Transcript

00:00:01 Interviewer

And you know a state of your policy. Everything will be anonymized. None of your data would be used in any in any shenanigans.

00:00:12 Participant

All right.

00:00:13 Interviewer

So hello, thank.

00:00:15 Interviewer

You for finding the time it is.

00:00:18 Interviewer

Thank you kindly. The time for this interview.

00:00:19 Interviewer

It's very valuable. I really appreciate it.

00:00:24 Paticipant

Sure.

00:00:26 Participant

All right.

00:00:28 Interviewer

So let me also quickly get the quickly get the timer. OK, got it.

00:00:36 Interviewer

First things first.

00:00:39 Interviewer

What games have you been playing these?

00:00:40 Interviewer

Days.

00:00:41 Interviewer

Or maybe single game? It's one game.

00:00:45 Paticipant

Online stuff is Final Fantasy 14. I have a couple that I do a lot of solitaire and stuff like that, but online games is just Final Fantasy right now. I did play Lord of the Rings online.

00:00:56 Paticipant

Mine and that's where I met Mossland. I met. I knew of her from being in the Guild, but I actually played with her. Was that one?

00:01:06 Interviewer

I see so.

00:01:07 Interviewer

It's Final Fantasy. Anything you mentioned solitaire.

00:01:11 Paticipant

Yes. And I mean I have like a train dispatch simulator that I like to do pretty much like London 111 of those lines into London at Kings Cross.

00:01:22 Interviewer

That's cool. So it's yes, it's more like a simulation of a management store. The game I.

00:01:26 Interviewer

Guess yes.

00:01:28 Interviewer

I love that kind of stuff. I used to work on a railway empire too, which was a railway management game.

00:01:35 Paticipant

Yes, that was a fun one.

00:01:36 Interviewer

Good times, good times.

00:01:39 Interviewer

All right. Have you do you?

00:01:46 Interviewer

Have you always had roughly the same, let's say, taste in games actually. Wait, no, I'm skipping. I'm skipping a little ahead. When did you start playing?

00:01:58 Paticipant

Computer games I was a teenager.

00:02:03 Paticipant

And we had, like the Commodore Vic 20, which was like, just a keyboard that you plugged into your television. And it had a cassette tape storage thumb drive that that's how old that was.

00:02:16 Participant

I think.

00:02:17 Interviewer

I'm remembering, yeah.

00:02:20 Paticipant

And then we had the the the Commodore 64 which had that 64 kilobits of memory. So it had like little cartridges you would plug in, almost like the Atari games and stuff like that.

00:02:30 Interviewer

I see. I see.

00:02:32 Paticipant

At first, personal computer was 1989, probably the old 8086 processor, and didn't even have a hard drive yet to boot from a floppy.

00:02:44 Interviewer

You've seen the you've seen the technology and how we change quite a.

00:02:48 Interviewer

Bit I suppose.

00:02:49 Paticipant

Just a bit, yes.

00:02:52 Paticipant

I still remember my grand my grandfather. First time he saw a personal computer, he said. That looks like a perfectly good way to like waste a lot of time.

00:02:52 Participant

Yeah.

00:03:01 Interviewer

Well, I guess he wasn't wrong.

00:03:08 Interviewer

All right, so I presume through such an extensive gaming career, you've kind of you've kind of tried a whole different a whole bunch of genres, whole bunch of games.

00:03:21 Paticipant

Ohh yeah, it was like.

00:03:24 Paticipant

One of the Sid Meier's games that he said was his worst game he ever put out, I really enjoyed. It was like covert action.

00:03:29 Paticipant

You're a.

00:03:29 Paticipant

Spy. And when you finally catch one of the bosses that was so rewarding to do, but that was in the early 90.

00:03:36 Paticipant

Please.

00:03:38 Participant

Said Meyer made.

00:03:39 Paticipant

And then.

00:03:39 Interviewer

The Sky Game completely missed that part.

00:03:43 Paticipant

Yeah. Well, it's like old CGA graphics and stuff. Now I I actually just saw a screenshot from it somewhere. I think it was on YouTube and I was like, Oh my goodness.

00:03:53 Interviewer

Wow, OK.

00:03:55 Interviewer

Uh, then I'm curious. So I presume most of the time if you say like time by volume, I presume you play Final Fantasy.

00:04:04 Participant

Yes.

00:04:06 Interviewer

And have you and have you played other MMO RPGs before Final Fantasy?

00:04:14 Paticipant

It's the first one I was played in was Dungeons and Dragons online, and that's how I found old Timers Guild and.

00:04:23 Paticipant

So I was one of the I was actually was beta testing for Dungeons and Dragons, and our Guild is well known enough in the industry that the game companies will actually reach out to us for for like, you know, private beta testing and stuff before they go public.

00:04:39 Paticipant

Not everybody, but we've done a couple of those stuff and then Lord of the Rings online and then final muscle and got me into Final Fantasy.

00:04:42 Participant

Actually.

00:04:49 Interviewer

OK.

00:04:50 Paticipant

I'll be like 2 1/2 years, maybe three years in there. Almost.

00:04:55 Interviewer

OK, so so it's.

00:04:57 Interviewer

Like relatively recently with Final Fantasy.

00:05:01 Interviewer

And.

00:05:02 Paticipant

Yes, it was definitely like, but it's within three years or so. It was right about a couple months before and Walker was little was released.

00:05:10 Participant

Hmm.

00:05:10 Interviewer

OK, I see. I see.

00:05:13 Interviewer

So do you, uh, do you prefer to play uh multiplayer?

00:05:18 Interviewer

Like, do you?

00:05:20 Interviewer

How do you say it?

00:05:25 Interviewer

Do you like the the? Sorry.

00:05:29 Interviewer

Pardon English not my not my first language.

00:05:31 Paticipant

Ohh that's fine.

00:05:34 Interviewer

I'm curious about so M RPGs what what exactly grabs you in that kind of game genre?

00:05:45 Paticipant

I really enjoyed the story. I also enjoyed group content, you know, with the the running dungeons together, you know, being on discord with people chatting, social interaction, I guess is a big part of it. You know, I'm retired now and it's like being able to.

00:06:04 Paticipant

Hang out and chat with uh, there's about three or four of us that are on almost every night and play together for a couple of hours.

00:06:11 Participant

Yeah.

00:06:13 Interviewer

Yes, it's like in the evening. If you don't have anything else to do, you just kind of hop in the server and there is always somebody.

00:06:19 Interviewer

There, that kind of stuff.

00:06:20 Paticipant

Yeah, but it's almost like planned where it's almost like we're gonna be online at 6:00 in my time, and we're gonna play for a couple of hours.

00:06:29 Participant

Mm-hmm.

00:06:29 Paticipant

And then I get. I get most mostly I call her Moss. She's a really good friend. I met her in real life, even. And so I always joke. I met her on the road to Barrett during Lord of the Rings because they had upgraded.

00:06:47 Paticipant

And introduced was it Shadow and Mordor, you had to have special armor to to dispel the shadow, and I just could not kill these mobs. And she couldn't either. So we we teamed up and we got that dungeon done and then it was like from then on we played the whole way through Mordor together doing the content story content.

00:07:06 Paticipant

The other.

00:07:07 Participant

Hmm.

00:07:09 Interviewer

And a great and a great fellowship was forged in the fires.

00:07:14 Interviewer

Of that engine.

00:07:14 Participant

Yes.

00:07:16 Paticipant

Yes.

00:07:17 Interviewer

OK, I see.

00:07:19 Interviewer

Hmm, I'm also curious. Umm.

00:07:23 Interviewer

I I presume if you're retired and you have quite a bit of free time to spare, is that so?

00:07:29 Paticipant

Yes.

00:07:31 Interviewer

And.

00:07:32 Interviewer

Well, do you have any other hobbies that.

00:07:34 Interviewer

You.

00:07:34 Interviewer

Would say you engage with kind of just as regular as video games if.

00:07:39 Interviewer

Not more regular.

00:07:41 Paticipant

I'm on the computer a lot. I like to do puzzles. I like. I like to read. I work out three hours a week with a personal trainer.

00:07:54 Paticipant

Those are the biggies.

00:07:55 Participant

MHM.

00:07:57 Interviewer

Puzzles. What kind of puzzles?

00:08:00 Paticipant

Ohh, jigsaw puzzles you know, just like I like the one with 3000 pieces of puzzles.

00:08:06 Interviewer

Hmm.

00:08:06 Paticipant

It's it's been a bit since I I was in there on it. You know, it's like, been more into this into, into the game and you know, the crafting. And I don't know if you're familiar with Final Fantasy, but the crafting is very enriching and and deep when you're making things.

00:08:22 Paticipant

And they're interconnected with the different crafters that you can use. So that's always a fun thing to do too.

00:08:28 Interviewer

Ah so.

00:08:30 Interviewer

You do like in depth crafting systems I presume.

