# Transcript

00:00:02 Interviewer

All right. Hello. Nice to meet you.

00:00:06 Participant

Nice to meet you too.

00:00:10 Interviewer

And yeah, once again, thank you for finding time, especially, you know, in the morning.

00:00:16 Participant

Oh, it's an interesting topic.

00:00:19 Interviewer

I I'm happy you actually. You actually feel that way because that is, that is.

00:00:26 Interviewer

The feeling that.

00:00:26 Interviewer

I also have, hence the this entire this entire process.

00:00:32

And.

00:00:34 Interviewer

Yeah, I want to like, I think we can start pretty basic these days. What what do you play these days?

00:00:46 Participant

I tend to be a game flitter I go from one game to the other. These days when I first started gaming back in like 2007, I pretty much stuck with one game for several years, but now I just go around to whatever I feel like I don't do. I'm not much for first person shooters.

00:01:08 Participant

Or.

00:01:09 Participant

EVP or UM?

00:01:12 Participant

Really technical.

00:01:16 Participant

RTS you know is is not my thing.

00:01:20 Speaker 4

OK. Well, that's.

00:01:21 Interviewer

Actually pretty interesting because you said that you tend to flitter between games these days, but that was not the case before. What changed like the.

00:01:31 Participant

Fine.

00:01:33 Participant

I think it was just a natural progression because I when I first started it was amazing to me. They existed like that for one thing, and I couldn't walk. I mean, I couldn't do anything when I first started, just like anybody else. Only I was older and it took longer.

00:01:50 Participant

To acquire the either the UM.

00:01:54 Participant

The skill just to be able to navigate the game I was in.

00:01:59 Participant

And I never thought of playing anything else for quite a while, and now I just I I'm not to the point where I, for one thing, I stopped collecting because I realized times running out and what are you going to do with it? You know, my son doesn't want this stuff for sure. So I.

00:02:18 Participant

I don't collect as much. I'm not into getting, you know, 11,000 pets and 8500 mounts, and it's just not my thing anymore. If there's something I really want to use in a game, then I'll go get it. Otherwise, I I don't have much FOMO.

00:02:28 Speaker 4

Mm-hmm.

00:02:37 Interviewer

That's you. You are free from the prison. Many of us find ourselves.

00:02:37 Participant

Fearing missing out? Yeah.

00:02:42 Participant

I am I am pretty much free every once in a while something will get me.

00:02:49 Interviewer

They they keep, they keep trying. They keep trying.

00:02:52 Participant

They definitely do. You can season pass yourself to death.

00:02:58 Interviewer

As a as a person with a background in in game design, this is like I laugh, but I'm slightly nervous and slightly looking to the side as I do.

00:03:08 Participant

Do you feel cold out?

00:03:08 Interviewer

Oh.

00:03:10 Interviewer

I.

00:03:12 Interviewer

I I feel flashbacks from fighting these things during my time and during education. It's a it's a whole debate cause of it's.

00:03:16

Yeah.

00:03:22 Interviewer

In this moment of your feeling.

00:03:23 Interviewer

Are we? Are we the good guys here?

00:03:27 Interviewer

Only doing a good thing. It's that kind of thing. You. You did mention that you you mentioned that you started pretty late.

00:03:36 Interviewer

How was that?

00:03:36 Participant

Ohh very late. My kids gamed. I mean, they grew up with the healthy young. They're controllers, you know, with their Sega and their Sega Genesis and Nintendo. But I didn't gain much.

00:03:48

Hmm.

00:03:51 Participant

You know, I might play pool or Tetris a little bit, and that was about it back in the day, I started with Pong and that was pretty slow paced and just about my speed even back then. But I didn't start gaming. What you call gaming?

00:04:03

Mm-hmm.

00:04:10 Participant

Until 2007.

00:04:13 Interviewer

OK, a good year.

00:04:14 Participant

And.

00:04:16 Participant

Yeah, I was so clueless that I didn't realize my computer didn't have a graphics card.

00:04:23 Participant

And I was trying to play just on an old processor and it wasn't working well.

00:04:28 Interviewer

Hmm.

00:04:29 Participant

And imagine why.

00:04:32 Interviewer

What would you what kind of spur do you own? The? Did your kids have something to do with that?

00:04:39 Participant

Yes, my son had me make a character in the Dungeons and Dragons online.

00:04:46 Participant

He said. Ohh, come on, just make a character. I said, you know I'm not. I'm not interested in that stuff. And he said Ohh, just make a character, mom. It'll be fun just to make the character. So I made the character and spent three days in a 10 minute tutorial because I couldn't get out of the water.

00:05:03 Speaker 1

MHM.

00:05:04 Participant

You had to swim down and get a key and.

00:05:08 Participant

I think I spent one day alone in that hole in the ground.

00:05:13 Participant

And that was it. I was gone.

00:05:18 Interviewer

There, there was no stop after that.

00:05:20 Participant

There was no stop after that.

00:05:24 Interviewer

I'm curious how old was your son at that time?

00:05:28 Participant

Well, he was already well grown. That was, let's see, 2007. He was 23 at the time and he's.

00:05:37 Participant

23 is that right? He he's in his 40s now.

00:05:42 Interviewer

I see. OK, that's interesting cuz.

00:05:48 Interviewer

I I thought that the people with I I for some reason assume that it's gonna be.

00:05:52 Interviewer

Like a younger kind of kid who would have.

00:05:56 Interviewer

I would have been there, but no, OK.

00:05:59 Interviewer

So D&D online is how you started.

00:06:02 Participant

As how I started not very long though, they soon directed me to wow because it was easier, you know, for a beginner and.

00:06:13 Participant

I was kind of.

00:06:16 Participant

Like even once I went over to World of Warcraft.

00:06:20 Participant

I was very shy. Somebody tried to talk to me or invite me to a party and I'd run away. You know, I think I. I think I fished for like, 6 months. I don't. That was what I did. I just sit in that canoe. That's buy one of the cities. And I just sit there and.

00:06:40 Participant

Fish. It was kind of sad. Now it puts me to sleep. But it was fun then.

00:06:47 Interviewer

I think that's fair.

00:06:51 Interviewer

Are you are you a kind of more introverted person outside of the game as well? Or was that kind of like a unique in game behaviour that you experienced?

00:07:01 Participant

I'm kind of introverted for sure in real life as well, but I don't run away if somebody talks to me.

00:07:15 Participant

My my sister was like that. I tried to get her into gaming. It didn't work. In the end she does some mobile gaming, but I said I'm gonna invite you to a party. And she said I don't want to go to a party.

00:07:15 Interviewer

That.

00:07:34 Interviewer

Sounds like a pretty interesting kind of interaction to have like.

00:07:40 Interviewer

Opening this new world and like.

00:07:42 Interviewer

Trying to bring other people to it.

00:07:45 Participant

Ohh, it's totally it's a whole new world. You don't know the lingo. You don't know. You don't know anything. You don't know anything. And not growing up and getting it in little stages, you know, progressing with the games themselves, you're just dumped in. You feels like another world, really.

00:08:06 Interviewer

Nah, it's like a completely foreign country in a sense.

00:08:08 Participant

Thanks.

00:08:11 Interviewer

But that but it didn't really scare scare you off. And you also said that you've been dealing with the tutorial for like 3 days, so it did. You didn't bounce off at that at that point?

