're doing if you're 1v1ing they won't be telling about their day.

Researcher: Okay. And so when you're in that 1v1 for example and your team gives you a call out. About one thing or another. Are you then able to fully concentrate on what you're doing or does that take some of your attention away from the game? Or from the 1v1?

Participant: Actually I think it's helpful. I think I wouldn't say it takes me away from the game I think it's the opposite like it gets me more focused and more in the zone.

Researcher: Okay. Interesting. All right. So there was a bit of setting some context for who you are as a player so that you know, once I review all of this, I've got that context. Now we'd be moving on to some baseline questions to set some baseline values that again have more to do with the actual research question itself. Do you have any questions so far or things you would like to note or things you forgot to tell me about one thing or another?

Participant: No I think we can go ahead.

Researcher: Okay perfect. So first question. How do you currently rate your mental effort. See it as a bucket and every single thing you do it's an extra drop in that bucket and once that bucket is full, your mental effort is full. You can't focus on anything else.

Participant: As in an interview or just in life in general?

Researcher: As in just currently, in this moment.

Participant: Let's say 65%.

Researcher: So what other things will you still be able to do besides this currently?

Participant: Well let's say playing a casual game maybe.

Researcher: But if you would have to play Counter-Strike for example that would be more difficult?

Participant: I mean yeah if I were playing a ranked game I don't think I would be able to do that same time, optimally let's say.

Researcher: Okay. So whenever you play Counter-Strike 2, do you ever have the feeling that you are helpless?

Participant: In what sense?

Researcher: That you have lost all sense of control. You can't do anything about the situation, that it cannot be helped.

Participant: In a game like it can be won.

Researcher: Within Counter-Strike 2 deathmatch specifically.

Participant: No, not especially.

Researcher: Okay. So would you say that what happens to you within the game itself? So within deathmatch is mainly dependent on yourself or rather the environment or others?

Participant: Well when I play deathmatch I try to like focus a bit on like what I'm doing on myself. So if there's just someone that's better than you well then they're better than you right? But I think in deathmatch I don't really care about the result that much. It's just warming up for me.

Researcher: Okay. So would you say that in general you have a high feeling of control then?

Participant: Yeah. Yeah.

Researcher: Okay. And then lastly I also want to look a little bit into how you perceive time. It's especially time-duration. So this is in a way the most awkward part of the interview because what I'll be doing I'll be playing the tone. I'll give you an example of

what that tone will be. [Plays example tone] And then once that tone plays the time interval will happen. So some time will pass and then the tone will play again. And then you tell me, how much time you believe has passed between those two tones. Right?

Participant: Okay.

Researcher: And of course for obvious reasons as I'm looking into subjective time I will have to ask you to restrain from looking at a clock or any way of telling time. Then to also make sure that everything is on do not disturb including your Steam.

Make sure that you're not getting any messages or anything. And to also, lastly, avoid counting in your head if that makes sense.

Participant: Yeah.

Researcher: So that it's more of an intuitive way of telling time.

Participant: Okay.

Researcher: Okay. I'll mute myself here, I'll play the tone in just a bit. Okay.

Participant: All right.

Researcher: And of course if you want to play around with your hands or whatever you can, you know, whatever makes it feel less awkward. All right.

[Plays tone]

[Plays tone]

Here we go. How much time do you believe has passed between those tones?

Participant: Half a minute.

Researcher: Half a minute. Let me just note that down. So about 30 seconds, right?

Participant: Yeah.

Researcher: Okay. I'll tell you about the results once the interview is done because we will be doing this again later but while you're playing. Okay. All right. If you could open up. So that was the baseline. Do you have any questions so far?

Participant: No, no.

Researcher: Okay. If you could open up the game and stream it for me.

Participant: Yeah. All right. I'm launching Steam right now.

Researcher: All right. Not a problem.

Researcher: Are you by any chance familiar with the developer console in Counter Strike 2?

Participant: Yeah.

Researcher: Okay. I'll already send you this piece of code then.

Participant: To turn off the timer?

Researcher: It's to turn off communication with other players within the match. Sadly the timer cannot be turned off.

I tried. Or at least it can't without turning all the rest of the head-up display off. Which is not what would... so basically you're part of the group that does play with the head-up display. While, I also have a group that plays without.

Participant: So it should be live right now.

Researcher: Yes. I can see your stream.

Participant: Okay. Great.

Researcher: All right. Can you put in that piece of code that I just sent to you?

Participant: Yeah. Yeah. It's here.

Researcher: Oh, you already did. Okay. Could you go to the settings menu for me and make sure that full screen mode is turned on?

Participant: Oh wait where is it? Full screen.

Researcher: It's to avoid any pop-ups from windows or anything. Could you also make sure that your Steam is on Do Not Disturb so that you don't have anybody texting you while playing?