00:08:34 Paticipant

Yeah. I I really enjoy those because it's like, you know, you have to go gather the supplies and then then you make the the pieces that that go into making the final product it's it's, it's, it's interesting.

00:08:45 Interviewer

OK, interesting. And have you also apart from Final Fantasy 14, do you remember any auto crafting systems that kind of gave you the same that were at the same level of?

00:08:57 Interviewer

Quality I guess.

00:08:59 Paticipant

Eve Online crafting was very common, complicated, but I haven't played that in a long time. Playing almost 10 years.

00:09:08 Paticipant

And then.

00:09:09 Interviewer

Evil in life.

00:09:10 Paticipant

Lord of the Rings crafting is pretty extensive too, but but you have EVE Online and the Final Fantasy is probably the most in depth crafting and there was 1-2 way back. It was what was that fallen Earth?

00:09:24 Paticipant

That was really kind of a very small MMO.

00:09:27 Paticipant

Their crafting was about as extensive as final fantasies is.

00:09:32 Interviewer

M.

00:09:33 Interviewer

OK. And for example, in in EVE Online, because I'm I'm not very much familiar because I remember that's the.

00:09:40 Interviewer

That's the spaceship 1.

00:09:42 Paticipant

Yes.

00:09:45 Interviewer

Can you maybe give me maybe something related, some kind of memory related to crafting an even line? Like is there any I don't know anecdotes or situations that come to mind vividly some highlights, for example.

00:10:01 Paticipant

UM, the biggest one with that is everything on the market is player made. There's nothing seeded anymore by the the server, so if it's not on the market, it's because someone's not making.

00:10:16 Paticipant

We had a a player owned station which the our the Old Timers Guild group had a a station. We did that because.

00:10:24 Paticipant

You have blueprints to make things, but you have to research the blueprints to get more efficiency. I'll use less materials, but the public research labs are always like 30 days. Wait to get your blueprint in the lab. So we did this station. It was like 6 months of work to get all the stuff and the money and everything.

00:10:46 Paticipant

And having those labs run and all that? Umm, the problem I didn't like with EVE Online is forced PvP. I really dislike player versus player stuff content. I just always feel like that.

00:10:55 Participant

Hmm.

00:10:59 Paticipant

It's just always like there's what's the word? There's the consequences for initiating the PvP don't seem severe enough to me, you know, to the risk benefit part. And I just don't like that. I just want to get on and mine or I want to get on and go gather resources. I don't want to have someone jump me.

00:11:19 Paticipant

And steal my stuff kind of stuff like.

00:11:20 Interviewer

Yeah. Yeah, that's.

00:11:22 Interviewer

Yeah, I I honestly I quite understand.

00:11:26 Participant

Oh my goodness.

00:11:28 Interviewer

The moment I the moment I start conducting an interview, suddenly the.

00:11:31 Interviewer

Entire world needs me. My apologies.

00:11:35 Interviewer

Also, to take it a little bit.

00:11:38 Interviewer

Back although I do want to make a point with I do.

00:11:40 Interviewer

Need to like.

00:11:41 Interviewer

Make a point about PDP because that's also.

00:11:43 Interviewer

Interesting, but what you've described.

00:11:46 Interviewer

About the guilds, the Guild owning a I.

00:11:48 Interviewer

Presume a space.

00:11:49 Interviewer

Station and going through the research process and organizing that kind of pipeline, gathering resources, research that.

00:11:56 Participant

Sounds like quite a.

00:11:57 Interviewer

Bit of coordination work actually.

00:12:01 Paticipant

Yeah, and. And the station had to be refueled and literally I had to put it on my calendar. You know, the station has to be refueled in 10 days.

00:12:08 Interviewer

M.

00:12:08 Paticipant

And take out oxygen and fuel and all kinds of stuff. And. And of course, we got into a war with somebody and they destroyed our station. So we have 6-8 months of work was just gone. That's why I kind of rage quit because the station had defenses.

00:12:21 Participant

It's good.

00:12:22 Paticipant

But if they tell you when the station goes into lockdown when the Shields get lost, and in 24 hours, it's going to be free for all, they can just.

00:12:30 Paticipant

Attack.

00:12:31 Paticipant

You again? Well, we have all these defenses there, so the the AI defensive measures rotate through the attacking ships rather than just focus on one.

00:12:41 Paticipant

At a time.

00:12:42 Paticipant

And so like 4 battleships took down our station because no one could get online. You know, we have real lives and it's like it's gonna be at 4:00 in the morning. And I'm like, we can't do it.

00:12:47 Participant

Yeah, yeah.

00:12:52 Interviewer

Yeah, I see. And I presume it's also, it sounds like 4 battleships also sounds like a pretty.

00:12:59 Interviewer

It sounds like a pretty small amount of force, considering that should not have been able to like tackle the space station.

00:13:06 Interviewer

Or at least that's.

00:13:06 Paticipant

Right and.

00:13:06 Interviewer

What we're getting.

00:13:08 Paticipant

Yeah. So there when when you look at the the combat logs, once they were getting down to about half health, they would warp away and and repair themselves and the and the, the, the defensive systems are going to ship one ship 2 Ship, 3 ship 4 rather than focusing on one ship at a time.

00:13:25 Paticipant

Because one ship by itself could never have withstanding all those barrage of missiles and lasers and stuff. But yeah, that's the way they designed the game so.

00:13:35 Interviewer

Do you have online have? Do they have the option of non PvP servers?

00:13:43 Paticipant

No, it Eve is just one server, it's in London.

00:13:45 Interviewer

Oh, I see. So that's that's why they don't have that.

00:13:49 Interviewer

And they don't have that like a designated safe zone or anything like that. You're just kind of you have.

00:13:49 Participant

Yeah.

00:13:55 Interviewer

To deal with this.

00:13:56 Paticipant

Yeah, well, they do have. It's called secure space. So there's like, they're rated. So it's like a .4 and a one is there's police there, but they can still jump you.

00:14:09 Paticipant

And the police will respond. But level 1 zones. The police respond immediately, and the .4 it may take them a minute or two to get there.

00:14:18 Paticipant

Where they warp in on you, but even then you know if they kill you, your cargo gets injected and then they come steal their cargo. That kind of thing.

00:14:29 Interviewer

I see. So it's a. It's a layered system where there are, I presume, a couple of zones and the consequences are kind of less and less and less and less.

00:14:38 Paticipant

Yes. And then there's a low security space so that the .1 to the .3 is there's no police and then the zero security space is.

00:14:52 Paticipant

There's no public stations. They're all privately owned and and you can actually control the territory. I think there's about 60,000 star systems in that game. When we get through with jumping by gates.

00:15:04 Participant

Hmm.

00:15:05 Paticipant

It is a huge environment.

00:15:08 Interviewer

Sounds honestly quite quite impressive.

00:15:14 Paticipant

Yes, I mean, some of these groups that they have battles where you can tell the company that you're playing this major battle in this system and they'll devote resources for the server. So you can have 4 or 500 ships and combat in one one zone.

00:15:33 Interviewer

I've heard. Yeah. I mean, as I don't play EVE, but I do exist in the general like gaming info space. So Eve Online does every now and again pop up, especially with those kinds of battles, because they are such an investment of time, of human time and effort.

00:15:53 Interviewer

As sort of.

00:15:54 Interviewer

What gives them the weight and the meaning I suppose?

00:15:57 Paticipant

Yeah.

00:15:59 Paticipant

It's not like you're getting on just playing civilization and you're investing your time and energy to to collaborative effort with other people. I mean, you can just play this game by yourself, but yeah.

00:16:13 Interviewer

Yeah, yeah, I see. But yeah, in general, I presume you've been playing it for quite a while. And then this the situation with the battle station happens, which is quite frustrating.

00:16:25 Interviewer

And I did.

00:16:26 Interviewer

You bounce off even line at that point.

00:16:29 Paticipant

Yeah, I was done because it was. I was. I was still paying for play there and I had like 4 counts. So it was like, you know, $660.00 a month and it's like, OK, you don't want my money by.

00:16:30 Interviewer

How is?

00:16:39 Paticipant

I think it's free to play now.

00:16:39 Interviewer

OK.

00:16:41 Participant

OK.

00:16:41 Paticipant

Like I said, I'm just, you know, I just. I was just really burnt with the the.

00:16:48 Paticipant

The just the PvP aspect of it, we had a member OG that actually got banned because they stole from our main vault and it's all recorded. It means the evidence is right there. It says you took out.

00:17:01 Paticipant

The.

00:17:01 Paticipant

Stuff. No, I didn't. Yes, you did. Unless the EVE computer is lying to us.

00:17:07 Paticipant

But then they then they griefed us. They were hiring mercenary companies to harass us all the time.

00:17:15 Paticipant

Because I finally paid a mercenary company.

00:17:18 Paticipant

It was like 1,000,000 credits to tell me who it was. You know, it's like because, well, we we keep that stuff really secret. How much money will it cost for me to?