00:08:11 Participant

It really is.

00:08:24 Participant

I didn't even realize it was a tutorial. It's just you get so immersed in what you're trying to do that you just keep trying, you know?

00:08:34 Interviewer

Ah.

00:08:34 Participant

Especially if you're solo and you know nobody's watching you, you know, you're by yourself, so you just.

00:08:43 Participant

You just keep trying until eventually you get it.

00:08:48 Interviewer

OK and.

00:08:50 Participant

Or you don't. You know, a lot of things I never got. But you keep trying.

00:08:55 Interviewer

It's it's still valuable.

00:08:58 Participant

I it is I I and I just saw an article. In fact the other day. That said, if you're growing older, it's not Sudoku and it's not these other games. You you're best off with a full-fledged MMO and I thought finally they get it.

00:09:18 Interviewer

I was thinking something quite similar, which is what actually led me to this.

00:09:25 Interviewer

Search well, not necessarily from the lake.

00:09:29 Interviewer

Aging perspective. But it was interesting to me why?

00:09:34 Interviewer

Why? Why don't we talk about people in the in the older category, we don't really talk about anyone who's older than 30 in the games industry, but specifically.

00:09:48 Interviewer

People who are in that stage.

00:09:51 Participant

I think in the US we kind of tend not to talk about older people in general at all.

00:09:57 Participant

Unless we're talking about gerrymandering for voting or where the money is going because you know, there are so many elderly now and not just in the US but worldwide.

00:10:09 Interviewer

Hmm.

00:10:09 Participant

But in the US, we don't, you know, it's not like elder people are venerated here in any sort of way, so it's best you just keep them at home. And if they play their boomer games, that's good. It just keeps them out of the way. It keeps them out, keeps them from driving.

00:10:29 Participant

Not on the street.

00:10:33 Speaker 4

Oh my God.

00:10:36 Interviewer

Ohh and with with complete clash to the culture we have back home. Although there is a little bit of kind of trying to box older people but at least there is veneration.

00:10:46 Participant

Yeah.

00:10:49 Speaker 1

At least there is that.

00:10:50

Yeah.

00:10:51 Participant

Generation would be nice for a change.

00:10:57 Speaker 1

I have. I have survived for this long. Please, for the love of God at least be polite.

00:11:02 Participant

Right.

00:11:03

It's.

00:11:08 Interviewer

Do you do you actually, how did you?

00:11:10 Interviewer

Get to the OTG. I presume it was through one of the. I presume it was probably through Warcraft.

00:11:20 Participant

It was. I found it initially years ago and then I saw their application system and I was like, Nah, I'm not applying for a job, you know. And then later, you know, it was like, OK, I can respect this more.

00:11:39 Participant

Now at first I was just I couldn't be bothered, but.

00:11:44 Interviewer

Mm-hmm.

00:11:46 Participant

Then later I did and I I ran into it. I think I actually was seeking out guilds for older people.

00:11:54 Interviewer

Hmm.

00:11:54 Participant

And found it.

00:11:56 Participant

Online.

00:11:58 Interviewer

Why? Like like what? What? What kind of guided that design?

00:12:06 Participant

Probably looking for people to play with who were a little more lenient and.

00:12:13 Participant

Not so many trolls.

00:12:16 Interviewer

I yeah, it can be a bit.

00:12:17 Participant

No.

00:12:20 Interviewer

A bit.

00:12:21 Speaker 1

A bit toxic.

00:12:23 Participant

A little bit and not so unforgiving at times, yeah.

00:12:24 Speaker 4

It.

00:12:27 Interviewer

Yeah, I I can imagine.

00:12:31 Interviewer

Do you think it like do you think it? Uh, it made the experience more comfortable for you?

00:12:38 Interviewer

Yeah.

00:12:39 Participant

Oh, I think.

00:12:40 Interviewer

Hmm.

00:12:40 Participant

I think it has. I think it has made it more comfortable and also.

00:12:46 Participant

It's given me the opportunity to be on that other side a little bit and understand it because there are people far older than I am in the Guild and I do get a little on the edge of patience now and then. It's like, holy \*\*\*\*, it's right there, can't you?

00:13:02 Participant

See it so.

00:13:05 Speaker 4

And then and then you.

00:13:06 Speaker 4

Think oh. Oh, that's with you.

00:13:09 Participant

Yeah, exactly. I don't say it out loud though. That's the difference.

00:13:14 Speaker 4

That that is good.

00:13:16 Participant

Some of the younger kids. Well, yeah. I don't say it out loud, but yeah, you feel it sometimes.

00:13:20 Interviewer

True. Yeah. Younger kids aren't exactly known for their ability to think before they talk.

00:13:32

OK.

00:13:33 Interviewer

OK.

00:13:37 Interviewer

So what do you do normally? Uh, like, for example, at the time around the time when you were playing wow. And I presume all the demos.

00:13:47 Participant

And.

00:13:48 Participant

When I first started gaming, I was still working as an RN.

00:13:54 Interviewer

M.

00:13:55 Participant

And I did contract work toward the end of my career, so I had some, you know, time in between. Plus you work generally you work 312, so you have like 4 days off.

00:14:09 Speaker 1

MHM.

00:14:10 Participant

And so I spent that time trying to learn the.

00:14:15 Interviewer

So it was kind of like.

00:14:16 Interviewer

A, like a hobby of yours.

00:14:19 Participant

Yes, it was. And I was. I was divorced and my kids were grown. So.

00:14:25 Interviewer

So that was that.

00:14:25 Participant

It definitely cut down on the online shopping, which was great.

00:14:37 Interviewer

OK, I see.

00:14:42 Interviewer

UM and what was?

00:14:47 Interviewer

But like inside of the game, once you've started getting the hang of it, you said at the at the first time you were just kind of.

00:14:55 Interviewer

By yourself, kind of fishing, probably taking in the world, learning little by little.

00:14:59

Yes.

00:15:02 Participant

Yes. And then I start, I don't know what's my favorite. I do gravitate towards solo solo play, but I like the option of playing with other people. You know that I choose to play with.

00:15:12

Mm-hmm.

00:15:19 Participant

I also like uh.

00:15:23 Participant

The group play, I don't know which games you've played, so I don't know what you know about them. But Guild Wars 2, it's just kind of a show up and play with other people. You don't have to organize parties or rate groups, you just everybody shows up and it's group content, unorganized.

00:15:38 Interviewer

Mm-hmm.

00:15:43 Participant

Group content, so I like that too. It's also an ESO where people just kind of gather.

00:15:49 Participant

And.

00:15:50 Participant

For whatever event may be going on at the moment.

00:15:54 Interviewer

OK. Yeah, I.

00:15:57 Interviewer

I'm a bit passingly familiar on Guild.

00:15:59 Interviewer

Wars, but that's also something that I can educate myself on once the data analysis actually start.

00:16:07

Thanks.

00:16:09 Interviewer

But it is a pretty interesting.

00:16:10 Interviewer

Part that the Guild was designed.

00:16:13 Interviewer

It's kind of, I guess less. It's a bit more of a streamlined experience if you want, if you even wanted to play with.

00:16:20 Interviewer

Others.

00:16:23 Participant

Yeah, it's.

00:16:25 Participant

Less it doesn't require as much organization to play with others. You you show up, everybody gets rewarded according to the amount of.

