 **Researcher** 3:06  
Mm.  
OK.  
Let's see.  
Good day.

 **P7**3:37  
Hi sorry I my volume is down.

 **Researcher** 3:43  
All right.  
Can you hear me?

 **P7**3:44  
Yep, I can do.

 **Researcher** 3:48  
Alright, fantastic.  
So first of all, this is an interview that I would need to record in order to use the data and then I will use the transcript.  
It will all be anonymized after the recording is done.  
I presume you've you've already read the data policy and everything like that.  
Do you have any questions about it or are you OK with?

 **P7**4:08  
No, I'm fine. I'm fine.

 **Researcher** 4:11  
All right, then we can start proceeding.  
All right. Just allow me to quickly grab my notebook.  
There is.  
So hello and thank you for finding the time to actually share your opinions and share your stories for my study.  
I wanted to start off by asking a pretty simple question.  
What games have you been playing these days?

 **P7**4:41  
So I I guess I play Mmos a lot.  
So I just got back into World of Warcraft after a few years break.

 **Researcher** 4:49  
Mm hmm.

 **P7**4:50  
And some friends of mine play dungeons and Dragons online, which is very old school game which we got into very recently. And then I also play a friend of mine's very into gension impact.

 **Researcher** 4:57  
MMM.

 **P7**5:02  
So I play that occasionally with her, and otherwise, yeah, I always get 3 still.

 **Researcher** 5:04  
Good.  
Say.

 **P7**5:11  
So those mix of things really.

 **Researcher** 5:14  
But sounds like it's sounds like you mostly play multiplayer.  
Is that the case?

 **P7**5:20  
I mostly do. Yeah, yeah, yeah.

 **Researcher** 5:23  
I see.  
I see.

 **P7**5:25  
Yeah, I I solo play Mmos.  
Quite a lot, to be fair.  
But yes, they're still.  
They're still social into it, I guess.

 **Researcher** 5:34  
And I presume you'll like is the social element the reason you you kind of what you find interesting in these games?

 **P7**5:43  
So I think, yeah, I mean, a lot of games I play because either because I play them with friends or because friends of mine play them and we've talked about them.  
I do play like I do play other sorts of games, but yeah, the social, the social element of playing something that someone else you know is playing or playing with them is, yeah, is important for sure.

 **Researcher** 6:03  
Well, like specifically, I presume people that you that you already know, so like already existing friends?

 **P7**6:09  
Primarily primarily, yeah.

 **Researcher** 6:11  
And are these the Nrts also friends that you've met in real life?  
Or are those online friends or?

 **P7**6:18  
So yeah, so it's mostly friends that I know.  
Yeah, in real life.  
That said, I have met people while playing Mmos.  
Who I then have, you know, struck up a friendship with. And now we talk outside the games, far more than we do inside kind of thing.

 **Researcher** 6:32  
Mm hmm.

 **P7**6:35  
So so yeah, that happens too occasionally.

 **Researcher** 6:39  
Yeah, yeah, that's lovely.  
When you play Mmos, do you have? Do you find yourself gravitating to any particular playstyles?  
Or maybe particular mechanics that you that you really like or focus on?

 **P7**6:56  
No, I think because I mostly if I'm playing with a group of people, it'll be with friends.  
So I don't need to be good, so I don't need to.

 **Researcher** 7:05  
Mm hmm.

 **P7**7:06  
So there's an opportunity there for us to rotate around roles and try out different things.  
Whereas if I'm was playing with a group of strangers, I would feel the need to be good, which I'm in general. I'm not like I don't play, I don't play to that level.

 **Researcher** 7:17  
Yeah.

 **P7**7:22  
I don't have that reaction speed.  
I'm not that dedicated to the game.  
To get especially something like World of Warcraft, where, you know good is a very high bar, right?  
So yeah, so now I don't because I have a place I know or because I play with friends and we we enjoy sharing the roles around.

 **Researcher** 7:40  
Yeah. So it's it's also, I presume a lot.  
A lot less pressure and a lot more. Just fun.

 **P7**7:46  
For sure.  
For sure. Yeah, yeah.

 **Researcher** 7:49  
I see.

 **P7**7:50  
Yeah.

 **Researcher** 7:52  
So I tend to.  
Shuffle things around and you actually feel like you have the the freedom to try different mechanics aspects of the game and something like that.