00:17:26 Paticipant

Get you to tell me.

00:17:28 Interviewer

And I presume the most of.

00:17:29 Interviewer

The company were real players as well.

00:17:32 Paticipant

Yes, yes.

00:17:33 Interviewer

Fascinating. But also I can imagine, since everything is such an investment of actual real world time, you're kind of playing with fire.

00:17:42 Participant

Sexually.

00:17:42 Participant

Actually, yeah.

00:17:43 Interviewer

How long have you been playing EVE Online?

00:17:47 Paticipant

I started that in UM, probably about 2008 and I played for about four or five years and then like I said, I haven't played it over 10.

00:17:59 Paticipant

For me, for right now, this Final Fantasy, and it's a small group of about 20 fairly active people in the in the free company that we're in, which is a Guild like Old Timers Guild, but it's not OG people. The OG people are really.

00:18:15 Paticipant

Not very active in Final Fantasy.

00:18:17 Interviewer

Hmm, I see.

00:18:19 Paticipant

And they're on a different server and they don't use voice comms and it's like to me, the point of of being on a online game is to hang out with people, right? At least for me.

00:18:27 Interviewer

Now.

00:18:31 Interviewer

Yeah. OK, that's that's interesting.

00:18:34 Interviewer

Yeah, that so would you say?

00:18:36 Interviewer

That's kind of like.

00:18:36 Interviewer

When you, when you sit down in the evening and like you're preparing and like you're booting up a game, this is sort of.

00:18:45 Interviewer

This is what you're hoping for. This kind of the social aspect of it.

00:18:50 Paticipant

Oh yeah, and it's like you.

00:18:51 Paticipant

Know.

00:18:53 Paticipant

When things go sideways and then group wipes because of stupidity or or, you know, we just get stuck and there's there's a new dungeon now and then when he he creates his pit in the middle of the arena and we had a just a pickup group healer was with there was three of us and this healer.

00:19:10 Paticipant

That was just the server assigned to our.

00:19:12 Paticipant

Group.

00:19:13 Paticipant

And.

00:19:15 Paticipant

Those heels have a rescue where they can jerk you across the arena. Well, the heeler rescued Ben and and pulled him into the pit and killed him.

00:19:24 Participant

No.

00:19:27 Interviewer

Ohh, misjudged a little bit.

00:19:29 Paticipant

Yeah. Now, that's the one thing I really like about Final Fantasy is.

00:19:36 Paticipant

They they call them roulettes or use the duty you sign up for a dungeon and the server puts the groups together. You know you need them. Well, an extra person that like they're four person instances.

00:19:48 Paticipant

Just three of us, and we need a healer or or a DPS person that the server will find. Who else is it queued up for that it puts the parties together?

00:19:53 Participant

Yeah.

00:19:59 Paticipant

So much nicer than having to try to put a party together from, like global chat.

00:20:03 Participant

Oh wait so.

00:20:06 Interviewer

So.

00:20:08 Interviewer

So it kind.

00:20:09 Interviewer

Of helps you helps you find people.

00:20:12 Paticipant

Yes.

00:20:13 Interviewer

Effectively, yes, it's a streamlining process because I I remember somebody told me.

00:20:17 Interviewer

That world of.

00:20:18 Interviewer

Warcraft also implemented a similar system, so you don't have to just like painstakingly assemble and reassemble.

00:20:25 Interviewer

They kind of create.

00:20:26 Paticipant

Yeah.

00:20:26 Interviewer

Streamline system. Have you? Have you ever played?

00:20:28 Paticipant

Well, I can give you a link. I'll fast to show you what it looks like.

00:20:32 Interviewer

Ohh if it's, if it's fast enough. Yeah, I would appreciate that because I talk to a lot of people. They mentioned a lot of different games and starting to get lost of it duty Finder.

00:20:44 Interviewer

That's an interesting name.

00:20:47 Paticipant

Yeah, all the all the questions and they're called duties.

00:20:50 Interviewer

Hmm, I see. I see. Yeah. So duty Finder quest Finder. I see.

00:20:55 Paticipant

Yeah. So on the over the far right, you know there's expert would be the two highest level dungeons, the most recent ones, if you need a leveling dungeon that basically.

00:21:05 Paticipant

That level 16 dungeons are higher. What they do is they have this in games, special script currency that you buy your high end equipment with.

00:21:15 Paticipant

And they incentivize people to run the leveling drill that because they give you, like, really big amount of those credits. And once a day you get.

00:21:21 Participant

MHM.

00:21:24 Paticipant

Bonus But that gives the low level population easier to to to get into a dungeon by themselves, so occasionally it's the stash is the first dungeon. Like Oh no, we got the level 16 dungeon again, you know, no skills ever kills.

00:21:44 Interviewer

You find yourself in the in the problematic situation.

00:21:48 Paticipant

It's just. Oh, no, it's this one again. Or then you get one. It's like, oh, man, this is ugly.

00:21:55 Interviewer

Hmm.

00:21:56 Interviewer

So.

00:21:56 Paticipant

But they have a the alliance raids are like 20-4 people. It's like 3 groups of eight.

00:22:02 Paticipant

Those are fun.

00:22:02 Participant

And.

00:22:04 Interviewer

Yeah, it's always interesting to me because I I never really got into Mmorpgs. It just didn't work out. But these moments of grand coordination are always quite fascinating to me as a player and as as a game designer, because it just feels like such an interesting thing to get so many people.

00:22:25 Interviewer

It's like almost like organizing an an an event like an actual, like an actual party, cause everyone gets.

00:22:33 Interviewer

Hear stories that influence each other. People get to kind of talk about these things, you know, legends anecdotes get born.

00:22:41 Paticipant

Oh, absolutely. Yeah. It's like now in Lord of the Rings, at least when I was.

00:22:45 Paticipant

Still.

00:22:45 Paticipant

Playing that, they're they there were six party groups and you think you had?

00:22:51 Paticipant

You have four people. You're like, constantly spamming world chat. It's like, you know, looking for a healer for this dungeon, looking for a DPS for this dungeon kind of thing. I mean, it worked. It was just a little more cumbersome.

00:23:06 Interviewer

UM.

00:23:07 Paticipant

One thing is I'm getting older and muscle and I talk about quite a bit is is the the twitching Ness of getting out of the the damaged circles and stuff like that.

00:23:16 Paticipant

This last dungeon they put out is pretty fast on there. I'm I'm better at it now, but there's one mechanic in there that I just despise and it's just like.

00:23:26 Paticipant

Trying to balance that because Final Fantasy has hard content, it's savage content which is like that not only wouldn't be near that, it's too grindy. I mean the young ones, there's two of them there that.

00:23:40 Paticipant

Were.

00:23:41 Paticipant

Proggy it and it's like it took them.

00:23:45 Paticipant

Almost two weeks to finally get the dungeon done because no, no, everyone with the the boss was in raging and there was dying, and that would be too grindy for me.

00:23:56 Interviewer

Yeah, I can imagine it's and I presume there is also the requirement of somewhat really quick, really precise mechanical skill, which is your fingers. Is that something that kind of do you feel like that is becoming like that's a bit a bit of I.

00:24:08 Participant

Yes.

00:24:15 Interviewer

Don't know an obstacle.

00:24:16 Interviewer

For presence and even notice that.

00:24:21 Paticipant

Yeah, because I really feel like the last Patch 2 patch releases that they did in Walker and.

00:24:30 Paticipant

Especially the first dungeon in the in the expansions, they're very challenging to get through cause you don't have the equipment levels to to to to take all the damage very well and you're learning the new mechanic and they come. They came up with the new type of a wheel mechanic. You have to get around. And my point was always like.

00:24:50 Paticipant

You tone it down. Just a hint. You know. So so that.

00:24:54 Paticipant

Especially older people or people with disabilities can actually play this game and not deal with the Ultra Savage content.

00:25:01 Paticipant

Because one time I was in there and I was just a healer about my.

00:25:05 Paticipant

Myself and Mossy couldn't play that night, and it was.

00:25:10 Paticipant

The the the little chime went off, somebody had sent a message when we got into the dungeon and it was.

00:25:18 Paticipant

Injured veteran and he didn't have an arm. He only had one arm and he was playing as a tank and I was like, well, that's impressive.

00:25:25 Interviewer

Oh yeah, actually.

00:25:28 Interviewer

Huh.

00:25:31 Interviewer

OK. Yeah, that's interesting, because that that's also kind of like I guess that's also a testament that the game controls sort of allow for this sort of adaptation.

00:25:41 Paticipant

Yes, I think he had the GamePad with the with the mouse kind of thing.

00:25:47 Paticipant

You know, are they winning? Go into between when you're texting to each other. It's it's difficult to have a long conversation.

00:25:54 Interviewer

Yeah. Yeah, I can see that.

00:25:57 Interviewer

They really feel that MMORPG is, do you feel like for example, the limitations, not limitations, but like the changing conditions because of the age affect game play? Do you feel like the games compensate for that?