00:16:39 Participant

Damage they've done or participation anyway, like you can get a gold badge or a bronze badge. Considering how much you put in and then you just run around, you even get XP for like resurrecting people or.

00:16:58 Participant

Picking stuff up in the world or.

00:17:01 Participant

You get XP for farming nodes and the nodes are there for everybody. It's not like somebody's there camping them and you can't, you know, go mine that no Devore.

00:17:12 Speaker 1

MHM.

00:17:12 Participant

Everybody who does and a lot of games after they started that a lot of other games started picking that up too. Like that's I really think that's where wow probably got its some reagent bank.

00:17:26 Participant

And.

00:17:28 Participant

The fact that you more than one person can farm a node now or pick an herb.

00:17:35 Participant

Which is very nice.

00:17:35

Recently.

00:17:37 Participant

Yeah.

00:17:39 Interviewer

Was that causing? Yeah. Was that kind of a consistent annoyance?

00:17:44 Interviewer

Before Guild wars.

00:17:46 Participant

It was an annoyance for people who didn't like it. There are people who thrive on that, you know, especially the ones who used to choose PvP servers, because you've got.

00:17:57 Participant

You know somebody camping that node? Oh, that's a good reason to start a fight. Let's call all our buddies and get on our mains to go after them, you know.

00:18:03

Uh.

00:18:07 Interviewer

Yeah, I recognize that kind of behavior.

00:18:10 Participant

Yeah, that was never my thing. You know? It's like right away with hair on fire.

00:18:18 Participant

You can have the OR I don't want it that bad.

00:18:22 Interviewer

That's fair. But what?

00:18:24 Interviewer

Would be your shame, like uh?

00:18:28 Interviewer

It's clearly not the, not the ambushing players in the Dark Alley, which I don't judge, but it doesn't seem like that's your favorite thing to do.

00:18:36 Participant

No, it's not something without too much stealth. I don't mind a little bit. Like if I'm playing a single person game, what do I? I don't know. I like questing.

00:18:46 Interviewer

Mm-hmm.

00:18:52 Participant

And I like.

00:18:55 Participant

I like the older dungeons where I can go in Solo and justice, you know.

00:19:01 Interviewer

Hmm.

00:19:01 Participant

Slay everything.

00:19:04 Speaker 4

Kind of.

00:19:04 Participant

That's.

00:19:07 Participant

Easy, you know, roll over content. That's like, yeah, I like that. And I do like group content.

00:19:17 Participant

Sometimes if I feel like it, you know, like we'll raid on normal or do, uh, I did a mythic 0 the other night. And wow, I still play. Wow. It's just I'm not married to it anymore.

00:19:33

I see.

00:19:33 Participant

I, like you know, just the lower key content that's not causing me to take blood pressure medication like Eldon ring did.

00:19:45 Speaker 4

Oh my God.

00:19:47 Interviewer

Yeah. So, so it's sort of the kind of content that allows you to.

00:19:52 Interviewer

Take it at your own pace, in a way.

00:19:55 Participant

Yes, but I'm not a big fan of the cozy games. I'll play them with my son and daughter-in-law because they love that stuff. But the log choppers kind of put me to sleep. You know, the survival, survival type, low key games.

00:20:14 Interviewer

Ohh yeah yeah, so it's like Minecraft like valheim.

00:20:19 Participant

Yes, valheim and endless more because they they they caught on and now every other game is a survival game like.

00:20:29 Participant

A cozy game.

00:20:30 Interviewer

Yeah, yeah, they they have their knees and they are. And they're fighting, actually. No, they're fighting for that niche constantly. There is a lot of new games.

00:20:39 Participant

Yes.

00:20:41 Interviewer

Oh, must be really profitable.

00:20:44 Participant

If I figure it must be because there's so many of them and a lot of my older friends or Guild members.

00:20:52 Participant

Do play those you know, they they really thrive on them.

00:20:57 Interviewer

Hmm.

00:20:58 Participant

I only play them when my son makes me because they like those kind of games and he likes management type games like Frost Punk and those are.

00:21:11 Interviewer

MHM.

00:21:12 Participant

That I know. I keep saying. It's not my thing. It's like, do you really?

00:21:15 Participant

Game or whatever, but.

00:21:16

What?

00:21:17 Participant

Management's also not my thing.

00:21:21 Interviewer

Congratulations, it's management and difficult ethical dilemmas. The two most fun things in the world.

00:21:26

Yeah.

00:21:31 Participant

Yeah, I I call them depression simulators.

00:21:37 Speaker 4

Yeah, yeah, I that, that, that.

00:21:40 Speaker 1

Is very on point.

00:21:44 Interviewer

I have to spend an unhealthy amount of time in the darkest dungeon. Learn.

00:21:50 Participant

Yeah, darkest dungeon. No war of mine. Or this war of mine. That was horrible. Oh my God.

00:21:56 Interviewer

Ohh that was that was that was a heartbreaking game.

00:21:59 Participant

What's in it? It's like.

00:22:01 Participant

Oh.

00:22:06 Interviewer

Man, I really wish to become a survivor apocalypse.

00:22:13 Interviewer

I'm I'm curious about your time like but, but you do it sounds like play.

00:22:18 Interviewer

At least every now and again with your son and maybe other family members.

00:22:24 Participant

Yes, my daughter-in-law and even my grand girls, I have twin granddaughters and.

00:22:30 Participant

When they make me, I'll get in Roblox and but they're very they're very bossy.

00:22:39

Are they?

00:22:41 Participant

They are. Go over there. Nana, get that you be this one. OK. No, this one. You. You. Right there. Don't move. Don't move. It's.

00:22:50 Participant

Like, OK, OK.

00:22:54 Interviewer

Ah, so I presume they should be. If it's Roblox, then they are about 6-7 something like in that age range.

00:23:00 Participant

Yes. And there's seven, yeah.

00:23:04 Speaker 1

That's adorable.

00:23:07 Participant

They started with fall guys and that was perfect because there was no chat. Now they're starting to want to chat, but they're still not allowed. You know, it's like, well, other kids use the chat. It's like, don't care, don't chat.

00:23:24 Interviewer

The is the wait. Is this uhm.

00:23:26 Interviewer

Is this a technical limitation?

00:23:28 Interviewer

Or is this the the family kind of?

00:23:31 Participant

This is a family limitation. Yeah, they're they're just too young.

00:23:32

Uh-huh.

00:23:35 Interviewer

Yeah, that's that's.

00:23:36 Interviewer

Wise I that makes sense. I was just curious.

00:23:39 Interviewer

Cause I don't remember. I remember Roblox.

00:23:41 Interviewer

Definitely had the chat.

00:23:43 Participant

Yes it does, but they have it turned off.

00:23:48 Interviewer

So you kind.

00:23:49 Interviewer

Of uh, how often do you play with your family? Is this like a pretty regular thing or just like event based?

00:23:54 Participant

Yeah, since since we live so far, they're in Wisconsin and I'm in Texas, so we play if they're not busy, we'll play a couple three times a week. If they are busy, we may go a few weeks without playing, but usually you know it. It's A at least once a week.

00:24:13 Participant

Either with the kids or with all of them.

00:24:17 Participant

Or, yeah, just my son. But one of us will play with the other during the week.

00:24:25 Interviewer

That's that's nice. That's actually such a nice. I mean really interesting channel of also catching up I presume.

