Researcher: Here we go. By the way, for the record, do you by any chance have any autism or ADHD?

Participant: No, no, no. Not that I know of.

Researcher: Yeah, I mean, that's everybody in a way, right, if you've not been diagnosed. Basically, originally, this research was also going to exclude people with autism or ADHD, but due to scope reasons, this might change again. So, I'm trying to keep a record of that.

Participant: All right, all right.

Researcher: So, yeah, I don't know. Do you know what the research is about, or would you like me to give you a quick introduction to it?

Participant: Yeah, just give me a quick introduction again, because I knew it was, I know it's something about the headers. Something like that, right?

Researcher: Yes, exactly. So, basically, for this research, what I'm doing is I'm looking into how the head-up display could affect the mental state of flow, within players, specifically here with Counter-Strike 2, as of course, you do need a game to test it on. So, what we'll be doing this evening is simply we'll talk a little bit about you, how you are, like, as a player. Then, secondly, we'll be setting a baseline. This is focused more on what the research is actually about.

Participant: Alright.

Researcher: Then, we'll do a little play session, which consists of a warm-up session and the actual gameplay.

Participant: All right, all right.

Researcher: And this will be a Counter-Strike 2 deathmatch. And then, lastly, we'll assess, you know, how everything went, and I'll ask you some last questions. Is it all clear?

Speaker 3: All right. Yeah, that sounds perfectly fine. That sounds pretty good.

Researcher: All right. Do you have any questions?

Participant: No, not right now.

Researcher: All right, perfect.

Participant: Let's jump into it.

Researcher: Yes, exactly. So, first of all, I'd like to ask you, would you consider yourself having a high or low attention span, generally?

Participant: Hmm, ho. I think, ho. It depends. I think, generally, maybe lower attention span, but, yeah, I mean, I'm also kind of young and it's kind of like a curse or whatever from this generation, I would say. Yeah, I don't know.

Researcher: Yeah, the Gen Z curse, in a way.

Participant: Yeah, I'm 20. I just turned 20 this year. So, yeah.

Researcher: Okay.

Participant: Right.

Researcher: And so, you're 20. Can I ask what your occupation is?

Participant: I'm studying right now in DAE Howest. I'm studying IGP, independent game production. And, yeah, that's about it. I just have hobbies. I don't know. I'm just playing games. I have other smaller hobbies, but mainly just games and hanging out with friends and discord and doing, yeah.

Researcher: Mainly PC related then, yeah.

Participant: Yeah, PC, PC.

Researcher: Okay. Yeah. So, you know, with your studies you need your PC a lot. And as you mentioned, your hobbies are generally also on the PC. Would you say that this affects the way that you play games?

Pariticipant: In what sense?

Researcher: As in your usage of the PC throughout daily life and what you do with it.

Participant: So, okay. Can you rephrase it? Sorry.

Researcher: No, not a problem. So, you use your PC quite often, both for your work and for your leisure activities.

Participant: Yes.

Researcher: Do you believe that that, you know, frequent usage of your PC affects the way that you play games or how you perceive them while playing them?

Participant: Just like, by being a PC player, does that affect how I look at games?

Researcher: In a way, yes, but also with your studies, right? Because you develop games that's independent game production, so?

Participant: Well, I'm actually, in the first year, it was a bit of up and down, you know. It's not that uncommon for a student to go through that. I first did GD actually in Howest, then I went to history, and now I'm back in IGP, which suits me way better, and I'm going through the courses, going very smoothly. But as a PC player, I don't know, PC has always just felt right to me. Like, CS2, for example, they really make you... I don't know how to answer this. I don't know how to answer this. PC, you're asking me how PC...

Researcher: So, your frequent usage of your PC, do you think this makes you playing games different to other people playing games, in a way?

Participant: So you mean like a console player having aim-assist or so? Like in comparison to that?

Researcher: No, it's towards that more about... So you use your PC quite often, right? Take, for example, you compare yourself to other people that also play Counter-Strike 2 on a PC, but you're a person that also uses your PC for work related things, right?

Participant: Yes.

Researcher: Do you believe that this PC usage for work impacts the way that you view games and play games?

Participant: Not yet, because I've only just started beginning to work in Unity, and maybe that will change in the future. But I do think I will look at games in different ways, and I'm also getting more fascinated by them, because I would try to learn new things. And you see mechanics in games, and then suddenly you will be like, oh, wait, I know how to do that now, you know?

Researcher: Yeah.

Participant: So yeah, maybe in that way, yeah.