00:26:13 Interviewer

Italy.

00:26:14 Interviewer

Or are even aware of that as a thing?

00:26:18 Paticipant

Sometimes I feel like they they're not aware. You know, what's. What's your market, right and it's like.

00:26:24 Paticipant

You know, I'm at a retired stage of life where I'm not scraping by, raising kids and and and paycheck to paycheck. It's like I have some just more discretionary money to spend.

00:26:34 Paticipant

You know, and I would occasionally throw money at cause, best $100 ever spent was I got a lifetime membership to Lord of the Rings, but I would actually throw the money occasionally buy stuff, buy end game things just to won't keep them in business. Right? Yeah. And the expansions will, you know, had to buy those.

00:26:51 Paticipant

And I don't, that doesn't bother me. It's just one of those.

00:26:57 Paticipant

Cost of doing business, I guess is a way to look at it.

00:27:01 Paticipant

And I don't mind the monthly fee on final fantasies with with $1516.00 a month.

00:27:07 Paticipant

As well, but you spent that much if you went to the movie.

00:27:11 Interviewer

Yeah, yeah.

00:27:13 Interviewer

But uh, you you would say that it kind of seems like from the game design perspective, developers don't.

00:27:21 Interviewer

Don't really. I guess think about the the player like the player demographics that actually are different because.

00:27:29 Interviewer

Of the age.

00:27:31 Paticipant

Possibly. I mean, you know, Anta just make giant leaps in there. They might consider that, but I've never seen anything specific about someone actually game designer or company talking about that. I mean because.

00:27:45 Paticipant

And I realize that there's pressure on the other side as people want extremely challenging content all the time.

00:27:50 Paticipant

You just want to get on there to be super easy. I'm not asking for that. It's like that's a fine balance in there, right?

00:27:57 Interviewer

No, no, I understand. But for example for you for or and maybe for example for players like you, what, what do you ask because it's it's not the, it's not the ultra challenging content, but what would be something that you ask for example?

00:28:17 Paticipant

What do you mean?

00:28:18 Interviewer

What are you looking for in games?

00:28:22 Paticipant

I like to be challenged. I like the UM, I like the dungeons to be like we were talking about that last night, like 20 to 30 minutes is perfect amount of time for a.

00:28:32 Paticipant

Dungeon.

00:28:34 Paticipant

They've got some older content and Final Fantasy is one of the two of the Alliance ranges. They take about 48 to 50 minutes depending upon how much damage people.

00:28:42 Paticipant

And that's really pushing it right. You know, it's almost got to do a bio break, you know.

00:28:46 Paticipant

It's like it's almost an hour.

00:28:48 Interviewer

Mm-hmm.

00:28:49 Paticipant

And there's no pause button. You know, like, if you're playing a an individual game, usually you can pause it or or it's turn based, that kind of stuff. You know, MO, it's it's like you're live, right.

00:28:59 Interviewer

Yeah, it's quite quite complicated.

00:29:04 Interviewer

Although.

00:29:04 Paticipant

And there's definitely breaks in there where as a group you can say, hey, we can we stop here, you know, and I need a bio break, you know, between bosses or something.

00:29:12 Participant

Yes.

00:29:13 Paticipant

So there's there's a safe place to stand, but they all the dungeons are also time I've never run out of time like a regular dungeon. They give you an hour to do it, and if you don't complete it in time, I guess it just kicks you out.

00:29:26 Interviewer

Hmm.

00:29:27 Paticipant

But I've never seen that.

00:29:29 Interviewer

OK, OK, I see.

00:29:33 Interviewer

Alright and uh.

00:29:35 Interviewer

Hmm.

00:29:38 Interviewer

OK. I also had a point here that I wanted to come back to a little before single player games you mentioned.

00:29:46 Interviewer

That you played.

00:29:47 Interviewer

The the train management game. I forgot the name as you occasionally pull out of game of solitaire.

00:29:55 Paticipant

Yeah, the train dispatchers almost like playing solitaire. And I I turned off a lot of the automation so that you're able to actually do stuff.

00:30:04 Paticipant

And I like into the railway empire too. And.

00:30:09 Interviewer

How do you, I mean, and I presume you're going to these games for different reasons that are more produced because they fundamentally they don't have the social element, I presume?

00:30:22 Paticipant

Right. It's like the strategy games, you know, even like.

00:30:27 Paticipant

What is?

00:30:27 Paticipant

It.

00:30:28 Paticipant

Winter. What the hell?

00:30:31 Paticipant

Like the civilization you know, the World building games, that kind of stuff.

00:30:35 Participant

M.

00:30:37 Paticipant

That's gonna be fun.

00:30:38 Interviewer

Do you do you like games that tend to give you like this sort of, with this building managing the sort of like, I don't know, sort of, yeah, this sort of like building aspect to them.

00:30:49 Paticipant

Yeah, those can be fun too.

00:30:53 Paticipant

You know, when you finally finished the game gave us civilization, you get to the.

00:30:56 Paticipant

Very end, you're like.

00:30:58 Interviewer

And then you kind of look back at the map and you see your cities, you see, like all of this, the big, sprawling cities, the standing army is this kind of all the stuff that you've created, basically.

00:31:10 Paticipant

Yes.

00:31:12 Paticipant

That can be rewarding.

00:31:13 Participant

Hmm.

00:31:16 Interviewer

Would you say that most of the games that you play solo, they're kind of in that category or do you also engage with like single player story games for example?

00:31:25 Interviewer

Or stuff. Do you also engage with other families and soul games?

00:31:29 Paticipant

Yeah, cause it's like, you know, I did. Baldur's Gate 3, cause you can do that solo or you can do a with a party, right? Yeah. Muscle. And I did campaign together. I don't know if we ever finished it, but.

00:31:42 Paticipant

I kind of got burned out on that because we did so many different.

00:31:47 Paticipant

The same campaign, but with different characters, different classes, so it kind of got burned out on the content. You know, that kind of thing.

00:31:56 Interviewer

It's a big beast, yeah.

00:31:59 Paticipant

Yeah, I mean it's it's a it's absolutely stunning to think about coming from like pools of radiance back in the early 90s. You know with there was all little stick people walking around.

00:32:11 Paticipant

And you know, there was a single player, but you had, like, you played like, four or five people's characters. I should.

00:32:17 Paticipant

Say.

00:32:18 Paticipant

At the same time, you know to come from that to where you have like live acting, or at least very high in animated characters. It's amazing.

00:32:30 Interviewer

Yeah, yeah.

00:32:30 Paticipant

And how fast the computers are now too.

00:32:33 Interviewer

Do you generally? Are you the kind of person who engages a lot?

00:32:38 Interviewer

With tech side.

00:32:39 Interviewer

Of things. Do you find yourself interested in that kind?

00:32:41 Interviewer

Of stuff.

00:32:43 Paticipant

I would say I used to be but.

00:32:47 Paticipant

Somewhere in the last 15 to 20 years, I just. I used to love programming programming computers like but with. But like with basic and stuff like that and once they went into different computer.

00:32:57 Paticipant

Languages.

00:32:59 Paticipant

I just didn't.

00:33:00 Paticipant

Have the the savvy for it, I don't think.

00:33:04 Interviewer

MHM.

00:33:07 Paticipant

Because I'm a retired air traffic controller. So.

00:33:08 Paticipant

I was used to doing.

00:33:10 Paticipant

Like I always said, it's if you playing a video game you can't lose.

00:33:13 Paticipant

Right, that kind of thing.

00:33:14 Interviewer

Yeah.

00:33:15 Paticipant

Because you're talking to airplanes. But I'm just staring at a computer screen and in a in a cave in Northern Virginia, we're working airplanes. You know, hundreds of miles away from me and that kind of thing.

00:33:28 Interviewer

Oh yeah, I understand. And this also kind of.

00:33:31 Interviewer

I guess if you're already trained at that, or if you kind of have a predisposition for that kind of job, then also the management strategy games also kind of seem to make sense or at.

00:33:45 Interviewer

Least.

00:33:45 Paticipant

Yeah, probably. Yes, quite a.

00:33:47 Paticipant

Bit.

00:33:48 Paticipant

And then, I mean, I've got like the the truck driving simulator and I I was really into Flight simulator for a long time and just kind of lost interest in.

00:33:56 Paticipant

To.

00:33:57 Participant

Hmm.

00:33:57 Paticipant

Primarily when I was working and and dealing that you you sort of flights them up and and planes fly along where you're doing other things, you're doing laundry, you're getting ready for work or whatever. And now I'm retired like I don't want to tie up the computer over the airplane flying around, you know, that kind of thing. Course I do have.

00:34:13 Paticipant

Two computers now.

00:34:17 Interviewer

I'm.

00:34:17 Paticipant

Let me grab some water real fast, if you don't mind.

00:34:18 Interviewer

No, no, not at.