00:24:37 Participant

Ohh it is. It's been a a real blessing, especially with the kids to find something they're interested in because you know in the old days you'd say say hi to grandma and hand them the phone and they're like, hi, grandma, and you hear them running off in the distance. Bye.

00:24:57 Participant

So it's been a good way to keep a relationship going even when we're far apart.

00:25:04 Interviewer

And also like, yeah, building on it because I presume in games you also kind of face challenges and it seems like an interesting, I don't know.

00:25:13

Yes.

00:25:16 Interviewer

Space and interesting.

00:25:19 Interviewer

Platform.

00:25:21

For discussion.

00:25:21 Participant

Thanks very much.

00:25:23 Participant

Yeah, for discussions and for discovering what they like and their differences.

00:25:29 Participant

And what they like we we went into trove and the little one, Lila she kept saying was how do you get wood how do you get wood. I don't understand how to get wood it's like I don't remember give me a minute.

00:25:43 Participant

As I hadn't been in in a long time, and Rosie the other one just wanted to kill stuff, that's what she wanted to do. That's more my speed. I just.

00:25:52 Participant

Want to feel stuff?

00:25:55 Participant

Good girl. We don't care about wood.

00:26:00 Interviewer

I can imagine you're patting one child on the back and being like you'll figure it out. And another kid and you just lock your eyes and there is there is fire behind those eyes and you're and you're like, oh, you I understand.

00:26:10 Participant

Yeah.

00:26:16 Interviewer

Yeah, it seems like you're also like, yeah, you're like, you're not afraid of challenge. It's more like.

00:26:25 Interviewer

You're not afraid of challenge, and you'll go through with it just kind of. You also mentioned a few times that you would go through with it, but you're more comfortable if you do it by yourself. If nobody is, I presume, expecting stuff of you.

00:26:39 Participant

Yeah. Or depending on me like.

00:26:44 Participant

A good example would be in the Guild versus Guild or large party PvP that exists in both Guild Wars 2 and Elder Scrolls Online.

00:26:58 Participant

You like that kind where you go with the whole Guild or a huge group.

00:27:03 Participant

And if you don't perform well, it's not going to affect their play as much as if you go out, let's say, in a three man party trying to PvP, you're very important in that three man party. That doesn't mean I don't try, I'll try but execution sometimes is a whole other story.

00:27:15 Interviewer

MHM.

00:27:22 Speaker 1

Hmm.

00:27:26 Interviewer

Like on the on the mechanical side of things? Or do you feel like the games just generally kind of, I don't know, make make it more complicated?

00:27:36

Than it should.

00:27:36 Interviewer

Good.

00:27:36 Interviewer

Be like what?

00:27:37 Interviewer

What would be? What is the part?

00:27:39 Interviewer

That kind of.

00:27:42 Participant

It'll be the mechanics of it.

00:27:44 Participant

E-mail if I am.

00:27:46 Participant

Doing well, attacking the other team, you know I won't notice the fire under my ground and or under my feet and I'll be acting like it's a buff or something. Just staying in it until I die. It's like move dummy. It's like. OK, OK. OK. Yeah.

00:28:05 Participant

It's just the mechanics of it.

00:28:08 Interviewer

I see. I see.

00:28:10 Interviewer

Hmm.

00:28:11 Participant

I can theory craft all day, but when it comes to using the fingers it's kind of like you know.

00:28:19 Participant

Gorilla time.

00:28:21 Interviewer

Do you enjoy the strategizing part of it, though? Because I remember, raids can be, can feel like sitting in a war room. Back in the olden days, making strategies.

00:28:33 Participant

Yeah. Yeah. Like Libra. Jenkins. Yeah, I do enjoy that part of it. I do. And I enjoy.

00:28:45 Participant

You know, making builds like you would in path of Exile, you know, figuring out what works and what doesn't work.

00:28:54 Participant

But that's another game I I tend to play solo, although the new one PO E2. It's a little more group oriented than the first one was.

00:29:04 Interviewer

OK, I see.

00:29:06 Interviewer

Oh yeah, I remember. I've seen the I've seen the. I think it's character skill tree in the path of exile and it's so expensive. I I was terrified there for a second.

00:29:18 Participant

Yeah, it's really not quite as it looks because you have a starting point depending on which you don't choose classes, you just choose characters and depending on which one it is, you have a starting point in the tree and it makes sense to stay within that general.

00:29:36 Participant

Piece of the pie of that character. Otherwise you're going to lose too many points trying to make it all the way over to the other.

00:29:44 Participant

Side so it's not quite as overwhelming as it first appears.

00:29:50 Interviewer

Oh, I see how that can work, but it still gives quite a bit of creativity because it's not. It's not impossible, it's just expensive.

00:29:58 Participant

Yes, very much so.

00:30:01 Speaker 1

I see.

00:30:03 Interviewer

UM.

00:30:06 Interviewer

I'm curious, do you if I would ask you to like, think of any moments of any achievements like play playing wise, not necessarily game achievements, but like maybe highlights is a better way to phrase it?

00:30:21 Interviewer

Like moments when you felt really satisfied when the game really succeeded in uh.

00:30:27 Interviewer

I don't know. In the get, I don't know. Improving your mood or making you feel great.

00:30:33 Interviewer

What would come to mind?

00:30:36 Participant

Probably when I stop clicking uh.

00:30:41 Participant

Was a huge, huge.

00:30:43 Participant

Which deal you know how you have the spells on your bar and when you start you use your mouse to click them.

00:30:53 Interviewer

Yeah, yeah.

00:30:53 Participant

And.

00:30:54 Participant

When I stopped clicking and started using the keyboard.

00:30:59 Participant

And practiced it and got better at it. That was a huge, huge moment.

00:31:07 Interviewer

You've gotten this.

00:31:09 Interviewer

You've gotten this mechanical skill. You've mastered it in a way.

00:31:12 Participant

Yeah.

00:31:13 Participant

Yes, and it took me longer than usual. I'm not not real coordinated at the best of times. I wasn't as a as a younger person either, so it was it took a long time.

00:31:27 Interviewer

Hmm.

00:31:29 Participant

And I still use a mix of well, especially for the games that have, you know, teen skills, both Final Fantasy 14 and wow do.

00:31:39 Participant

So you, you know, you have ones that you click because they're?

00:31:44 Participant

You don't use them? Hardly ever, but your main rotation and a couple more are.

00:31:50 Participant

That they're on your home keys and much easier to get to.

00:31:55 Interviewer

Yeah, there is a bit of, uh. How do you say?

00:31:59 Interviewer

A bit of automation.

00:32:01 Interviewer

I guess.

00:32:02 Participant

Yes.

00:32:04 Interviewer

Makes it makes.

00:32:05 Interviewer

It a bit easier.

00:32:06 Participant

Yeah.

00:32:08 Interviewer

It's actually.

00:32:10 Interviewer

Yeah. And I think this kind of also aligns with the the fact that you said.

00:32:14 Interviewer

That.

00:32:14 Interviewer

Games kind of.

00:32:16 Interviewer

At least it's it's. I kind of got the impression that the games when you started getting into it, it's the feeling of learning this new world with its new strange rules and its new, strange mechanics and its new, strange expectations.

00:32:35 Participant

Yes, and that was there for a long time because I hadn't played single player games either. So it was all no matter what I was playing, everything was new. Now you can kind of look after this many years, I can say ohh I see what they're doing. Ohh yeah, I get this. I've seen this before.