Researcher: Alright, interesting. And you know, because this research is about Counter-Strike 2, can I ask how long you've been playing the game for?

Participant: Oh, okay. So I think if I remember correctly, I started when I was 12 years old, I have 5000 hours in the game, so started in CS-GO. I saw my cousins play it. I was like, what is this game, you know? And at first I was not really familiar with the game, I didn't know about CS Source, CS 1.6, all that stuff. But yeah, I started to pick it up when I was 12 years old on a laptop, and it just clicked. I liked the competitiveness about it, and the mechanics. It felt really unforgiving to new players, but I liked the learning curve, learning, you know, smokes, and learning the mechanics. Like, I don't know, just simple things, watching videos. Yeah, I'm playing it for a long time.

Researcher: So you've got, I think you mentioned 5000 hours.

Participant: Yeah, around that, like 4500 to 5000 between that, I had to look.

Researcher: So you've got all these hours, but how long do you play per session? Is it something around two hours, five hours? So when you do play, how long do you play per session?

Participant: Well, I had long breaks in between, because especially now with CS2, it's kind of unbalanced, and they have to fix a lot of stuff. And cheaters, I played against a cheater yesterday. I'm not saying that it was an ego reason, it just happens. I don't know why, it's just really common now to find them. Sorry, what was the question again?

Researcher: So how long do you tend to play per session?

Participant: Okay, well, it depends. I mean, with friends it tends to go longer. If I have time, it's probably like a couple of games, like three games, so maybe three games, four games, it depends. But it used to be a lot more back in the day. Also, CS-GO used to have community server support. CS 2 also has it, but I used to do a lot of bunny hop, community server stuff, and surfing. Which I was pretty good at it, if I do say so myself,

like surfing. But yeah, that's sadly not really supported in this version. I would have to go to source for that right now, but I'm not doing that.

Researcher: Yeah, no, makes sense. And you mentioned a few things, you mentioned that you really like the competitiveness and the learning curve, but you also mentioned that you dislike cheaters, for example. Are there any other things that you enjoy or dislike about the game?

Participant: I think there's a lot of answers, just so much that's overwhelming, right?

Researcher: It's okay, you can go on them one by one.

Participant: Bad. At this moment, bad. I mean, it's all subjective, of course. I probably have some hot takes about bad stuff right now. For example, I don't really... thought it was necessary to have an upgrade in a way. Because also, they just added things like bob, which is like your movement of the view model. And CS-GO used to change it, like customize it a lot more. Now it's just a false or true or false thing.

And maybe I'm just a boomer in a way, but I don't know. I'm just so used to it in CS-GO and also you could switch between left and right hand, which I don't know why, but I was addicted to pressing that key. For me, it was C and just spamming it. And also for left-handed players, it was really convenient to have that. It feels like they removed some features from the game and they tried to fix things that are not broken. And I didn't like that.

Researcher: And these things that changed were mainly quality of life related things?

Participant: Yeah, yeah, yeah. But I liked it about CS because it's highly customizable and I liked that about it. Things I like. The new smoke system, I like it, but I dislike it as well. It looks a bit out of place and it has this...

When a player goes through smoke, for example, it leaves a trail behind. And I saw a lot of people complaining about this and I really don't like this change that they did. They're making it more... I wouldn't say realistic, but more logical, but I never think Counter-Strike was meant to be logical because the bullets come out of your head, you know? It's not meant to be logical in a way. And I don't... I don't know, maybe you just have to get used to it more. But yeah.

Researcher: Would you say anything else that you particularly like about the game?

Participant: I like...

Researcher: So you mentioned the competitiveness and the learning curve?

Participant: I like... Yeah, the learning curve, everything around it, you know? Just that... It's just so unique in a way from all the rest. Even if you compare it to Valorant, I would say it's unique. Because CS or CS2 has such a high skill ceiling, like way higher than Valorant. In my opinion, this could be subjective, but I play Valorant too.

Not that much, maybe a thousand, thousand five hundred or so hours. I play it here and there with buddies, but yeah. And I don't know, CS2, what I like about it is just... Yeah, how raw it is. Just the movement is what I really like about this game. The spray patterns.

The spray patterns are really nice in my opinion. I just like watching movement videos and like bunny hops, hitting... People hitting bunny hops and just, you know... Yeah, just the knowledge. Like it's always the same thing you do in this game. It's so simple, people can understand it right away. There's also why in esports it's so successful, because it's so simple and everyone can understand it. When you look at a Valorant game, you see one million abilities and people don't really know what's going on. That's what I've heard.