00:34:20 Interviewer

All I would also grab a glass.

00:35:58 Paticipant

I have returned.

00:35:59 Interviewer

Welcome back.

00:36:02 Paticipant

So I'm gonna ask you a quick question. It's like mass masters in gaming technology is like you want to be a programmer, you want to.

00:36:05 Interviewer

Yes, of course.

00:36:09 Paticipant

Be a game designer both.

00:36:11 Interviewer

Ohh not quite. I am actually going into games research.

00:36:12 Participant

Aye.

00:36:16 Paticipant

OK.

00:36:17 Interviewer

The point is to develop skills to conduct research at an academic level, with a specific focus on technologies that either are of widely used in the games industry or arise in this industry and their application, their structure.

00:36:33 Participant

Ah.

00:36:37 Interviewer

Or there in my case their interaction with humans with living beings. You know, the whole the whole.

00:36:42 Paticipant

OK.

00:36:43 Interviewer

Point of the soul.

00:36:44 Paticipant

That the human computer interface, first thing one fascinating too, about EVE was they had an economist from one of the universe because they're based out of Iceland.

00:36:56 Paticipant

For one of the universities there Professor of economics, because the tweaking the economy and making sure that the economy was balanced with how many resources were available and and you know how much could be mined in a in a specific period of time. But I think he said he read several.

00:36:59 Participant

Mm-hmm.

00:37:14 Paticipant

Papers on research papers on economics, just from working on that game.

00:37:21 Interviewer

I actually am remembering something similar. Yeah, I think I've also heard the.

00:37:26 Interviewer

About that.

00:37:27 Interviewer

There was also the guy who was working on the hat economy in Team Fortress 2. I think later became like some sort of a high level economics minister in Greece that that was also an interesting one.

00:37:43 Paticipant

Yes, pretty fascinating.

00:37:45 Interviewer

Yeah, that was.

00:37:46 Interviewer

The item number.

00:37:47 Interviewer

There were a lot of a lot of cheeky jokes about it because it was also around around the time of the economic crisis in Greece, which is pretty much every every two to three years.

00:37:50 Paticipant

Of course.

00:37:57 Paticipant

It's very.

00:38:00 Paticipant

Well, I mean one thing too for me is it's it's nice playing some of these MMO's where I'm a keyboard mouse person.

00:38:00 Interviewer

Uh.

00:38:07 Paticipant

But there's people using controllers and keyboards and and I know mossan has the the the game pad with all her, all her skills or or buttons to push. You know that kind of stuff for which for me is like I'm clicking.

00:38:21 Paticipant

On.

00:38:21 Paticipant

The to the toolbar.

00:38:24 Paticipant

So fascinating having all these different choices of interface.

00:38:28 Interviewer

Yeah, yeah, actually. And the fact that they are also compatible and the industry moves kind of more than that action of allowing people with different kinds of iron to actually interact with each other and play.

00:38:42 Interviewer

The more the more the merrier, basically.

00:38:44 Paticipant

Right.

00:38:45 Interviewer

I was curious when you were when you're playing MMORPG's.

00:38:52 Interviewer

UM, do you have? It sounds like you have a consistent, consistent group of friends. And then like consistent group of actual friends. And then a consistent kind of gaming group that is like a wide, more wider active group like like a Guild.

00:39:08 Paticipant

Yes.

00:39:11 Interviewer

When you when you play, do.

00:39:13 Interviewer

You mostly talk about like gameplay.

00:39:16 Interviewer

Related stuff or is.

00:39:17 Interviewer

It more like an excuse to just talk about whatever life, like life, recent events, something.

00:39:24 Paticipant

UM, it it probably depends on the the mood of the chat channel at night, right? It's like I mean a lot of times it is gaming stuff or especially if we're like in tough content you know while the person is really experienced at that mechanics of that fight going, you know everyone head north, everyone goes S everyone moved left.

00:39:44 Paticipant

But a lot of times it's like, you know, talking about life.

00:39:49 Paticipant

What? What happened? Did anything exciting happen today kind of thing?

00:39:53 Interviewer

Yeah, just gotta click casual chatting, right?

00:39:54 Paticipant

Question.

00:39:56 Paticipant

Yes, and we usually avoid politics. Except for there's like 3 or 4 of us that are pretty aligned politically and we could actually have a conversation without, you know, screaming at each other.

00:40:08 Participant

Hmm.

00:40:09 Interviewer

Yeah, yeah.

00:40:11 Interviewer

I think.

00:40:11 Paticipant

Because OT we don't have a hard rule about not talking about politics and stuff like that, but it's kind of an unspoken someone can say, can we please not talk about that?

00:40:21 Interviewer

Yeah, it's. I actually got the, I got that kind of vibe that LG Pro first of all seems to create drives to create a.

00:40:33 Interviewer

More of a like safer space, I guess, or more chill atmosphere.

00:40:38 Paticipant

But the big one is like no drama, please.

00:40:39 Paticipant

We don't want drama.

00:40:40 Interviewer

Yeah. Yeah, yeah. Yeah, yeah, yeah, yeah, yeah.

00:40:44 Interviewer

And no drama and no how.

00:40:46 Interviewer

Do you call it these kind of, I guess more slightly toxic behaviors that younger players.

00:40:51 Interviewer

Are known for.

00:40:53 Paticipant

Ohh yeah, that's not tolerated. I mean, you're harassing people and stuff like that. That's not tolerated. It's just like this is not the place for you to be. That's why do we have the age requirement is like.

00:41:04 Paticipant

It's 25 I think, but you can get a.

00:41:05 Participant

25 yeah.

00:41:06 Paticipant

Waiver.

00:41:08 Paticipant

Like if if my nephew's 20 wanted to play, I could vouch for him and say he's not. He's not a jerk. Then they would let him in.

00:41:17 Paticipant

But.

00:41:19 Paticipant

Try to keep that it's a little bit different. I think when somebody gets 25, I think is when.

00:41:23 Paticipant

You start to get.

00:41:25 Paticipant

I don't know. Some people never become civil as I was. That's it's not an age thing, right?

00:41:30 Interviewer

Yeah, yeah. Age is a is a simplified way of looking at things. It's always kind of more to it. Yeah, I understand, honestly.

00:41:41 Interviewer

I'm curious like UM.

00:41:43 Interviewer

Do you have a lot of friends that you've been that you've kind of met over like over gaming and that you have actually like remain friends for like quite a long time like Muslim?

00:41:55 Paticipant

A few, but I still have UM, there's a guy in Seattle, but he's super busy and he has a farm and he also his IT person for the library system. I could text him right now and he would probably respond within an hour, but we don't. We don't contact each other very often.

00:42:13 Paticipant

Woman in Virginia. She works for a a United States Court judge, and I've actually met her judge too. And we stay in touch. And as a woman, couple of different people in Wisconsin that I'm still in touch.

00:42:28 Paticipant

With.

00:42:29 Paticipant

One OT G1 is not one is the the Final Fantasy crowd.

00:42:35 Interviewer

OK. Yeah, that sounds pretty interesting.

00:42:37 Interviewer

Would you say that like?

00:42:39 Interviewer

We should then say that just playing multiplayer games, kind of.

00:42:45 Interviewer

Like occupies a little like gave you a little like sliver of your social life.

00:42:50 Paticipant

Ohh yeah I I mean I'm fairly introverted so I don't need a lot of contact, but it's nice to.

00:42:56 Paticipant

Have.

00:42:57 Paticipant

Hey, we're going to play a game tonight. Everybody, let's go.

00:43:01 Interviewer

Yeah. And if if these kinds of if these teammates stick around for a while and you keep like casually chatting, then eventually you kind of like I.

00:43:09 Interviewer

Guess get to know them a little bit.

00:43:11 Paticipant

Ohh yeah. Well, it's like Roxy, the woman in in Virginia. She ended up marrying a guy in Canada that they met through OG.

00:43:20 Participant

Hmm.

00:43:21 Paticipant

And that's happened to several couples like that in OTG. Yeah, it was like because Sunday mornings back when I was playing Lord of the Rings, it would be with Roxy and Grimm, her husband and they, they're big music fans, buffs, and they're constantly giving links to to music and YouTube. And that was the mornings, you know, we would.

00:43:41 Paticipant

For play, for three or four hours, doing crazy stuff and listening to music.

00:43:46 Interviewer

That's like, that's cool. That's actually.

00:43:48 Interviewer

Cool, I love that.

00:43:51 Interviewer

I've also noticed uh. I spent a little bit of time just kind of checking checking the OTG and this code chat just kind of seeing what's going on. Trying to get people to hop into my study and I noticed that people do almost real world.

00:44:10 Interviewer

Planning people share stuff that kind of troubles them sometimes in OTG.

00:44:15 Interviewer

And.

00:44:16 Paticipant

Oh yeah.

00:44:17 Interviewer

Yeah, I thought. I thought it was quite.

00:44:19 Interviewer

Actually very I don't know. Heartwarming. Quite interesting also.