 **P7**8:02  
Yeah, yeah.

 **Researcher** 8:04  
So I presume you like.  
You prefer a more.  
You prefer things not to be like too terribly challenging, or do you? Do you feel? Do you feel this desire to specifically like overcome really difficult things?  
S.

 **P7**8:23  
No, I no.

 **Researcher** 8:23  
Is that the fact that?

 **P7**8:24  
I want to play a game if it's a kind of a single player game that I want to experience the story and enjoy playing it more than I want to play it on the most difficult level where my character Perma dies or whatever.  
And yeah, if I'm playing an MMO, then yeah, I'm not interested in build in studying to build up the skills to play at the top level. I'm more interested in.  
You know, having fun with my friends and you know, it's a form of entertainment, right?  
Not a form of challenge for me, for sure.

 **Researcher** 8:54  
Yeah.

 **P7**8:55  
Yeah, there are very few games.  
I think where I am interested in being challenged to do something that I can't relatively easily do.

 **Researcher** 9:04  
I see.  
I see.  
Do you have any examples out of Curiosity team?

 **P7**9:10  
So I mean like so I played bowlers gate 3 a lot.

 **Researcher** 9:14  
Mm hmm.

 **P7**9:16  
And divinity original sin, which is its predecessor, and I still enjoy playing them on the lowest difficulty level like I can play.

 **Researcher** 9:19  
And.

 **P7**9:23  
I can beat original divinity original sin on the top level, but I don't.  
It doesn't give me any more satisfaction to do that than to just play it on the lower level and enjoy the interactions and enjoy the way the mechanics work and playing it in a different way.  
You know that's that's the kind of creativity of it rather than the puzzle solving. Part of it is, is what I enjoy, I think.

 **Researcher** 9:45  
Mm hmm.  
Yeah. And if you think about it, combat is a type of puzzle solving.  
Especially I think in divinity.  
Mm hmm.

 **P7**10:08  
At a lower level, especially with something like divinity, I think there's an element of creativity of how do I get this thing to interact with this thing in a fun and cool way that hopefully also wins the fight?  
And if it doesn't, I relax and try again.

 **Researcher** 10:21  
Yeah.

 **P7**10:23  
So yeah, I and I think that was the thing.  
That divinity specifically, if you're aware of it, is did extremely well was create would add creativity into something which is normally, as you say, more of a puzzle solving thing.  
And it allowed you to solve the puzzle in creative and interesting ways rather than just.  
There is a an objective right answer and I think I'll just go carried that on fairly well.

 **Researcher** 10:43  
Yeah.  
Yeah, I I would agree.  
I also am quite familiar with both games.  
So what?  
What about?  
I'm curious about, especially in Mmos there is an aspect of exploration not only just physical exploration, but also exploration of just finding out new stuff.

 **P7**11:00  
Yeah.

 **Researcher** 11:05  
Well, you say that's something that is kind of appealing to you.

 **P7**11:09  
Yeah, I like that a lot. I think my interest in it kind of ebbs and flows.  
So during the pandemic I got very into World of Warcraft, which I hadn't really applied before.  
Specifically because I liked going to the zones and looking at the scenery.  
It was fascinating, like this huge world with all these different things in it, and you could, you know, fly around it and explore it. And I guess in the context of being locked in your House all day, it was quite.  
That aspect it's quite fun.  
But I do still genuinely enjoy that. I like so genshi impact is a again.  
It's quite an easy game.  
It's, but it's a game with a lot of exploration, a lot of scenery, a lot of you know, meeting with interesting things. And again, the interaction, generally the interactions are generally pretty simple, but it's quite pretty.

 **P7**11:59  
So yeah, I like that exploration element.  
I like that looking at the scenery element of games for sure.  
And I liked like the life is strange role play series.  
I like games like that, where again, it's it's a story and it's scenery and it's, you know, a little bit of melodrama or whatever with it.

 **Researcher** 12:11  
Yeah.

 **P7**12:19  
But yeah, it's it's about discovery. More than about doing things.

 **Researcher** 12:20  
Yeah. So.  
Yeah. So it's also because because of that, a lot of story based games would also be appealing.

 **P7**12:33  
Yeah. And I mean, I was.  
I was a tabletop and love action role player before I was a computer gamer for sure, and I still am far more than I could think of myself as a computer gamer.  
I think myself as those things say, yeah, those have always been things that have appealed to me.

 **Researcher** 12:48  
That's a that's a fun thing.  
I presume.  
I presume the live action role play and board game kind of happened around the same time or one happened because of another.