All right. Perfect. And from there you can go to play. So you can go to deathmatch.

The party is closed, perfect. You could select Dust 2 as a map.

Participant: Yep.

Researcher And then you can press GO. And so, this first match will just be a warm-up. Make sure that you're warmed up, used to playing again.

And if you feel like after this match, you're still not warmed up. You can tell me that. And then you know, we'll probably do another session to make sure that you're warmed up.

Participant: Okay.



Researcher: And also just to make sure that, once you're done with this warm-up, don't leave the session.

Participant: Okay.

Researcher: All right. Good luck.

Participant: Thanks.

Researcher: Okay, that was the warm up, do you feel warmed-up?

Participant: Yeah, I feel good to go.

Researcher: Alright, perfect. You can stay in this match. So, so later on, I will be playing the tone again. So make sure to not look at any way of telling time, throughout the game, if possible.

Participant: Okay.

Researcher: And, good luck with the game.

Participant: Thanks.

Researcher: [Plays tone]

[Plays tone]

How much time do you believe has passed between those two moments?

Participant: Oh fuck, I'm going to be honest, I haven't heard them.

Researcher: Not a problem, we'll do another game then. See this as another warm-up.

Participant: I'll put my discord louder between the games.

Researcher: Alright.

Participant: Okay. Let me put discord a bit louder.

Researcher: Alright, that was the second warm-up in a way. The unintentional second warm-up, but that happens. Perhaps the sound board is on a lower volume?

Participant: Yeah probably. Yeah, it's that.

Researcher: Okay, don't leave the match and we'll be doing the test again in a bit. Good luck.

Participant: Thanks.

Researcher: [Plays tone]

[Plays tone]

How much time do you believe has passed between those two tones?

Participant: Uhm... A minute.

Researcher: Alright, you can finish this game, by the way.

Participant: Okay.

Researcher: All right. That was the game then. How do you believe that went?

Participant: It went fine I think. It went OK.

Researcher: Okay. Do you have a general feeling that you were getting in the zone?

Participant: Yeah, actually, I think I did.

Participant: Okay. Perfect. All right. So now we move on to the assessment thing. So looking back on to the game itself and reflect on your experience. First of all, I want to ask you how would you have rated your mental effort when you were playing? So, remember the bucket filling up?

Participant: All right. Let's say 80%.

Researcher: Okay. So what would you say was the biggest reason for that change?

Participant: Well, the actively playing, right? So, as well as the keeping in the back of my mind, especially that last game when like staying a bit awake to hear the sound board, to not miss it.

Researcher: Okay. Because you missed the previous one?

Participant: Yeah. Yeah.

Researcher: Would you say that was mainly because of the volume or was it because you were...

Participant: Yeah, it was. I mean, in the first time you played it, it was a bit of both. Because I think if I was paying more attention, I could have heard it because now the sound was loud and it really was noticeable.

Researcher: Okay. Interesting. So, it was less because the sound was overwhelming or that the game sound was overwhelming, whereas you were concentrating that much onto the game itself.

Participant: Yeah. I think it's a combination of both.

Researcher: Okay. Interesting. So you rate your mental effort around 80, compared to 60 or 65 earlier. So the main change of, that was according to you because you were actively playing and, the reason that it's not 100% is because you were listening out for the tone. What would you say had the least impact on the change?

Participant: What had the least impact. Well, I would say like the tone, I think the thing that changed the most was the playing.

Researcher: Yeah. So that had a very significant impact in comparison to the waiting for the tone or listening out?

Participant: Yeah.

Researcher: Okay. Next, you might remember that I asked you how you would generally say you're feeling of control is. So would you say that you had a feeling of control while you were playing?

Participant: Yeah, I think so.

Researcher: Okay. And why?

Participant: I mean, because I've played quite a bit. So I know the map really well. So you got a feel for it.

Researcher: So you had a feeling of personal mastery in a way?

Participant: Yeah, I guess you could say that.

Researcher: So would there be anyone say you felt helpless throughout that game?

Participant: No.

Researcher: And so would you say that the events that happened to you while playing were dependent on yourself? Or did you at some point feel like they were mainly depending on something else?

Participant: I mean, there are moments where you're just shooting three guys at once and you can't win that. At the same time, I think that's part of the game mode. That just happens.

Researcher: So you didn't really feel like you were losing control over anything while playing except for some rare moments?

Participant: No, not really.

Researcher: Okay. Then later to the time duration that we checked out, would you say that you were losing track of time while you were playing?

Participant: A bit. More the second game than the other ones.

Researcher: And in what way?

Participant: Just concentrating both visually as like trying to listen to any noises you can hear.

Researcher: OK. So because you were fully concentrated, especially in the second game, you kind of lost track of time?

Participant: Yeah.

Researcher: And what moments was that experience the strongest?