00:44:25 Paticipant

Yeah, it's it's quite unique.

00:44:29 Paticipant

Very, very different group group of people, right. Well, one thing in common that we enjoy gaming together and and spending time with people and and yet the part of that's getting to know people and we were just talking about it the other day. There was a woman kylara. She died about 10 years ago. But she was she had some really rare cancer and she was only like 35 or 36 and that one was like a.

00:44:52 Paticipant

Big sucker punch to the entire Guild.

00:44:55 Interviewer

Goodness ohh goodness.

00:44:57 Paticipant

But we have a I don't know if you can see it, but we haven't gone but not forgotten section where all any member who dies is like that it gets posted and everyone let people can't respond to it. And like you know that kind of thing.

00:45:09 Interviewer

Yeah. And it's a, you know, it's a human thing because it it does, it effectively is a like like a social group. It's very like it's nothing to. It's not virtual. It's very painfully real in that sense, I would say.

00:45:24 Paticipant

Ohh absolutely.

00:45:25 Paticipant

And you know, it's like, well, those of us that drink, it's like we're we're having a I'm having a cocktail all together, but we're not gonna have to worry about driving.

00:45:33 Participant

Hmm.

00:45:35 Interviewer

So there's there's also that, yeah, that's I love that kind of stuff. It's quite interesting to me, cuz I also wanted to kind of open the and open.

00:45:46 Interviewer

The veil a little bit.

00:45:47 Interviewer

And also tell you why I'm doing this interview.

00:45:52 Interviewer

Because the topic of my research is I am gathering data on the meaning of games as a hobby in people's lives.

00:46:03 Interviewer

In different demographic groups and right now.

00:46:06 Interviewer

For example, I'm.

00:46:07 Interviewer

Talking, I'm interviewing people that are 50 and above.

00:46:12 Interviewer

And.

00:46:14 Interviewer

With that in mind, and with.

00:46:16 Interviewer

Basically, with what we.

00:46:17 Interviewer

Said.

00:46:19 Interviewer

What? What would?

00:46:20 Interviewer

You say is the meaning of, like the gaming habit in your.

00:46:24 Interviewer

Life.

00:46:25 Interviewer

What does it?

00:46:26 Interviewer

Does it give you? What do you think about it?

00:46:30 Paticipant

That's umm.

00:46:32 Interviewer

So that's a.

00:46:32 Interviewer

Very loaded question.

00:46:33 Interviewer

I I know, but that's by design.

00:46:35 Paticipant

I will say that no, no online gaming stuff is is the more social aspect to me.

00:46:44 Paticipant

I'm doing something with somebody else together. You know, we're all the three, all three Musketeers. We're off to go conquer the world kind of thing, right?

00:46:53 Participant

MHM.

00:46:53 Paticipant

Or beat this dungeon individual gaming. It's like just the the personal challenge being occupying your mind, something that's challenging but not frustrating.

00:47:06 Interviewer

Challenge you said challenging without without frustrating, right?

00:47:07 Paticipant

And I even have a train.

00:47:12 Paticipant

Yes, you know, it's like not not so difficult that it's like why am I doing this? I'm doing this for fun, right?

00:47:12 Interviewer

Yeah.

00:47:18 Participant

Mm-hmm.

00:47:20 Paticipant

And I do have a train simulator I play. I play that occasionally too. We're actually driving the train and that kind of thing that can become like a bit monotonous, you know, unless you make it.

00:47:29 Paticipant

Create your own simulations to make it a little more spicy. Anyways, more having to stop for signals and that kind of stuff.

00:47:36 Interviewer

Yeah, yeah. And in that from that perspective, it's more like relaxation, I guess.

00:47:36 Paticipant

But.

00:47:44 Paticipant

Yes.

00:47:45 Interviewer

And also.

00:47:47 Interviewer

It's it's relaxation, but it's also these.

00:47:49 Interviewer

Are still kind of strategy games.

00:47:51 Interviewer

They still offer a level of challenge.

00:47:53 Paticipant

Yes, absolutely. And and the other one too though is like I do like to play games that have a story also like, like Baldur's Gate 3 of this prime example of one with a story that you're interacting with and that that one was fascinating to me too, because.

00:48:03 Participant

Hmm.

00:48:08 Paticipant

Your choices affect how things happen later in the game.

00:48:12 Interviewer

Yeah.

00:48:14 Paticipant

There's multiple pathways through the story.

00:48:14 Participant

Yes.

00:48:17 Paticipant

With different conclusions.

00:48:18 Participant

Yeah.

00:48:20 Interviewer

Yeah, yeah, that's that's a cool thing and.

00:48:25 Interviewer

With the with the story based games, have you also played other story loaded games that apart from boulders gate or that are similar to Baldur's Gate?

00:48:34 Paticipant

I would say I did a lot of.

00:48:38 Paticipant

Dungeons and Dragons games like there was another boulders gate back in the day, and then the like I said, pools of Radiance was the first one that pops into my head.

00:48:48 Paticipant

And there were several.

00:48:50 Paticipant

In there, where it's not not so, it's a solo game, but you're controlling multiple characters and that kind of thing, the.

00:48:58 Paticipant

Whole party.

00:48:59 Interviewer

MHM.

00:49:00 Paticipant

Those were those were amusing cause with the split of the, the story itself was also part of it and and you know, how do I get past this, this monster that keeps killing us?

00:49:11 Interviewer

Also also.

00:49:12 Interviewer

That.

00:49:12 Interviewer

Fact, not not.

00:49:13 Interviewer

Just the story, but also like the gameplay.

00:49:15 Paticipant

Yeah. And the difference when you're playing an online game is you're you're collaborating to figure out how to get this done with with an actual human being, right?

00:49:23 Interviewer

Yeah, yeah.

00:49:25 Interviewer

And it's also like.

00:49:27 Interviewer

It's it's. Yeah, it's kind of.

00:49:28 Interviewer

Like there is there is the rich story, but there is also like this gameplay slash a puzzle challenge to it. So it also like something to keep the mind.

00:49:37 Interviewer

Occupied, I guess.

00:49:39 Paticipant

Yes. And it's like like I said.

00:49:44 Paticipant

This was increasing like she was. If we had Mmos when I was in Graduate School, I never got my masters degree like, you know, because they can be very addictive on, you know, your time, right, it's.

00:49:56 Paticipant

Especially ones that have daily tasks to do and that almost all of them are built that way.

00:50:02 Interviewer

Yeah, yeah. And they kind of they want to become a habit, sort of. They want. They encourage people to return regularly.

00:50:09 Paticipant

Ohh yeah absolutely.

00:50:12 Paticipant

You know, it's like right now we're in the the gear grind. It's called. It's like, you know, you're, you're running these dungeons to get that special currency to buy the equipment you need. So you have, you know.

00:50:21 Paticipant

More damage and more defense in in these higher end dungeons, and they only give you 450 those scripts a week is all you can.

00:50:29 Paticipant

Earn.

00:50:30 Paticipant

And like like a body piece, it's like 800 and something. So it's like 2 weeks of effort to get one.

00:50:36 Paticipant

Piece of equipment.

00:50:38 Interviewer

They really want you to grind for a while.

00:50:40 Paticipant

Oh, it's a grind.

00:50:41 Paticipant

Yes.

00:50:43 Interviewer

Have you ever found yourself?

00:50:45 Interviewer

I guess annoyed. Have you ever found that with the grind specifically that?

00:50:49 Interviewer

It takes too much.

00:50:50 Paticipant

Occasionally, here you go. You occasionally you go. This is this right is getting on my nerves. Let me find something else to do here for a little bit.

00:50:57 Interviewer

Yeah, yeah, yeah.

00:51:00 Paticipant

Well, right now I started another character and in level 50 to 60 range because level 100 is the level cap. All the crafters have so many quests to do, it's like every time you finish one, you've got another one to do it. So this is really irritating. OK, I'm going to put this down for a bit. I'm going to play kill something, right. I'm gonna run some dungeons and not crash.

00:51:23 Interviewer

So you get to basically focus on something else.

00:51:26 Paticipant

Yes, that's what I do when you.

00:51:28 Paticipant

Run into the grind wall.

00:51:31 Interviewer

Ah, I see so.

00:51:32 Interviewer

You change the focus or the priority of what of your gameplay.

00:51:37 Paticipant

Yes, or go play something else, right? Yeah.

00:51:39 Interviewer

Or playing something else, playing something else.

00:51:44 Interviewer

I'm curious with the with the story based games. Uh. What? Oh, what is in the story based games that you would?

00:51:53 Interviewer

Say.

00:51:54 Interviewer

Actually lose you in because with Baldur's Gate we mentioned the fact that you can make a whole lot of different choices, and the story actually kind of adapts and it shows the consequences of those.

00:52:04 Participant

Voices.

00:52:06 Paticipant

Yeah. And to me, that was one of.