 **P7**12:59  
Oh, good question.  
I no, I got into board games to the extent I don't play that many board games these days, but I got into board games after I got into live action role play and I got into both of those things a long while after I got into tabletop role.  
Playing.

 **Researcher** 13:16  
Mm hmm.

 **P7**13:17  
But I mean, that might be a function of being from an earlier generation where like D&D existed, but live action role play wasn't really a big thing, and board games weren't really a big thing like in the 80s.  
The kind of the kind of cool ball games that you have now just didn't exist as far as I'm aware. Maybe in Germany place like that, but certainly not here.  
So I got into role-playing because it was the only thing that there was of that type.

 **Researcher** 13:44  
Yeah. And it's kind of and it appealed.  
It's a pretty.

 **P7**13:48  
Well, actually.

 **Researcher** 13:49  
It was a pretty unique thing.

 **P7**13:51  
For sure.  
For sure.

 **Researcher** 13:53  
But do you think?  
Do you think the?  
Like both games tend to tend to actually challenge players in more of a puzzle way.  
Was that something that appealed to you at the time?  
Or was it different?

 **P7**14:06  
Hmm.  
I get board.  
So board games for me have always been a social thing, like, you know, a bunch of you are going to get together and play a game. It's as much about getting together and doing the thing as it is. The thing that you're doing right?  
Plus, we tended to play, I guess, board games that were had more of a role play aspect.  
So our comparison was multiverse games that were kind of Co-op games often that were modelled on.  
Similar kind of Ip's or similar kind of styles than we were already familiar with.  
And then, yeah, so games like that tended to be almost an extension of it's a lot easier to just sit down for a night and play a board game like that than it is to try and play a role-playing game for three hours. Right. So.

 **Researcher** 14:55  
Mm hmm.

 **P7**14:56  
So yeah, so it's just an extension of the same hobby to an extent, I think.

 **Researcher** 15:00  
Yeah, I think.  
I think I see that.  
Have you ever participated in LAN parties?

 **P7**15:07  
Yes, a few.  
A few back in the day. Yeah, a few.

 **Researcher** 15:12  
Good.

 **P7**15:12  
Not many, but a few, yeah.

 **Researcher** 15:14  
Good times.  
I see.  
I see.  
So about about your gaming habits like I mean.  
How often do you play like on average?

 **P7**15:28  
I'll play. I'll play something for some amount of time every day, so I for quite a while I had a job where I worked from home and didn't really do any work. And at the moment I'm having some time off so I I'll slot in a couple of.  
Hours a day here and there.  
Most days, not much more than that.  
But but it's pretty.  
It's pretty steady and pretty regular, yeah.

 **Researcher** 15:50  
It's a couple of hours, but it's quite, but you would say you play pretty much everyday.

 **P7**15:55  
Alright. Yeah, yeah, yeah.

 **Researcher** 15:57  
Mm hmm. And what's that?

 **P7**15:57  
I mean, obviously not.  
Not if I'm on holiday, whatever, but otherwise, yeah.

 **Researcher** 16:00  
Not like on a on a statistically average day I guess.

 **P7**16:03  
Yeah, yeah, that's for sure for sure.

 **Researcher** 16:06  
And has that.  
How long have that rhythm of playing was a thing?

 **P7**16:16  
Probably since the start of the pandemic, when I've been, I've had the opportunity to be at home on my own all day, every day.

 **Researcher** 16:24  
Mm H.

 **P7**16:27  
Essentially, you know, I mean, obviously I'm excluding when I'm going out and doing stuff, but during a working day when all my friends are also working, you know it's the fact that I had the opportunity even when I had a job to play games.  
I I certainly took that opportunity. I think prior to that I probably played a little bit less.  
And I probably tended to focus it more around when my friends were online to play. I would play then as opposed to it being something that I would do for a couple hours to entertain myself.

 **Researcher** 16:59  
Yeah, because the friends that you play, are they?  
I mean a couple, a couple of them.  
You mentioned you you've met online, so I presume they they might actually live in in very different places, but what about the friends that are that you've you mentioned, you know, from real life?

 **P7**17:07  
Yeah.  
You sure?

 **Researcher** 17:18  
Are they also far away or do you have or do you see them in real life often?

 **P7**17:24  
I see them in real life.  
I'm not hugely often, but like, yeah, once in a while they're not necessarily.

 **Researcher** 17:32  
Mm hmm.

 **P7**17:33  
I would say the real life friends who I see physically the most often, if you see what I mean, but they are people who I will say every month or so or every couple of months at least.