Researcher: So, the simplicity about Counter-Strike is something that attracts you to it.

Participant: Simplicity, but the very big complexity of it as well. It's like...

Researcher: How deep the mechanics go.

Participant: Yeah, exactly.

Researcher: Because you've played the game for a very long time now. Would you say that you make use of the head-up display often? Or is it something that is just kind of there for you?

Participant: I mean, I do use it a lot, yeah, you have to use it a lot. Because you need to look at your nades and stuff. The new feature of the kills with the cards... I'm kind of stuck on this one because I feel it's kind of random in a way. They're trying to copy this kind of like Valorant with that system a bit. Also armor is really... Of course you have to look at your armor because you have to know when you have to rebuy it. I think if it's under 60 or 65 I rebuy my armor. For example, I do use it. And of course the map. Map is really important.

Researcher: And what's the elements that you look at most and what elements you look at the least, generally?

Participant: Kills is what I look at the least. Then maybe I look at my nades a lot. If I pick up something to see in certain situations what I can use. And also the map. I think the map is really important as well. I can't really rank them. I think I have to... I can't really say it just happens automatically. I can't really decide which one is more important.

Researcher: Makes sense. So you also mentioned that you play Valorant sometimes.

Participant: Yeah, but that's been a while.

Researcher: Are there any other first person shooters that you play?

Participant: Well, I wouldn't say play as in I do it regularly but I've played a handful. So like Apex, PUBG and back in the day. I guess Fortnite and back in the day. I play a lot of games.

Rainbow. But I just play them for fun. CS2. I would play them also for the competitiveness like R6. But I wouldn't take them very seriously. As I want to be really good at this. It would just be having fun as in being competitive and being with friends or whatever.

But CS2 is really like... I will respect someone for being good. And I know he's doing something good because I have so much experience.

And also there's also something I like about this game. I have almost 5000 hours in the game and I still am not that good of a player. I might be FACEIT level 10 which is the third party client. But it's only barely level 10. And I don't play that much as other people. A lot of time has been spent on surfing as well.

Researcher: So what would you say is the reason that you prefer Counter-Strike 2 or Counter-Strike over the other first person shooters that you play?

Participant: Because I like it's more consistent. In R6 for example, your spray is not a spray pattern. It's just a pseudo random spray pattern that just goes up and has random locations where it can... Valorant is just... Valorant is too simple for me. It looks like movement is somehow easier. In CS you slide and you have to counter strafe, and in Valorant you can just let go of the key. And then you instantly stand still for example the operator. And then it makes the game easier. CS2 has also made changes to make it easier. For example, one ways are gone.

And you have this minimap which shows how much sound you make now which is also in Valorant. Which a lot of people don't like. The biggest guy that's against this is Loban Jica. Most people see him as a crybaby on Twitter. But sometimes he's right though. He also said that it has become more noob friendly in a way.

Also, okay, back to the question. Apex. Apex is a game I just don't like Battle Royale's that much. Because Battle Royale just brings in this RNG aspect which is way less there in CS2. Of course every game has RNG aspects. I think a game that has maybe less RNG is League. But League is just not my game.

Because League is... I don't know, CS2 for example you can jump in the air and hit a headshot with any gun. It can happen, it's RNG. You can shoot through the smoke, with and OP from a big distance away without knowing someone's there.

And kill someone, that's the RNG factor maybe. But in League it's more pinpoints, precision. But League is just not really my game. I just like the first person shooter thing and aiming, clicking heads I guess.

Researcher: So the reason that you play is very much the competitiveness but also the getting better in the aim aspect of things.

Participant: Aiming and game knowledge. Always learning something new, watching other players and stuff.

Researcher: Okay. So we discussed a little bit what games you play. When do you tend to play games usually?

Participant: Mostly, I'm kind of a night owl. It's also when I'm more active to play games. Also after I work a bit or my breaks and from school. That type of time, yeah.

Researcher: So do you then play at your desktop, laptop? Do you play on the couch or at a desk?

Participant: Just on the desktop. I have a big table and just a pretty nice setup and that's it.

Researcher: Okay. You also mentioned earlier that you tend to play with friends sometimes. How often do you play with friends or how often do you play alone?

Participant: Actually a lot with friends. Because alone, I do feel like I'm kind of coin flipping games when I'm playing alone. Because of course CS2 is an esport team. You play as a team and I rather play with people I know than with people that are random. But I do that sometimes because sometimes it goes well and sometimes it goes poorly. And also with cheaters is also this factor and that's why I don't really play at the moment. Because other people, my friends don't want to play at the moment and actually I've been playing some EFT lately, Escape From Tarkov. It's also full of cheaters but it's less than in CS2 actually.