00:32:55 Participant

You know.

00:32:58 Participant

But in the beginning? Absolutely.

00:33:01 Participant

It was all new all the time.

00:33:06 Interviewer

And that's and that's the fascinating.

00:33:08 Interviewer

Part of it, I guess.

00:33:10 Participant

I think it is. It's like UM.

00:33:13 Participant

One of my older friends said I still read all the time, you know, read books all the time, but she doesn't read. And I said, why don't you read anymore? And she said, why would I read when I can be at the main person in?

00:33:28 Participant

So many stories online, you know, I I can.

00:33:33 Participant

Enjoy all of this and be right in the middle of it, and I said, I guess I guess you're right.

00:33:41 Participant

Excuse me.

00:33:42 Interviewer

That make that makes sense. Do you? Do you still read actually?

00:33:47 Participant

I do.

00:33:49 Speaker 4

And like.

00:33:49 Participant

Yeah, daily.

00:33:52 Interviewer

Oh, what? What kind of stuff do you read?

00:33:55 Participant

Uh, so much.

00:33:59 Participant

I like.

00:34:00 Participant

Fantasy, which I didn't read before I started gaming, that was a new genre for me.

00:34:07 Speaker 1

Hmm.

00:34:07 Participant

Which was good because I read a lot in older.

00:34:10 Participant

Genres.

00:34:11 Participant

Or in other genre.

00:34:13 Participant

Like mysteries and.

00:34:19 Participant

Nonfiction books and.

00:34:22 Participant

Fantasy and some some light sci-fi. I'm not too much into the heavy sci-fi. That's too much of A too much brain activity for me.

00:34:29 Speaker 1

Hmm.

00:34:35 Interviewer

Uh, yeah, I I have been trying to chew my way.

00:34:38 Interviewer

Through.

00:34:39 Interviewer

Free body problem and I've I've put it in the later box where it will probably stay for the next 5 or 6 years.

00:34:45 Participant

Yeah.

00:34:50 Participant

Yeah.

00:34:52 Participant

You can get the Cliff notes from the TV show, right?

00:34:58 Interviewer

I I I.

00:34:59 Interviewer

For some reason have this moment where I'm trying to read a book first before watching the TV show. If I can, so I feel like I actually locked myself from the.

00:35:07 Speaker 1

TV show for for a couple of years at least.

00:35:11 Participant

Yeah, I started trying to read. Uh, ohh shoot. I can't remember the name of it. I think I've blocked it subconsciously.

00:35:35 Participant

Give me just a second.

00:35:38 Interviewer

No worries.

00:35:44 Interviewer

I'm just going to.

00:35:45 Interviewer

Get some of my delicious tea.

00:35:47 Participant

Yes, I have coffee. Thank you.

00:35:56 Interviewer

Yeah, I've only.

00:35:57 Participant

Find it, but there's like a I don't know, 11 book series that.

00:36:03 Participant

I like a book and 1/2 in and like you, I put it for later like preferably after I die, I'll remember it.

00:36:09 Speaker 4

Mm-hmm.

00:36:18 Speaker 4

Ohh what? What a fantastic attitude.

00:36:21 Interviewer

Ohh we have something in the city where I live. I'm currently living in the Netherlands.

00:36:27 Interviewer

And.

00:36:28 Participant

Ohh help me.

00:36:30 Interviewer

It it is a lovely little town and they have a little patron St. He has a very little, almost unnoticeable statue. They call him St. you.

00:36:39 Interviewer

Tumus.

00:36:40 Interviewer

And he is the patron St. of procrastinating carnival lollygagging and postponing things until forever.

00:36:50 Participant

Wonderful.

00:36:52 Interviewer

He's the he's amazing and the people here have a saying.

00:36:58 Interviewer

When you don't want to do something and somebody asks you to do something you don't want to do, they say I'll do it on Saint Gutenberg's day.

00:37:06 Interviewer

The thing is, Saint Luke's Day is carnival. Nobody works on carnival.

00:37:11 Participant

Right, exactly that, that just sounds perfect.

00:37:14 Speaker 4

So.

00:37:16 Speaker 1

It's a lovely attitude.

00:37:19 Interviewer

Would you say you are in general A?

00:37:22 Interviewer

Person who is kind.

00:37:23 Interviewer

Of like open to.

00:37:26 Interviewer

New experiences like some kind of maybe you're kind of an exploration type of person, somebody who gets bored and tends to read or ask questions or move out there.

00:37:38 Interviewer

In the world.

00:37:40 Participant

Yes, I think I am move slowly out there testing the boundaries as I go. If you could be?

00:37:49 Participant

Explorative and hungry for knowledge and still cautious at the same time, that would be me.

00:37:55 Interviewer

I mean, that's usually the the ones that tend to survive a little longer.

00:38:03 Participant

Yeah, I guess you're right. I never thought it that way. I may be a little more timid than most, but.

00:38:11 Participant

It's the knowledge I really I really want.

00:38:15 Interviewer

It's kind of like maybe like a traveling scholar.

00:38:19

Let.

00:38:19 Participant

Yeah, a book person for sure.

00:38:23 Interviewer

Hmm.

00:38:24 Speaker 1

Right.

00:38:26 Interviewer

And yeah, and I'm just curious how.

00:38:31 Interviewer

How it feels like games kind of allowed you to to games fell right into like this part. This part of yourself, it feels like.

00:38:40 Interviewer

Or maybe just at the start.

00:38:43 Participant

There are so many different games and so many different ways of playing them and.

00:38:49 Participant

Uh.

00:38:50 Participant

Gathering both enjoyment and knowledge from them that I think it just increased the Vista, you know, especially when I first cut down on work, I was ill, so I couldn't go out a lot. And for people now, you know at my age or older who are homebound for whatever reason.

00:39:10 Participant

It actually gives them a horizon to seek or to look at. You know, it's not just a literal one, but a figurative 1 where they can.

00:39:21 Participant

Have a social life, even if it's online. They can talk to people most every day. You know where before they may not hear from anybody unless somebody happened to call them. You know, once a month or, you know, somebody came by to see if they were still breathing and then left.

00:39:40 Participant

You know, that kind of thing. So I think it's it's.

00:39:44 Participant

A really big opportunity for the elderly that people don't realize.

00:39:51 Interviewer

Yeah, it it seems it seems to be.

00:39:53 Interviewer

So and it's interesting how.

00:40:00 Interviewer

It not only do we not talk about the experience of the elderly in games, there is also an assumption that they generally don't play or are disinterested in playing.

00:40:13 Interviewer

You've probably felt that or not felt that, but you've probably encountered that. I presume you were like you talked about games with. For example, your friends or your peers.

00:40:13 Participant

Yeah.

00:40:24 Interviewer

What was that experience that?

00:40:24 Participant

Definitely have it at least in passing. I've talked about it. I try not to go on about it because they have no interest, but.

00:40:34 Participant

I did have one friend I mentioned a Guild and she said what's that? And so I was trying to tell her, she said that sounds like a cult and it's like.

00:40:48 Participant

It's like, oh, my God, she's in a cult. Let's go save her.

00:40:56 Interviewer

It it is not a cold stops for a second reconsiders.

00:41:01 Interviewer

Well, maybe a little bit.

00:41:04 Participant

Just a little bit.