 **Researcher** 17:37  
Yeah, yeah.

 **P7**17:44  
Say people I keep up with.

 **Researcher** 17:49  
OK.  
I'm just. I'm curious because.  
Would you say that like a part of the reason you play games is because it gives you like a very convenient, a very interesting way to actually hang out more with these people?

 **P7**18:04  
For sure.  
For sure.  
Yeah, I mean, I'm sure I would interact with them somewhat if we didn't do gaming night every Tuesday, but it would be a different thing.  
It might be less regular and yeah, playing the game, you're actually right. Playing the game gives you a forum in which to talk and have things to talk about.

 **Researcher** 18:26  
Mm hmm.

 **P7**18:26  
Even if you're talking about what you did during the week while playing the game, or you're just making stupid jokes or whatever, it may be the game is there to kind of trigger you or inspire you in those conversations.  
Right. So yeah.

 **Researcher** 18:36  
Yeah, yeah, yeah.

 **P7**18:36  
And that's a big yeah. That's a that's a big part of it for sure.

 **Researcher** 18:42  
Yeah, that that's pretty fun.  
I'm curious also.  
Do you have, for example, any family members?  
That you play with.

 **P7**18:56  
No, I my family is very, very small and my parents are not. Are not into this sort of thing. So I don't have any brothers or sisters or anything like that so.

 **Researcher** 18:56  
Their.  
Ah, I see. I see.

 **P7**19:06  
Yeah.

 **Researcher** 19:08  
OK.  
I'm also curious about the aspect of technology.  
Would you say you're the kind of person who was who has an interest in it, like in the new tech, one way or another?

 **P7**19:24  
OK. So I mean, I'm interested in technology, but I'm not good with it.  
I'm not a computer programmer type person.  
I can't.  
If it goes wrong, I can't fix it.  
So yeah, I mean, I was earlier.  
I've been an early adopter of things like DVD.  
I had the DVD player before anyone else pretty much.

 **P7**19:43  
But then other things. A guide to Kindle. I was one of the first people I knew to have a Kindle, so I had some technology grabs me. And I'm like, yeah, this is going to be my thing.  
Other things, yeah.  
I'm aware.  
I'm generally aware of what's what's out there and what's going on, though, yeah.

 **Researcher** 19:59  
So you you say you say that right now you pretty much keep your hand on the pulse of what's relevant.

 **P7**20:06  
I yeah.  
Reasonably, yeah, reasonably.

 **Researcher** 20:08  
Reasonably I've I've like I mean something that is.  
Not not the obscure stuff, but what the general zeitgeist.

 **P7**20:13  
Yeah, yeah, yeah, I wouldn't.  
I wouldn't say I was an expert, but yeah, I know.  
I know what's out there, I think.

 **Researcher** 20:22  
Yeah. OK. I see.  
If so, yeah, most of the time you play Mmos, but you also mention that every now and again you also like.  
Games like Divinity and Baldur's Gate, although they do have a very pretty good multiplayer element.

 **P7**20:40  
Yeah, in theory.

 **Researcher** 20:43  
Do you?  
Do you also play other?  
Do you remember any other single player games that might be notable that you've played for maybe some time or that you have some interesting stories about?

 **P7**20:54  
Sure. Probably. Oh, of course I forgot to mention that. Like everyone in the world, I went through a period of playing among us with my friends regularly.  
Which sorry, sorry single player games.  
I'm just refreshing my memory.  
So yeah, I mean, I've played a fair few single player games I.  
I'm just trying to remember ones I've enjoyed, so I enjoyed the life is strange series or most of the ones that I the ones I played I've generally enjoyed.

 **Researcher** 21:23  
Mm hmm.

 **P7**21:25  
Again, they're very kind of story focused kind of thing.  
I'm looking at what else I played in linmer.  
I used to play some years ago. I used to play kind of first person shooter games. I played a lot of the Far Cry type games.

 **Researcher** 21:43  
Hmm.

 **P7**21:43  
But I'll be honest, I found they made them more and more difficult and I got less and less interested in them.  
Disco elizium absolutely loved disco elizium again.