00:52:08 Paticipant

The.

00:52:09 Paticipant

Things you read the world Holy Grail, but to actually have.

00:52:12 Paticipant

A game design that.

00:52:15 Paticipant

As you're going, I know there was one other game prior to that that was similar where you could make all the different choices and it would be a different pathway, but this one seems a little more than like organic where they thought of everything almost where it's like. What happens if this person decides to do this?

00:52:31 Paticipant

Because did you play Baldur's Gate?

00:52:33 Interviewer

Yes.

00:52:34 Paticipant

Well, one one of the answers we did with.

00:52:38 Paticipant

The cleric.

00:52:42 Paticipant

We actually let her make the the the support, the bad guy decision. Yeah. So that pieces of Celine was dead. Everyone in the that village of Life was dead. And I'm like, wow, they really thought of all this. We got to reload. We don't want that to happen.

00:52:56 Paticipant

Would you could be the really bad guy, right? And they they thought of that.

00:53:00 Interviewer

Yeah, and and you get to see basically you kind of also get the perspective that the story could have went differently. So I guess there is this aspect of thinking ahead when you make a decision.

00:53:12 Paticipant

Right.

00:53:14 Paticipant

Well, and for me it's like I'm a big fantasy and science fiction fan for movies and books, primarily in stories.

00:53:24 Participant

Hmm.

00:53:24 Paticipant

And So what this story has to it could be, like I said, anything almost. But I wanted to drag me in and make me feel something, right?

00:53:34 Interviewer

Yeah.

00:53:34 Paticipant

Cause actually Final Fantasy has made me cry a couple times.

00:53:39 Interviewer

For thief.

00:53:42 Paticipant

Tears. Great cry for you know when they they they touch you in such a way that it's like you really invested in these.

00:53:49 Paticipant

In game characters that that you're helping do things that went right, and then when one of them dies or gets killed off, you're.

00:53:53 Participant

MHM.

00:53:55 Paticipant

Like wow, you know, it's like.

00:53:58 Interviewer

Oh, and that's we're talking about the the the Final Fantasy 14. OK, I didn't know that has a strong story element.

00:54:04 Paticipant

Yes.

00:54:12 Paticipant

It's called the main scenario quest line, so there's there's a story that runs all.

00:54:16 Paticipant

The way through.

00:54:19 Paticipant

The last expansion was little most of us didn't care for the story too much, but now that they're in the patch content where they keep adding more story, it's gotten a lot better where like the previous two expansions, the the story was just intense and it was really, really good.

00:54:30 Participant

Mm-hmm.

00:54:38 Interviewer

OK, I see. Yeah. And you get to, you get to experience that unveiling, not a tip.

00:54:46 Paticipant

Yes. And they have. It's called new game Plus where basically you can go back and replay the entire story from and they have it in chunks. So you can pick up like you know, a chapter here and and follow it for, you know, 20 episodes or whatever. And then I was doing that. I'm like, you know what? Why don't we just go create a new character and then that'll give me more incentive to do more.

00:55:01 Interviewer

Yeah.

00:55:08 Paticipant

Thing so, because the nice one about this MMO.

00:55:13 Paticipant

Is, you know 1 character, they can do all the all the classes, all the jobs, just what's what primary tool? What tool is in your primary hand tells the server how would it be implemented? Or I want to be a botanist or whatever.

00:55:32 Paticipant

Versus like Lord of the Rings, if you wanted to play a different character, you had to create one and take it all the way to the storyline.

00:55:39 Paticipant

Where in Final Fantasy you don't have to do that.

00:55:42 Interviewer

I see. I see. So you you generally like like you. Like this approach. The fact that you don't have to start from from level 1.

00:55:52 Paticipant

Where you have to start from level 1, but you don't have to do the whole storyline again to to level your character up. Does that make sense?

00:55:58 Interviewer

Yeah, yeah, yeah.

00:55:58 Interviewer

Yeah. Yeah. So you don't have to, like, walk the same path exactly the same path multiple multiple times again.

00:56:05 Paticipant

Yes, that becomes very grainy.

00:56:08 Interviewer

I see.

00:56:11 Interviewer

I have another question.

00:56:12 Interviewer

When you, uh, when you play.

00:56:16 Interviewer

When you play multiplayer games well, I presume that those are mostly Mmorpgs. What do you? What role do you usually play? Like what kind of game play situations do you like? Do you focus in or do you enjoy most of all?

00:56:33 Paticipant

I really enjoy being the tank because, like what does? I'm the person that's standing between the bad guys and the people doing the damage.

00:56:42 Paticipant

I.

00:56:43 Paticipant

I also enjoy healing a lot too. Those would be my primary 2 choices. I actually like doing damage too, but I really get pleasure out of running my tank well.

00:56:57 Paticipant

I guess one thing is very different. Final Fantasy that I've never seen before is.

00:57:04 Paticipant

To damage mitigation skills that you have, you have to actively manage those. As a tank. You know they have cool down timers and if you don't manage it well, you make the healers job extremely difficult.

00:57:16 Participant

MHM.

00:57:17 Paticipant

To get pleasure out of, you know, I I really nailed all that in those mitigations just right. I didn't stand in the stupid stuff and that kind of thing.

00:57:25 Interviewer

Yeah. So.

00:57:27 Interviewer

There is an element of skill and but there is also an element of actual like relying on other teammates. There is it's very strong teamwork focus.

00:57:35 Paticipant

Yes, absolutely. And and it's like I think pride in any time someone heals me for the first or second time from inside our free company that we have together.

00:57:47 Paticipant

The kinship in.

00:57:49 Paticipant

Final Fantasy 9 Wow Dawkins easy to heal.

00:57:53 Paticipant

And it's like that's cause I'm managing my skills well and that took a lot of practice and and and take pride in what you're doing kind of thing. It's not like a job like a calling I don't know.

00:58:03 Interviewer

Yeah, but like it, it's still like it feels good. It's like it's a good skill. Uh, how do you call it?

00:58:10 Interviewer

You put you.

00:58:11 Paticipant

Put effort to it. Basically. Yeah, yeah.

00:58:15 Paticipant

And of course, the damage people, if they're doing their job well, everything's dying faster, right?

00:58:21 Interviewer

And it's like a well, a well oiled machine.

00:58:25 Paticipant

Yes, well cause.

00:58:28 Paticipant

Ben couldn't play and a couple nights ago and it was me and Maslin, so we had a pick up group stuff where the computer added the two DPS players and they both were.

00:58:41 Paticipant

More newer players and their gear was like minimum to get in the dungeon. You could really tell the difference about how long it took stuff to die.

00:58:48 Paticipant

Not that they weren't doing their job, it was just their equipment was minimal to get into the dungeon.

00:58:55 Interviewer

Yeah. So there is also like this when everyone comes with, I think I guess more prepared and already shows that I know my stuff. You know your stuff, everyone is kind of this professional in.

00:59:09 Interviewer

Their own field.

00:59:10 Paticipant

Yeah, pretty much.

00:59:12 Interviewer

So I presume you're more of a team player.

00:59:15 Paticipant

Yeah. And I don't mind teaching somebody. I mean, I was an instructor for the air traffic, and I enjoyed that. That's not the only thing I miss in that job.

00:59:23 Paticipant

To teach you something that know how to control airplanes, how to do it.

00:59:27 Paticipant

Same kind of thing. It's like someone's never tanking before. It's like, you know, one tank one night. It's like, you know, this is my only my second time. I've been a tank.

00:59:35 Paticipant

Alright. Well, thanks for letting me know.

00:59:38 Paticipant

But they didn't know about the mitigation management, right? So that if they hadn't mitigated their damage, that would be sort of painful.

00:59:44 Interviewer

Hmm, I see. I see.

00:59:46 Interviewer

So you like you?

00:59:48 Interviewer

Did have a couple of occasions when you helped.

00:59:51 Interviewer

Players kind of get the hang of.

00:59:53 Interviewer

The game.

00:59:54 Paticipant

Yes. Now I haven't qualified for it. I'm not sure what to do it, but they have a a mentor thing in Final Fantasy where you can be a crafting mentor or a combat mentor or both, and there's a lot of hoops you have to jump through to get that. And basically you get a crown over your on your, on your name, and there's actually a mentor roulette.

01:00:14 Paticipant

Where it puts you in? If someone's like with new people and don't know how to play.

01:00:17 Paticipant

Hello.

01:00:21 Paticipant

Which could be good and bad.

01:00:23 Interviewer

Yeah, but does that sound like a?

01:00:25 Interviewer

Does that sound interesting to you as a as a, as a?

01:00:29 Interviewer

Style of play, I guess.

01:00:31 Participant

UM.

01:00:33 Paticipant

Yes and no. If I can have you in voice calls with somebody, it wouldn't bother me at all. But being a keyboard player to actually have to type while you're trying to play is almost impossible for me, right?

01:00:44 Participant

Yeah.

01:00:46 Interviewer

Yeah, yeah.