Researcher: Alright, so you tend to play a lot with others, so with your friends. Do you communicate a lot with them through voice or text chat?

Participant: Yeah, through Discord. I think in a competitive game it's really important to communicate. If it's with friends or not I just try to give information. All that stuff.

Researcher: So when you then communicate and talk or listen to your friends, do you feel like you are fully able to concentrate on the game when you do?

Participant: Oh yeah, I am. It's just the callouts. I'm just used to callouts and callouts are made to be simple. So I guess it's just autom... I don't know. If someone were to ramble on, then it would be annoying and I would not be able to focus of course. But everyone knows when to shut up and everyone knows when to talk.

Researcher: And it's mainly through voice chat then?

Participant: Yeah, yeah and well, with randoms, yeah, voice chat and also Discord with friends. But also voice chat with friends because there are also randoms in the game. But I tend to joke around in Discord more after round or when it's silent.

Researcher: So text chat doesn't really get utilized then?

Participant: Oh well, okay. I'm not really the toxic kind in this game. I'm just playing, you know. But competitive games people always say CS2 is toxic, Valorant is toxic. But it's just a competitive game, you know. It's what competitiveness drives out of us humans.

It's just what it is. I don't think it's the game fault. I think it's our human nature to act like this when competitiveness comes into play. So yeah, text chat does come along sometimes because people are like tilted and then they try to get people more tilted. But that's just a classic and yeah, it just happens.

Researcher: But it's not really used during gameplay or for call outs for example?

Participant: No, never for call outs.

Researcher: Alright, interesting. So we know a little bit more about you as a gamer now, right? So we'll be moving up to the next step which is setting the baseline for some values. So before we do that, do you have any questions or is there anything that you forgot to mention?

Participant: Also I just want to clarify, I'm not like a full focus tryhard on CS2 or anything. I just play my game. But I also make jokes and I talk about daily life of course. Even in the game. I'm just talking about CS2, you know?

Researcher: So you're competitive but not hyper competitive?

Participant: Yeah, I'm not like that. I take it seriously in a way but I like to have laughs more often than always being like, oh, focus guys. No, that's not me.

Researcher: You still want to have fun with it as well?

Participant: Yeah, of course.

Researcher: So for you there's both a competitive and learning aspect but also a social aspect?

Participant: Yeah, of course.

Researcher: Alright, perfect. So as I mentioned, now we'll be heading up to the baseline testing in a way. So I basically first want to ask you, how would you currently rate your mental effort?

Participant: Can you elaborate on that mental effort?

Researcher: So if you were to have to do something besides this, do you think that would still be properly possible?

Participant: Am I addicted or something like that?

Researcher: No, no. So in this current moment, the amount of effort that you're currently assigning to what we're doing right now, which is the interview, and it's kind of like a threshold thing, right? At some point you can no longer give any attention to anything else besides what you're doing. So how would you currently rate that?

Participant: So how much attention I'm still having to this interview?

Researcher: Yeah, and how much you could do besides it in a way?

Participant: So, oh yeah, well I'm actually right now in an aim-training workshop just continuously shooting while we're talking. I mean, I can still talk. It's fine. It's automatic just doing some shooting.

Researcher: Alright.

Participant: That's why we're talking.

Researcher: So generally right now it's somewhat low mental effort regarding this interview at the moment, right?

Participant: Well, I am having a lot of thinking along. I'm doing high mental effort.

Researcher: I mean, what mental effort is, see it as a bucket in a way, right? And each time you are doing every task that you do is yet another drop in the bucket. And of course at some moment the bucket is full and then you have reached full mental effort. As in you can't do anything besides that anymore, right? So how would you rate that with just the interview at a moment in that section?

Participant: Oh well, I'm 80% thinking about the interview and like 20% maybe just doing basic click and mouse movements. I would say that. I'm interested in the interview. I like CS2. It's a passionate about the game. I really want to answer some questions.

Researcher: Perfect. So next to that, when playing games of Strike 2 Deathmatch, would you say that you have a general feeling of control when playing it?

Participant: Yeah, I do.

Researcher; Okay.

Participant: In what sense?

Researcher: So are there any moments that you feel helpless, for example, when playing the game mode?