00:41:05 Interviewer

Just a little bit. We're only casting spells and.

00:41:11 Participant

Maybe some of the guilds, the ones that you know you have to go and collect so much of this and so much of that or or you get kicked out, you know, maybe those kind of guilt.

00:41:25 Participant

But not the normal ones. Yeah, they have. They have no concept of what you're doing to them. You're just wasting time on the computer. That's what they see.

00:41:34

Hmm.

00:41:36 Participant

Do you feel?

00:41:38 Interviewer

And it seems like a pretty I don't know, a slightly negative outlook on it, like wasting time is. Yeah, it sounds like there is a bit of judgment behind these words.

00:41:51 Participant

There is, but I think there's been a bit of judgment towards gaming since gaming started. I know my kids used to face it when they were little, so it's always been and now they're showing even that kids are.

00:42:07 Participant

Showing higher intelligence if they play, you know if they play games.

00:42:13 Participant

Like by a few points on IQ tests.

00:42:17 Interviewer

Yeah, I think it's.

00:42:18 Participant

Which?

00:42:21 Participant

No go.

00:42:21 Participant

Ahead.

00:42:22 Interviewer

I was just thinking that it's an interesting vehicle to face people with challenges that they really are interested in solving.

00:42:32 Interviewer

And I've seen that in my little sister because I did. I did a classic older brother thing. I bought myself a new laptop and left my old laptop to my sister, and that one was in a in a poor state. It needed some maintenance and I told her that if you fix this.

00:42:51 Interviewer

You find a way to fix this laptop. You can play video games on it and she really likes the idea of video games like she's very interested.

00:42:59 Interviewer

And I've seen her play. She's actually went in there and searched up things. And she is a lot more. She's a lot more comfortable with technology, like on the hardware side.

00:43:11 Interviewer

And I just thought that this kind of fascinating how this motivation worked for her, how it, how it kind of gave her a reason to learn what the graphics card is.

00:43:27 Participant

Well, that's a spark, you know. And then, you know, they run with it or they don't, but most of them do. And I think it too gives them ways to channel their.

00:43:38 Participant

Their curiosity and.

00:43:42 Participant

You know, face challenges and beat them in their own play that lends them insight to their own personalities. I think it's helpful. Not that they should spend all day in front of them. You know, of course they should do other things, but.

00:43:55 Interviewer

Naturally.

00:43:58 Participant

I don't think it's the the devil some would like to make it out to me.

00:44:04 Interviewer

Yes, we're we're very well aware that the devil usually takes the form of playing rock'n'roll music. I think I thought we settled that as a.

00:44:12 Speaker 1

Society.

00:44:13

Yeah.

00:44:14 Participant

Well, that was back in my day. Well, you had to play it backwards.

00:44:19 Interviewer

Oh, I remember. I I come from a family where we really like The Beatles, and I learned a lot of stories about that. And I heard about these moments of people playing Beatles songs backwards and thinking that there are messages from the.

00:44:26

OK.

00:44:35 Speaker 1

All.

00:44:36 Participant

Yes, Helter Skelter and all that.

00:44:39 Interviewer

Oh, I thought I I thought that was fascinating. I was like, I wanna do that. My father did not prevent me from doing that at all. He was very proud of himself.

00:44:49 Participant

Yeah, the devil's much easier to find. Nowadays. They don't have to search so hard as they did.

00:44:57 Participant

I was young.

00:45:00 Interviewer

When I was your age, we had to actually.

00:45:02 Speaker 1

Work to find the works of the devil.

00:45:06 Participant

Fill both ways.

00:45:11 Interviewer

OK, uh, you did mention that. I presume most of the games you play, you either play solo games or you play multiplayer games, but kind of still mostly by yourself. Is that is that? Is that the right assumption?

00:45:30 Participant

Yes, currently I'd say that's right. I think I go through phases where I'll play group play, you know every day for a while and then I'll kind of back off and play by myself some more. I think it just kind of goes in phases like at the beginning of a next pack.

00:45:48

Hmm.

00:45:48 Speaker 1

Hmm.

00:45:49 Participant

I think group play is a lot more popular and then as the X pack wears on, you know it's more solo towards your own interests.

00:45:57 Speaker 1

M.

00:45:58 Interviewer

But it but it feels kind of like an event.

00:46:02 Speaker 4

Like a public event.

00:46:02 Participant

Yeah. Oh, definitely.

00:46:05 Participant

Yes.

00:46:07 Interviewer

But in the moments when you play solo, do you still prefer to stick to MMO games because you also did mention Eldon ring? And I think you mentioned playing just single player games a few times.

00:46:21 Participant

Yes, my first single player game was actually Skyrim, and that was in 2012, yeah.

00:46:28 Speaker 4

Good starting point.

00:46:30 Participant

So I played that and then I went back. I've gone back and played some older games, but I think you know, I usually don't finish them. I'll play them up until a certain point, like if it gets to the end of the where you're collecting like Witcher 3, you know, I didn't collect all the.

00:46:51 Participant

All the armor.

00:46:53 Interviewer

MHM.

00:46:53 Participant

Once again a collection thing, but I did finish it. That's probably my favorite single player game is Witcher 3.

00:47:02 Interviewer

Ah, good choice. Good choice.

00:47:05 Participant

I like it, and even if it is half the movie, which some people complained about the souls games, I don't really play except for Elden ring, and I got decently far in it. But you were able to over level like crazy in that game.

00:47:21 Participant

So that's what I did. And I also played magic, which was a boost in itself.

00:47:28 Participant

But I do right now I'm playing avowed.

00:47:28 Interviewer

Right.

00:47:32 Participant

And.

00:47:35 Participant

I'm enjoying that too, but I always mix it in with Mmos like I'll log into. Uh. I tend to stay up late, so I'll log in.

00:47:44 Participant

Two, my single player after everybody kind of gets offline and gets off discord, you know, I'll go play single player at night.

00:47:54 Interviewer

And that's fair. Actually that can be an interesting question.

00:47:59 Interviewer

Like in your I guess in your routine like what what space do the games occupy there?

00:48:08 Interviewer

Like, do you tend to play in the do you prefer to play in the evenings or like anytime you have a free time? Or do you have a specific time when you start and end?

00:48:19 Participant

It's more common in the afternoon, but if I happen to be up or whatever, let's say I had an early doctor's appointment.

00:48:27 Participant

And I come home and my chores are done. I'll just hop online and start doing dailies or, you know, get whatever daily routine I have at that particular time.

00:48:39 Participant

You know, get it out of the way so I can do something else.

00:48:43 Participant

Uh.

00:48:43 Interviewer

MHM.

00:48:45 Participant

You know, it's just whenever you get free time and that's what you feel like doing.

00:48:51

Yeah, I see.

00:48:53 Interviewer

Sort of. Yeah. It's like, it's fun. A nice way to spend time. It's it's just the reason that I may be struggling to phrase the question is also it's it's also been a long day. My apologies for.

00:49:00 Participant

This.

00:49:09 Interviewer

UM.

00:49:11 Interviewer

I interviewed some people and they mentioned that it's that for them games are a nice way to unwind like they specifically feel like refusing specific emotions or something like that.

00:49:23

So I would.

00:49:23 Participant

Well, I think that's definitely the case, yeah.

00:49:27 Interviewer

Like like what?