Participant: Well, it really made me feel that when you asked in the first time you did it, how long I thought was between the sounds when I didn't hear it. That was like a wake up.

Researcher: So you kind of snapped out of it and then realized how much track you had lost of time? And how concentrated you were?

Participant: Yeah.

Researcher: And then when would you say the experience was weakest? When did you have most idea of time passage?

Participant: I mean, there were immediate minutes after the rest of that second game. Those last couple of minutes. OK.

Researcher: What about the last game?

Participant: The last game... it was also, I mean, there was also a bit of, I mean, loss of track of time, but here I was like more actively trying to listen to the sound board, so the effect wasn't as strong.

Researcher: Okay, fair point. So I did notice that while you were playing you were very much making full use of all the game mechanics, those being the bonus weapon and the heal. Did you feel like you were looking out for these things popping up, or was it something you just kind of did as memory?

Participant: It's a muscle memory a lot.

Researcher: Okay, so would you say that you were looking a lot at the head-up display while playing?

Participant: No, actually in this, I mean, the only way to look at the head-up display, was looking at the bottom of the screen health and bullets. But the upper part like time, mini-map and score, not at all actually.

Researcher: So that was kind of gone for you and why did you look more at the bottom than at the top? Is there any reason?

Participant: I mean, yeah, in this game mode just... that's more useful.

Researcher: Okay. And at what moments did you feel like you were looking at these elements the most? And what moments did you not really look at them?

Participant: There's like a part like every, I think it's every three kills you get like a health boost, like a health booster thing. So when you're like trying to get the kill, killing spree, seeing how close you are to the next health booster, that's something I looked at. And then after a fight, like after, yeah, so shooting at someone, looking how many bullets are left, if you need to recharge or not. Reload, I mean.

Researcher: And was this mainly during moments of action or when it was more calm?

Participant: No, at the downtime between the action.

Researcher: Okay. So, when in action, did you find yourself looking at any head-up display elements?

Participant: Not really. Tried to avoid it.

Researcher: And why try to avoid it if I may ask? Could you elaborate?

Participant: Yeah, because there are other things which I prioritized like looking where I'm shooting then actually. Looking at anywhere else, I guess just strategic maybe, is the word.

Researcher: So would you say that you were actively thinking about not looking at the head-up display? Does that make sense?

Participant: I mean, the thing is, right now a lot of it is like muscle memory. So not like I'm actively looking or not looking at it, just you get used to these things.

Researcher: So, you were putting effort into not looking at it?

Participant: Yeah.

Researcher: Okay. And would you say that was a lot of effort that you were having to put into it? Or would you say that could have affected your gameplay by looking at it or avoiding looking at it?

Participant: It does affect gameplay.

Researcher: And in what ways?

Participant: Like I said, it could be the difference between winning or losing. But today it's more like I put in the effort a time ago. So right now I'm just playing off muscle memory.

Researcher: Okay. So back in the days, sometimes you tend to actively look away from it, but right now it was just you playing CS-GO.

Participant: Yeah.



Researcher: Okay. Interesting. All right. That was about it then. Do you have any questions or things that you'd like to know before we end things off?

Participant: Actually, you asked me if there was something I didn't like about the game before. It's something they added in one of the latest updates. And that icon you get when you get all the bonus XP in a week in the kill feed with, there's like a lightning charge that appears besides the name. And I think that's really annoying actually.

Researcher: Is that because of visual clutter?

Participant: I think that one is, takes attention away. I don't know if you know which one I mean.

Researcher: I'm not too sure.

Participant: So if you get like all the bonus XP for your level, you get in the kill feed a small icon indicating that you got all the bonus XP. It's one of the later updates.

Researcher: And is that something that you noticed now, during the game?

Participant: Well, I saw someone had it and reminded me that was one of the things that annoyed me.

Researcher: OK. So in a way you did sometimes look at the top part of the UI but less actively?

Participant: Yeah. I looked at the UI when I heard someone die close to me to see what weapon they were using. Because I could see the latest kill in the kill feed.

Researcher: And was that information that was very necessary for you to know in a way? Or is it just as a just in case?

Participant: I think it's useful because you're going to approach differently if the person is using a pistol or an AWP.

Researcher: Okay. Interesting. That was maybe...

Participant: That's the only instance where I can think like when someone really close to me just died.

Researcher: So it was in a moment of action, but so was that always in a moment of action, or was that mainly in moments where there was less action that you looked at it?

Participant: I think it was there was action nearby but I wasn't necessarily involved in it.

Researcher: Okay. That makes sense. All right.

Then I think besides that is this any other things that you would like to know or have questions about or forgot to tell me? I think we can round things off here then. Of course if you do ever change your mind on this data being used for the research, you feel free to send me a DM, or send an email to me to my email address. But other than that I'll stop the recording here then.

Participant: Okay. Sounds good.