Participant: I actually never play team deathmatch in CS2 like the game mode. I used to in CS-GO. I just go on community servers that have free for all because they have instant respawns. You can just with plugins, you can choose your guns. Even as a kid, I used to do the explanation for WS for the cosmetic things.

You could have a butterfly knife even if you didn't have one. Because I was a kid, I liked that I guess. But yeah, it's just generally where people tend to warm up on. Team deathmatch gave you this kill cam and this long-winded death cam.

Researcher: We're not talking about team deathmatch here, just the free for all deathmatch. To elaborate here.

Participant: Okay. You mean about what CS2 offers to you, right?

Researcher: Yes. So basically the CS2 free for all game mode. So would you say that you ever feel helpless while playing that game mode?

Participant: I don't know what would be helpless. I mean sometimes people spawn around you and they get just unlucky in a way. Like you shoot one in front of you and then someone spawn behind you and then I guess you're helpless. I would never see deathmatch as I have to win. I see deathmatch as like, oh I have to warm up. So it doesn't really care about you win or you. That's what I do think.

Researcher: So would you say then when playing that game mode that things are mainly dependent on you yourself? Or would you say that things that happen to you are more dependent on your environment and other players?

Participant: I think it's a 70% yourself and 30% environment. It depends. It's just you get unlucky sometimes. That's pretty much it.

Researcher: Okay and then lastly for the baseline section of things. I'd also like to test how you perceive time in a way. So what we'll be doing is I'll be playing a tone here in Discord using the sound board. I'll give you just an example of that. What that tone will be. [Plays tone]

Participant: Alright. Alright.

Researcher: Yeah it's a very convenient sound so.

Participant: That's fine.

Researcher: And then I'll have some time pass and I'll play the tone again. And I'll ask you how much time your belief has passed between those moments. Right? Or between those tones. Of course I will have to ask you to avoid looking at the clock. And to avoid counting in your head. And because you did mention that you are currently playing that aim trainer. I will ask you to not play that and just play around with your hands or something. Just do something very simple. Does that make sense? Any questions?

Participant: Yeah, yeah.

Researcher: Alright. Well I'll just mute myself here for just a second. So that you can't, I don't know, by ticking noise in my background. Find out how much time has passed.

But you should still be able to hear the tone. So remember I'll play the tone once, then some time passes, then again and you tell me how much time happened in between those. Okay?

Participant: Yep. Let's go.

Researcher: [Plays tone]

Participant: I'm not counting, I'm not thinking about time at all.

Researcher: [Plays tone]

Participant: Hmm, damn. It felt fast, it felt less than a minute.

Researcher: Okay, how much time would you say in about seconds?

Participant: 45 seconds.

Researcher: 45 seconds, alright.

Participant: I'm bad at this. I really didn't think about time at all, I never looked.

Researcher: I mean that's perfect, that's kind of what we're assessing, the way that you perceive time and the very subjective way that you perceive time in particular. Basically later on we'll be doing this again while you're playing, so I can compare those afterwards. So if you want, once this whole interview is done, I can tell you how correct or wrong you were with that estimation. Alright, alright. So that is the baseline, if you could now open Counter-Strike 2 for me, or if it's already open, stream it.

Participant: Sure. Uh, disclaimer though, I am playing...

Researcher: Oh, you cut off there? Could you repeat that?

Participant: Yeah, sorry, because Counter-Strike 2 has this thing when you alt-tab and it's in stretch mode, it gets a little buggy. Yeah, I'm playing it stretched. Do I have to change this to full HD or is this fine?

Researcher: As long as you can play on full screen, that's completely fine.

Participant: It will be for you a bit more square, because it doesn't stretch out and... well, I'll show you maybe.

Researcher: Yeah, that might be easier. Currently the stream is paused.

Participant: And now we're here. See it?

Researcher: Yeah, that's not the problem. It's just so I can see what's going on in the game, I don't necessarily have to have a complete view of things.

Participant: Alright. Also, yeah, I didn't talk about it, it's stretched, it's also a thing I like about the game. It makes everything move faster, because of course you are increasing the FOV and it's also stretching character models out, so it gives you this placebo effect of... People are bigger, things are closer to you.

Researcher: So it's a bit easier to aim in a way then?

Participant: Well, it isn't really, I guess it is, but it also isn't, but it's in your head it is. But it's, yeah, I don't know, I got to do it.

Researcher: Alright, not a problem. Okay, so if you could just go to your settings and make sure that it's on full screen mode.

Participant: Uh, yeah. Where is this? Oh my god

Researcher: I just saw it, it's alright. Perfect. I'll be sending you, wait, are you familiar with the developer console within Counter-Strike?