00:49:30 Interviewer

Like diffusing like for you or in general.

00:49:36 Participant

For me, I can only speak for myself, but.

00:49:40 Participant

I know that I've been dealing with some health stuff and it's a wonderful distraction from that. Not only a distraction I found by accident that gaming, especially if you're really immersed, helps with pain control.

00:49:57 Participant

I find that if uh like it, it post surgically.

00:49:58 Interviewer

Huh.

00:50:01 Participant

I'll take less pain medicine if I'm really immersed in a game, then if I'm not, I think it's like, well, you wouldn't know. But when I was young, lamas's training for childbirth, they would use the breathing and have your partner squeeze your thigh.

00:50:15 Interviewer

MHM.

00:50:21 Participant

OK.

00:50:22 Participant

Until it hurt and you could go much further with the breathing than you could if you weren't using the breathing at all. And I think it's the same kind of thing. It's just concentrating on something else helps to distract and lessen the effect of the pain to some degree. I mean, not completely, of course.

00:50:44 Participant

But it just makes you able to take a little more.

00:50:47 Interviewer

Hmm. OK, that's.

00:50:52 Interviewer

Yeah, that's actually a little interesting. I never thought about that, although, yeah, it does make sense because it completely pulls your pulls your focus away from.

00:51:04 Interviewer

From things OK.

00:51:06 Participant

Right.

00:51:08 Interviewer

At least with the games that try that try to be immersive, I guess some games on the more abstract side.

00:51:16 Interviewer

Do do you tend to play immersive games?

00:51:22 Participant

I think I do, but I think the definition of immersive is so subjective.

00:51:28 Participant

Uh.

00:51:29 Participant

You tend to be immersed in what you enjoy and you know you enjoy what you enjoy. So I don't know if that can be a a blanket question.

00:51:40 Interviewer

That's. Yeah, that's fair.

00:51:43 Interviewer

I think I was just thinking that there are.

00:51:48 Interviewer

I think I was thinking about games with characters with the specific story and when you specifically are the character, you have an avatar, you exist in the world as opposed to games that are a bit more on the abstract side.

00:52:06 Participant

Yes, I think you're probably right there that those would be more immersive for me anyway.

00:52:13

OK.

00:52:17 Interviewer

And have there been any?

00:52:21 Interviewer

Have there been any games that you've played recently, let's say in the last, maybe months or the last couple of months that we haven't mentioned?

00:52:32 Interviewer

That haven't came up in the conversation yet.

00:52:40 Participant

Sorry, I'm thinking my brain just went, the lights went out for a minute. I'm looking at my desktop to try to remember a RPG's. I'm pretty big on a RPG's I like, Diablo and PE and last epoch and.

00:52:58 Speaker 1

Hmm.

00:52:59 Participant

Pretty much all of them. So I dip into those.

00:53:11 Participant

And UM.

00:53:13 Participant

Like I said, a valid. I played some of.

00:53:17 Participant

What was the Dragon Age game valgard? I've played some of it, but I I have it on PlayStation so I haven't gone back to it recently.

00:53:21 Interviewer

Yeah.

00:53:28 Interviewer

Do you? You mostly play on PC?

00:53:32 Participant

I do but my.

00:53:36 Participant

My PC was on the blink and we decided to get new PC's before the parrots. We figured the tariffs were coming, so I just played on PlayStation for a while while we waited for new.

00:53:50 Interviewer

For new equipment basically.

00:53:52 Participant

Yes, yes.

00:53:56 Interviewer

Wait, you mean we. I presume that you and the family members you play with your son, for example?

00:54:03 Participant

No, actually, it's my roommate. We, my housemate, almost sister.

00:54:10 Participant

That I live with with I help her to take care of her aging husband.

00:54:14 Interviewer

HM he's.

00:54:16 Participant

Been very ill for quite some time. He's quite a bit older than either one of us.

00:54:21 Participant

And so I helped take care of him when she's got something to do. And so we're kind of we we've been friends for.

00:54:28 Participant

15 years or so.

00:54:31 Interviewer

Ah, that's a long standing friendship.

00:54:34 Participant

Ohh no that for me it's actually not at least two of my friends.

00:54:41 Participant

Let's see. We met when I was 8 years old. Seven years old. So.

00:54:46 Speaker 1

Oh that.

00:54:46 Participant

And we're still friends, yeah.

00:54:48 Interviewer

That is, that is, that is really. That's really cool.

00:54:52 Participant

Yeah, like 58 years or something like that.

00:54:56 Speaker 1

Ah, you know who's counting beyond a certain point?

00:55:01 Participant

That at that point they're more like family. So it's not like, ohh, we had a tiff and we don't speak anymore. It's not like that, you know, it's friends do or die.

00:55:01

But.

00:55:09 Speaker 4

Yeah.

00:55:14 Interviewer

And.

00:55:15 Interviewer

And that uh housemate friend, who is like a sister to you with her, you were planning the the the to get to get a new laptop or not a new computer.

00:55:30 Participant

Yes, but we don't play together very often. We're more like toddlers that play next to each other before they've learned to interact.

00:55:41 Participant

They're seldom interested in the same game at the same time. Sometimes we are, but usually we just play on our own and we'll use each other as resources. Or, you know, occasionally it's like, can you jump in here and give me a hand? It's like, yeah, I'll be right there, that kind of thing.

00:56:00 Speaker 1

Uh, I had I had.

00:56:01 Interviewer

Something similar with my grandmother when I was still living back in my hometown.

00:56:08 Interviewer

Because we love the brain teasers and these old style adventure games, but like the ones where you, when you click around the screen and the character gives a witty remark and you collect items.

00:56:22 Participant

That's cool.

00:56:23 Interviewer

It it was like it was both of us trying to solve a problem. Whenever I come by to visit my grandma, one of the first things we do once the rest of the family is gone is we sit down and we compare notes. What is happening.

00:56:39 Participant

That's awesome.

00:56:41 Interviewer

That was great.

00:56:45 Interviewer

I'm I'm curious about also the technical side of things. Would you consider yourself a pretty technically literate person?

00:56:56 Interviewer

Like comfortable around technology, comfortable around stuff like.

00:57:01 Interviewer

Technical maintenance? No, you clearly have have mentioned that you like that you've gone through that at the beginning, like learning to be more technically literate, to figure out how to get the game work.

00:57:14 Participant

Yes, and you had to be. The games weren't as reliable even in the early 2000s or mid, you know, back then it was like every game was a chore because it wouldn't run for this reason or it wouldn't run for that reason. You know, it it seemed like there were a lot more hills to climb back then now.

00:57:34 Participant

It's a lot more common that you just boot up a game and ohh look, it works. You know, like magic, but I've become.

00:57:44 Participant

A little more savvy. I'm still a little about getting in the computer. I mean I can change out a graphics card and stuff, but I'm I've never built a computer.

00:57:57 Interviewer

I mean that's that's a pretty big commitment to do.

00:58:02 Participant

It is, and if you've got any dust or cat hair, or which used to be the thing I, I wouldn't build a computer in a place that has cats.

00:58:13 Speaker 1

Do you have cats?

00:58:15 Participant

I don't right now we have 2 dogs, but the hair problem is about the same.

00:58:20 Interviewer

Is.

00:58:21 Participant

Yeah, back when I considered building a computer. I did have a cat.

00:58:27 Interviewer

So that was that was the plan.