01:00:46 Paticipant

Because you have to select the chat channel and now you can't move because you know your your your keyboard is going into that.

01:00:54 Paticipant

Text.

01:00:55 Paticipant

Box.

01:00:57 Interviewer

Yeah. Yeah. So it's it's the same, the same style of input that you need for the player and for communication. So it interferes basically.

01:01:06 Paticipant

Yeah, now launcher did have voice comps. I think dungeons and Dragon did too built into the game.

01:01:16 Paticipant

But it but it was very.

01:01:18 Paticipant

Obviously there was before fiber optic or all around the planet and stuff maybe spent at the communication.

01:01:25 Paticipant

I mean, you're in Europe and we're talking with no delay, right?

01:01:28 Interviewer

Yeah. Yeah, pretty.

01:01:28 Interviewer

Much.

01:01:32 Interviewer

Do you say?

01:01:33 Paticipant

Back, you know, 20 years ago, this phone call would have been over like.

01:01:36 Paticipant

$300.

01:01:38 Interviewer

Of the the actual economics is a bit insane.

01:01:42 Paticipant

It's like $3 a minute to call international.

01:01:46 Interviewer

Yeah, actually pretty much depending on where you call. But yeah, it's not.

01:01:51 Interviewer

And it it's very.

01:01:52 Interviewer

Visibly, even even for me, it's very.

01:01:54 Interviewer

Visibly changed and I only started paying attention to these things. Basically like 5-5 or six years ago when I started fighting abroad and all of that stuff.

01:02:08 Interviewer

I had something on my mind. Uh oh, yeah.

01:02:15 Interviewer

I was kind of. I was actually under.

01:02:17 Interviewer

The impression that.

01:02:19 Interviewer

People mostly play with the with the voice, with the voice chat even in Mmos, but I guess it's more like the people that you for example already know on this court and if you want to communicate with other players that you've met, that will have to happen.

01:02:35 Interviewer

With the voice chat. Is that so?

01:02:38 Paticipant

Yeah, like the text chatting, you know that that's pretty much it, I mean.

01:02:42 Paticipant

In Final Fantasy, if someone's in your friend list, they you can. Well, anyone can send you a.

01:02:47 Paticipant

Tell.

01:02:48 Paticipant

You just can't send e-mail with your friends in game, but there's a party channel. There's several different channels. There's an alliance channel. If you're an alliance raid.

01:03:02 Paticipant

But like I said, being able to almost everyone greets you. You know, when you go into a new dungeon and like, you know, thank you for your play or thank you. Good game.

01:03:11 Paticipant

At the end I would say Final Fantasy as a overall is a much more chill population than like Dungeons and Dragons was.

01:03:23 Interviewer

Like more, much more polite.

01:03:23 Paticipant

And.

01:03:25 Paticipant

Yeah. And part of that is, is Square Enix, the company, they don't tolerate a lot of stuff. You know, it's like if someones bullying somebody or harassing somebody, they'll just kick you goodbye.

01:03:37 Interviewer

I see.

01:03:37 Paticipant

First, they'll suspend you and then then if it continues, then no dubs ban you.

01:03:43 Interviewer

So they're much more harsh on it.

01:03:45 Paticipant

Yes.

01:03:46 Paticipant

Which I mean, you know, they're not draconian about it. You know, it has to be something specifically that, you know, and complain about someone as as a challenge. It's not just you just click a button. They want to know all the details and parameters and all that stuff. So it's it's it's. I think it's a good balance.

01:04:02 Interviewer

I see. Yeah. Have you? Actually? No. Do any Mmos use a proximity?

01:04:09 Interviewer

Chat system for the.

01:04:11 Interviewer

Players that you kind of meet in the game.

01:04:16 Interviewer

Have you?

01:04:16 Paticipant

And by somebody chat it would you mean like a regional?

01:04:19 Interviewer

Like.

01:04:19 Interviewer

Voice like a voice chat but it.

01:04:23 Interviewer

It basically would only it would only work on.

01:04:26 Interviewer

The players that.

01:04:28 Interviewer

Are close to you, like in the game world.

01:04:33 Paticipant

I've never seen that. I've only seen if you're in the same party and it would allow voice.

01:04:39 Paticipant

That between the party members.

01:04:42 Participant

Yeah.

01:04:42 Paticipant

If you join up in a group together.

01:04:44 Interviewer

Yeah, yeah, yeah, I see.

01:04:46 Paticipant

But I don't think I've ever seen like, you know, just walking through the town. And you could actually physically talk to people around you without being in a party. I haven't seen that yet.

01:04:54 Interviewer

That'll be it. That'll be something interesting to see because.

01:04:56 Paticipant

That could be good or bad, I'm not sure.

01:05:00 Interviewer

I mean, it's just like with any other communication it's it's human beings at the other.

01:05:03 Interviewer

End of it.

01:05:04 Interviewer

Which is.

01:05:05 Paticipant

The brain.

01:05:06 Interviewer

Which is quite an interesting, which is always kind of rolling the dice on who you're going to get.

01:05:13 Interviewer

All right. Then we are reaching the allowed time. Thank you very.

01:05:19 Interviewer

Much for this information and for your perspective.

01:05:20 Paticipant

You're welcome.

01:05:22 Paticipant

If you have any follow up questions as you think about later, feel free to to ping me.

01:05:26 Interviewer

We'll do. We'll do, but I do.

01:05:28 Interviewer

I do actually have a question for right now because do you by any chance know anyone else who might be interested in participating in an interview like this?

01:05:38 Interviewer

Maybe other friends or other Guild members that you might that you know are kind of fitting the age range.

01:05:47 Paticipant

I can ask around UM, I'm not sure another one pops in my head right away. I think I had mentioned it to Roxy, but she didn't seem terribly interested.

01:05:55 Paticipant

But I'll ask.

01:05:57 Interviewer

I would really appreciate that because you can just ask them if they'd be interested and then just kind of give me their discord tag or something like that. And I and I'll just write to them myself.

01:06:07 Paticipant

OK, I'll ask.

01:06:07 Interviewer

Because yeah, because, like a personal recommendation goes goes a long way for for a absolutely random some kind of study.

01:06:18 Paticipant

Ohh no, I understand. Yeah.

01:06:21 Interviewer

It's been. It's been interesting. Oh, actually, I noticed that the have you ever encountered other people kind of trying to interview?

01:06:33 Interviewer

Gamers that are specifically older have you encountered other studies kind of advertising themselves on that?

01:06:40 Paticipant

Not for age. I do remember. There was something probably 5 or 10 years ago at old timers.

01:06:45 Paticipant

Guild.

01:06:46 Paticipant

And I think it was more along the lines of.

01:06:52 Paticipant

Why do you like this Guild? Why do you know that kind of those kinds of questions?

01:06:56 Interviewer

MHMM.

01:06:58 Interviewer

I see. I see. It's just that I encountered the pretty interesting thing. It looks like uh, it looks like there are a lot of scams that pretend to be studies and they say click here to register, and then they and then they upload viruses to you and.

01:07:12 Interviewer

I was it.

01:07:13 Interviewer

Seemed like that that was a common occurrence and I was curious if you encountered something like that.

01:07:19 Paticipant

No, I've never run into that.

01:07:22 Interviewer

Oh, thank God. But that does make the process of finding people through for research because a bit more complicated, because you can imagine people are more guarded because of stuff like that.

01:07:34 Paticipant

Oh, yeah, yeah, yeah. Well, I'll. I'll be honest. When I went to click the little link for your.

01:07:39 Paticipant

Fill out the paperwork. All that stuff like hello. OK, but mostly done you right.

01:07:44 Interviewer

Yeah. I I I do realize that.

01:07:47 Interviewer

I should have.

01:07:49 Interviewer

I should I should have done this differently because it it does sound a bit suspicious. A bit kind of iffy, so that's why I'm think I'm next time I for example if you would, if you would find somebody, I'll just message them on this card and like I wouldn't make them.

01:08:04 Interviewer

Click through any any sign up sheets because uh, I don't want people.

01:08:09 Interviewer

To have that suspicion in mind.

01:08:12 Paticipant

Well, I mean, I'm going to a Google document page, right? So that that doesn't bother me that much it was.

01:08:16 Paticipant

Just that you know and I know.

01:08:18 Paticipant

I I'm sure that you know the your university was like good, Full disclosure to people and like La La la, I get all that.

01:08:25 Interviewer

Yeah. And also I did get, I did get through like I did, get accepted to the Guild and I was 100% open about what.

01:08:33 Interviewer

I'm gonna be doing.

01:08:34 Interviewer

And I proved my studies, so it helps within the confines of OG.

01:08:39 Interviewer

But you know I yeah, I basically I would, I would appreciate if you if you just ask around and if somebody's interested just kind of give me a give me a discord tag or something like that so that I can write to them.

01:08:52 Paticipant

Sure.

01:08:53 Participant

Yep.