Participant: Yeah.

Researcher: Yes, alright, well I'll be, I mean of course after 5000 hours that makes sense. I'll send you this code real quickly, this will just mute everything except for friends and the party so that you don't get any interventions. With, you know, players. If you could also make sure that both your Discord and your Steam are on Do Not Disturb, that's just to make sure that you don't get any notifications or whatever while you're playing.

Participant: Um, is it like this? I actually never do this, invisible away? Oh, Do Not Disturb, here we go. Yeah.

Researcher: Here we go. Um, alright and if you can now just go to play and make sure that deathmatch is selected, the party is closed, perfect. And if you just select Dust 2 and press on go. So now you'll just be,

Participant: uh, okay, I have to restart I think. Yeah, not a problem.

Researcher: Those settings that we just did through the developer console should stay so we don't have to give them in again.

Participant: I don't know why it is saying that. What the hell? Let me see.

Researcher: Is it the anti-cheat of...

Participant: Yeah, I'm looking, maybe it's just some other stuff from previous games I played.

Researcher: Yeah, it might be.

Participant: It's conflicting with my... I'm closing some stuff. Yeah, okay, let's start up again. Ay, ay, ay, ay.

Researcher: Murphy's Law. If I'm not mistaken, if something can go wrong, it will go wrong, and it will be at the most inconvenient time.

Participant: True, because that's actually something very relatable to me right now. My laptop got stolen three days ago.

Researcher: Yeah, you told me about that.

Participant: Yeah, that's...

Researcher: Very unfortunate.

Participant: Yeah. Yep.

Researcher: It happened in the train or...

Participant: It's like, I still can't believe it, it was next to me. I'm insured, but I have to pay a fee.

Yeah, okay, here we go. So... Same, same. Deathmatch, this.

Researcher: So this will basically just be the warm-up session, just to make sure that you're all warmed up. And once that's done, you'll play the actual game, and then we'll do the test again.

Participant: All right. Oh, let's see if I play this game. How does this work? I think you can buy it. Period expired.

Researcher: Yeah, basically when you spawn, if you stand still, you can buy.

Participant: Then you have to buy it.

Researcher: Okay. All right. If there is any more questions, you can of course ask me, but I'll just mute myself from here and let you warm up. Okay?

Participant: All right, that's good.

Researcher: All right, good luck.

Participant: Thank you.

Damn.

Also this spawn thing protection. That's what I hate about this deathmatch.

Yeah, that for example.

Ay, ay.

No. Yes. Yes.

Come on, go away. Thank you.

Oh, man.

Oh.

Alright.

Researcher: Okay, that was the warm-up. Seemed to go pretty well.

Participant: Yep.

Researcher: All warmed up?

Participant: Oh. Oh my God, how much money will I get from this case drop?

Researcher: By the way, you can just stay in this lobby because I think it seemed to go pretty well. And yeah, I'll mute myself again. And as I said, I'll be playing the tone once, and then a second time. And you estimate how much time happened between those. Okay?

Participant: All right. Will it be on full time again or will it just be a small period of time?

Researcher: It will just be **a** period of time. I won't disclose that here. Okay.

Participant: All right. Yeah, that's fine.

Just for clarification, the sound hasn't played yet, right?

Researcher: No, not yet.

Participant: Sorry?

Put my volume a bit lower so I can hear it more clearly.

Okay.

Researcher: [Plays tone]

Participant: I heard that one.

Researcher: [Plays tone]

Participant: All right. If you want me to stop, it's fine.

Researcher: How much time would you say has passed between the tones?

Participant: It felt less than the last time, but I think it was the same time. But I have to be honest about how I actually feel. Feels more like 40 seconds to me, instead of 45. I mean, time goes faster when you're having fun. Well, fun. It's against bots now.

So, well, most of them are. Do I go to menu?

Researcher: You couldn't finish this game play session.

Participant: Okay.

Okay, that's what I meant with the RNG factor. Jump shot, head shot that guy.

Okay.

Researcher: It seemed a little bit too easy. Right?

Participant: Well, it's just about the most of them are bots, so also this, also look at how they left now. Most of these guys.

Researcher: That's fortunate.

Participant: Oh my five euros. Oh, five steam euros.

Researcher: I mean, still something, right?

Participant: Yeah, it's a new case. Even though I can't open them because I'm from Belgium, I wouldn't though. I'm not a gambler.