00:58:27 Participant

So that's what.

00:58:29 Participant

Yeah, that's what I was thinking.

00:58:31 Interviewer

Do you feel that this kind of?

00:58:33 Interviewer

You know, this kind of level of tech savviness that the games I want to say inspired, but I feel like they're more, like demanded around those times.

00:58:44 Speaker 4

This.

00:58:44 Participant

They did, yeah.

00:58:46 Interviewer

Do or was that? Do you think that was?

00:58:48 Interviewer

Actually a like.

00:58:49 Interviewer

A useful thing.

00:58:51 Speaker 1

Like overall, did that have like a?

00:58:52 Interviewer

Positive effect on your experience.

00:58:56 Interviewer

Just in general, not just games.

00:58:59 Participant

Ohh I think so very much.

00:59:04 Participant

I think it.

00:59:06 Participant

Inspires it.

00:59:08 Participant

A general form of, you know, being able to understand how things have progressed, you know, technology wise. Since then in general, I mean I see people my age, you can't even use their phone.

00:59:23

Deck.

00:59:24 Participant

You know, it's a complete mystery to them how it works and how to use it. You know the joke back in the day was it peoples? VCR's always flash midnight because they couldn't figure out how to change the.

00:59:39 Participant

Time that time.

00:59:42 Speaker 4

Oh my God, I think I'm I'm remembering something like that from from way back when.

00:59:52 Interviewer

I'm also curious. Uhm, I don't know if.

00:59:57 Interviewer

If you had experience with that, but I heard from a lot of other older people in games that especially the people.

01:00:06 Interviewer

Who deal with?

01:00:08 Interviewer

Guilt or multiplayer games? They sometimes felt targeted by scams.

01:00:14 Interviewer

The moment, like in in the games or in gaming communities, have you had any?

01:00:20 Interviewer

Experiences like that?

01:00:26 Participant

Then the general ones, you know, like you get Trojan horses back in the day. But just yesterday I went into a chat room for the Guild and there was a game called Sand that apparently has been hijacked.

01:00:44 Participant

By scammers on.

01:00:46 Participant

Team and this will go for you too. If you get a beta invite to sand, don't click on it. Yeah, a friend said he got.

01:00:52

OK. Interesting.

01:00:58 Participant

An invite from the Gildy and so he clicked on it and it went to I don't know what the problem with it was, but oh, and it sent an invite to everybody on his steam friends list without his permission. You know, like it just mass.

01:01:17 Participant

Emailed it out. So. Uh.

01:01:20 Participant

He found a Russian.

01:01:21

And.

01:01:23 Participant

Under I guess the device authorization or whatever and there was one that was in Russian that he obviously didn't, you know, have a device for.

01:01:36 Participant

So he thinks that I don't know they.

01:01:40 Participant

Got they got an API or whatever and just started.

01:01:44 Participant

Went from there? Yeah. It's called sand. I don't know that we're. I don't know that we're purposefully targeted.

01:01:53 Participant

By scammers, but there are definitely scammers out there.

01:01:58 Interviewer

They seem to be getting more and more elaborate.

01:02:01 Participant

Right.

01:02:05 Interviewer

Do you think the do you think?

01:02:08 Interviewer

Community kind of help with identifying or like helping to spread information about these camps.

01:02:18 Participant

Absolutely. Of course, it also is what gave him the scam, but uh yeah. Because I went into the chat room and they said immediately did you get hit with that sand invite? It's like, no. What are you talking about? So they told me, yeah, a couple of them got.

01:02:31

Mm-hmm.

01:02:35 Participant

You know, fear of God putting them afraid they were going to lose their whole step.

01:02:40 Participant

Team.

01:02:41 Participant

Account I know. Just just thinking about that as a gut punch, isn't it?

01:02:48 Interviewer

It is. It is I I should probably change the password of mine now that I now that I'm thinking about it. I'm just something that I found very interesting ever since I started talking to the to the Old Timers Guild is just this.

01:02:50

Yeah.

01:02:53 Participant

Yeah, I'm gonna do that too.

01:03:07 Interviewer

Interaction between the Guild and and the people because it's not your typical run-of-the-mill gaming community. Very, very few of them have.

01:03:19 Interviewer

Such as have actually quite as many selection gates and quite as strong. I guess rules around what it's made like the no drama, all for fun, that kind of stuff.

01:03:35 Interviewer

I was curious to just hear like.

01:03:38 Interviewer

What do you think about it?

01:03:42 Participant

I think it's wonderful, of course, because I'm part of it, but most are or I would say the the guildies that I gravitate towards tend to be a little younger.

01:03:57 Participant

Than the oldest of our Guild members, and I think Mossland who I know you spoke with.

01:04:00 Interviewer

Hmm.

01:04:05 Participant

Because she's the one that told me about you. She tends to be about the same way. You know, we we gravitate towards some of the younger players, but it's just a wonderful resource for new friends and many of them I consider actual friends, not just guildies.

01:04:23 Interviewer

Hmm.

01:04:25 Interviewer

That's always nice to hear. I was. I'm I'm always curious about the.

01:04:32 Interviewer

Games is games and justice online play as an extension of the internet's ability to.

01:04:39 Interviewer

Like to enhance people, social circles.

01:04:44 Interviewer

I just personally think that's fascinating.

01:04:46 Participant

Yes, I think it is too.

01:04:52 Interviewer

I see.

01:04:53 Interviewer

All right and.

01:04:54 Interviewer

I guess to just to close off.

01:04:59 Interviewer

What or what would like the gaming hobby? What? What would you say? What does it mean to you? Like, how would you?

01:05:07 Interviewer

Answer a question like that.

01:05:13 Participant

It means an outlet.

01:05:16 Participant

And also UM, like you said, the social interaction it's it's actually priceless, you know, at this point in my life.

01:05:27 Participant

It means so much.

01:05:33 Participant

To just have this interconnectedness that you know, there may be times we'll several of us will get in discord. We're not gaming at all, we're just chatting and pulling around. You know, we're not, and it means a lot. And the gaming itself, I think it helps.

01:05:55 Participant

It keeps you thinking.

01:05:57 Participant

And it gives you New Horizons to explore even if you may not be able to go out.

01:06:04 Participant

Or if you're ill at the time but you're still OK to sit up and play, you know you've got something to look forward to, where otherwise you'd just be by yourself, you know, watching TV or doing something completely passive.

01:06:19 Participant

You can still challenge your mind and.

01:06:24 Participant

Find something different to do every day.

01:06:27 Interviewer

It's dynamic in a in a in a very interesting way, I guess.

01:06:32 Participant

Very much so, yes.

01:06:36 Interviewer

All right, I've already started taking a bit more of your time than I've promised to take. Thank you very much.

01:06:44 Participant

That's I appreciate it. I enjoyed it a lot and I wish you luck with your masters.

01:06:51 Interviewer

Thank you. Thank you very much. I I was curious if maybe you know anybody who might be interested in also sharing their experience. I'm kind of I feel like a personal recommendation tends to go a long way.

01:07:10 Participant

There are a couple of people I could ask and I'll message you here on discord, OK?

01:07:16 Interviewer

Yeah, that's perfectly fine.

01:07:19 Participant

OK. I'll let you know. Thanks so much. It's been a pleasure.

01:07:23 Interviewer

The pleasure is all mine. Thank you for.