Researcher: All right. So, you know, that you've played the game. It was a bit too easy, but well, it happens. How would you rate your mental efforts now? During the gameplay session? The first one was definitely, I mean,

Participant: The first one, I mean... Tt's still kind of AFK in my head, if that makes sense. I don't know, like autopilot a bit because I'm not really thinking about stuff. It's just point and shoot. And that's also why people say that deathmatch is not that good for a warm up or...

It is good for a warm up, but it's the best you can do, of course, but it's not a real game, of course. But I would say, of course, I'm trying. And the second half, I wasn't really, but

a bit. So I would say in the first half, you know, just 80. I know I was just trying to kill them. Maybe 70, but I don't want to sound like a big ego guy, you know.

Researcher: No need to worry about that. It's just about kind of knowing, you know, how much you would rate it. Yeah.

Participant: Well, the second time I was just against bots. So I was just like 40%, 50%. Like just, it was basically the same as doing, if I can show you just real quick here. It's kind of the same as when I was talking in the first half, I was just doing this. [Shows aim trainer] So I was doing that. Just like doing this.

Oh, there's no way. Not that fast, just like sometimes I'm still answering and then like, you know, just it's like a sort of maybe it ties into the little attention span a bit. No, I just, I just a bit, no, I just feel like it's a, I would say not a stress reliever, but like just to do something. Yeah. I don't know.

Researcher: So the game, the second one especially was simply too easy then?

Participant: It was easy, but I was also just not really paying that much attention to killing them. I was just, you know, I just saw them, I click, I click a bit and that's it.

And the first one is actually against some players. So I was just like, okay, he was there. I'm just going to go back there and oh, I just saw a guy behind me. I'm just going to turn around now. Like those basic things I did.

Researcher: Alright.

Participant: In the second one, I was just more like, okay, just run around, hold W and shoot a bit.

Researcher: All right. Yeah, no, make sense. So basically it being a bit too simple and not really playing against people was what made it, you know, that you had to give less mental effort to it?

Participant: Yeah, yeah, yeah. It's also because it's not real people, you know, of course we all have that. I mean, in deathmatch, I don't really care about deathmatch because

all, because people are really... In competitive games, I just care about the rank also the rank on CS2. I don't know how even I'm not really grinding CS2 right now.

I can even show you. I only have, I only have 33 wins. So I'm not grinding like this guy 170 or like this, these people just had a lot of, they had like a five stack and they just kept winning. Probably these people, see, but some kept playing like here, for example.

Yeah, but I just played sometimes with people like even though my friend list, look, I'm almost the one with the least games played. So yeah, it's just, yeah, I really care about rank and I don't know if CS2 rank is the rank now.

I think face is still going to be more important than this. I don't know. It's too early to say I'm not really following it as well at the moment, but I will in the future. I know I will because I love this game. Even though I have to be honest that it's not in the best spot right now, but the last few updates have been promising. But yeah.

Researcher: Okay. Now back to your gameplay session earlier. Do you say that you generally had a feeling of control while you were playing?

Participant: Oh, oh, yeah, yeah. I do. Yeah, it feels really natural. So most of the time, I know it's a bit sloppy, but also, yeah, I mean, yeah, in control, I've had better, but it feels, you know, it's natural to me.

You know, it's this game, it feels natural. I don't know. Yeah. I like the movement. I'm used to the movement. It's of course, I really feel a lot of control. I would say, yeah.

Researcher: So you felt like the things that were happening to you in the game also depended on yourself mainly?

Participant: Yeah.

Researcher: Okay. And so there was no moment that you ever felt helpless while playing?

Participant: Oh, of course. Of course. Um, for example, seeing a guy in front of me and then also something, some hearing someone behind me, and then I have to decide. And, you know, if that's what you mean by helpless, I couldn't decide and I die and it happens. It's deathmatch. People spawn around you. It's meant that people that spawn have like an advantage on another player and are not instantly killed.

So it's kind of like that. You know, just if you die, you're not really like, oh, damn it. You're just like, okay, respawn. And then you kill another three players and then you die. Is, yeah, that's how deathmatch goes, you know.

Researcher: But it's not something that made you feel helpless as in the whole game, just in those small moments?

Participant: Oh, yeah.

Researcher: Okay. All right. And then I also want to ask you about, you know, the how you perceived the time. Did you at any moment feel like you were losing track of time?

Participant: Well, I wasn't keeping time. So I wasn't keeping, I wasn't counting. I wasn't looking at the top at the time or anything. I was just focusing on my crosshair and sounds. So, yeah, I wasn't really losing track of time. I mean, if I play in my garden, I will also lose track of time in a way. The only way of me keeping track of time would be like the sun going down or just like living and having experience with time, maybe.

Researcher: So would you say that the way that you were perceiving time while playing was different to how you normally perceive time?

Participant: Of course. Of course. I mean, games are really fun and it just, yeah, time flies when you're having fun and it's entertainment, you know? It's just how it goes. I know that I've had moments even before this test, of course, that I'm like, oh, not even with this game. I don't think this game is not the worst at it or the best at it, whatever you would call it. Like EU4 is like a map game, you know, paradox game.

I used to, like, that's why you select the country and you play as it, you know? And then all of a sudden you can be like, oh, damn, it's four in the morning. I know it's not healthy, but it has happened sometimes, you know? Because, you know, it's just staring at a map and things are happening and then you lose track of time. Yeah, it happens.

Researcher: And did you feel like you had that while you were playing the game earlier?

Participant: Yeah, I would say so, because I was having fun to an extent. Of course, because I'm playing, so it's, yeah.

Researcher: And when would you say this experience of time transformation was stronger or weaker?

Participant: Well, the first game was probably stronger because I was really more focused, not entirely focused, but more focused into the game. And the second time I was more like, I'm just waiting for it to end in a way, but it's still okay, fun. But not as fun as the last time. So, I mean, the first time. So the first time was faster. Okay.

Researcher: And then lastly, would you say that you find yourself looking at the head-up display often while playing?

Participant: No, because it's a deathmatch. And you probably don't have that much time for a competitive game, but in a competitive game, I would really do that. I would, it's way more important. In deathmatch, you are more going on visuals. You don't look at them. I didn't look at the map at all. I was listening to my headset and I was looking at my screen because of course, deathmatch is not about, oh, I have to look everywhere. No one is pressing shift to walk slow because that would be, I mean, that's just sad if you do that. I'm sorry. But yeah, you just run and shoot and you warm up, you know? That's, yeah.

Researcher: So generally, you didn't really look at it then, while playing?

Participant: No, while I was playing, I also just heard my gun was out of ammo, for example. Also, in community CS-GO, every kill you got, your ammo used to get refilled. So also getting used to that, I was like, why do I have to reload? You know? But yeah.

Researcher: Okay. And so because you were not really looking at the head-up display then, did you at any point find it distracting?

Participant: Uhm.. No.

Researcher: No?

Participant: I did not find it distracting. But I do think that the cards in the middle, I didn't... Look, I didn't even know that they were present. I didn't even look at it.

Because of course, yeah, it doesn't really matter at the deathmatch. But I do think it's a bit flashy. I am also another boomer, I think, is that I like the legacy version more and a lot of people have disagreed with me on that. But I don't know, it's, you know, I like, for example, I'm not a RuneScape player, but I would prefer old-school RuneScape over the RS3 version because of its charm. And its outdatedness. I like the nostalgia feeling, it gets me, even though I've never played it. And I also had to have a CS-GO in a way, as it being blocky, this Source 1 engine-ish HUD. And now it looks modern. And I also said earlier that I didn't really like the Switch to CS2 in this way, which I am, I know I'm an outsider mostly on that. But yeah.

Researcher: Because you mentioned flashy, do you dislike that because it is simply different to what you know? Or it takes too much visual space, for example?

Participant: I could even say it takes less visual space, probably. But I don't, I just think I have to get used to it. It's a big change. People don't like change, and not in anything, I feel like. So everyone's going to be mad, of course. CS-GO was a little old game. You know, maybe I'm just, maybe my opinion of... I think I off. [Cuts off]

Researcher: You could off that? Could you repeat that?

Participant: Yeah, sorry. My opinion can change in the future. Definitely. About the HUD.

Researcher: Alright, no worries. Okay, so that was about it. I want to thank you so much for your time. Really appreciate it. I can have a chat with you about this, and of course also see you play.

So if you were to ever change your mind on what was being said here in the interview, to not be used for the research, or if you have any further questions or anything like that, feel free to just send me a message on Discord or to my email address that was linked.

Participant: Yeah, you can use everything. I don't mind. It's... yeah, I don't mind at all.

Researcher: Alright, perfect. Okay, well would you want me to help you revert some of the changes that we made with the settings, or do you think it's fine?

Participant: Oh no, it's fine. I can just... I think... no. It's still in the chat, so I just mute and then zero.

Researcher: Alright, there we go. I'll stop the recording here then.