 **Researcher** 21:49  
Uh huh.

 **P7**21:53  
Another kind of role play type game, but very much a single player 1.

 **Researcher** 21:59  
Oh yeah, that's pretty pretty.

 **P7**22:00  
For side of Kings three, I think 2:00.  
Sorry, I played a lot of.

 **Researcher** 22:05  
Oh, that's a good one.

 **P7**22:05  
Yeah, those those are my main.  
Single player games that I think I played a significant amount of. If we want to go back far enough and there was a brief re release, I played a lot of Tony Hawk Pro skater games back in the olden days.  
So yeah, those are my.

 **Researcher** 22:24  
Yeah, I love those.

 **P7**22:27  
Those are my main things.

 **Researcher** 22:27  
Good.

 **P7**22:28  
I think.

 **Researcher** 22:31  
Yeah, it does. Yeah, it.  
Seems to me from the outside that you genuinely really like like either a story or a kind of a drama, not a drama, but like something that either generates a pretty good story or something that already has a nice story to experience.

 **P7**22:45  
Yeah.  
Yeah.  
Yeah, I would. I would say so.

 **Researcher** 22:56  
I'm curious.  
Do you like apart from?  
Apart from hanging out with friends and video games, do you have any other?  
Like consistent hobbies.

 **P7**23:10  
Yeah, sure.

 **Researcher** 23:10  
Stuff like reading or.

 **P7**23:12  
Sure.  
I'm a Baldur indoor climber.

 **Researcher** 23:18  
Oh yeah.

 **P7**23:18  
And I do that two or three times a week, four times a week, sometimes. At the moment when I'm not injured.  
Yeah, as I say, I do.  
I do still play tabletop role-playing games often virtually. Admittedly, these days and live action role-playing games, those are still definitely a thing.

 **Researcher** 23:34  
Mm hmm.

 **P7**23:39  
Yeah. Otherwise, no, it's. Yeah, walking the dog or just being social going to gigs I go.  
I used to go to a lot of gigs.  
I go to a few less now just for financial reasons, but I still in theory go to a lot.  
I suppose more than most people.

 **Researcher** 23:55  
Yeah, I see. I see.  
Would you genuinely call call yourself a more exawatt person or a bit more on the introverted side?

 **P7**24:05  
Definitely more introverted, like I like to be around people. I like to talk to people, but it gets exhausting.  
And then I want to come home for a week.  
So yeah, in that sense, in that sense, I'm more introverted, I think.

 **Researcher** 24:19  
Yeah. So you prefer a group that you've selected sort of?

 **P7**24:23  
Definitely, yeah. Yeah, yeah.

 **Researcher** 24:24  
They you're comfortable with.  
All right. Then, I would like to take a few steps back. 'cause, I forgot to to answer a question, but I think I think you you you like this one.

 **P7**24:32  
That's right.

 **Researcher** 24:37  
So with the with the games that you've been playing like with the recent Mmos that you've been playing, especially, do you remember any highlights in your experiences like something that was memorable for one reason or another?  
Maybe positive, maybe negative.  
Something like like something. Absolutely. He'll some absolutely hilarious exchange that happened kind of while while playing.

 **P7**25:03  
Sure, sure.  
So yeah, I mean a lot.  
Again, a lot of it comes down to the social, the social interaction more than the game itself.  
Is that something you're interested in, or do you interested in things specific to the game itself?

 **Researcher** 25:16  
Both actually.

 **P7**25:18  
So I think it's since we started playing out, as I say out my group MMO at the moment is Dungeons and Dragons online and it's a bit of a running theme that I'm always like off ahead of everyone else.  
A little bit like my character driving off ahead of everyone else because I've got less an attention span than everyone else probably, and consequently I'm always running into the traps, which isn't like so. So we find out there are tracks because I walk into them and come back.

 **Researcher** 25:34  
Mm hmm.

 **P7**25:46  
Like there's a trap round the corner, guys. And every week it happens and I never manage to learn not to do it.  
But you know, so that's yeah, those kind of things are entertaining.

 **Researcher** 25:56  
Mm hmm.

 **P7**25:58  
As I say, I recently restarted playing World Warcraft.  
And there's a new expansion out, so I've enjoyed that.  
But again, it's been a bit of a learning curve to remember how to play it.  
So I've spent a lot of time crashing my crashing my mount into mountains and things, especially since they changed the flying system last expansion.  
So yeah, that's that's been it's been entertaining and enjoyable to kind of get my skills back a little bit, but also a little bit frustrated a little bit confusing kind of desperately crap pressing buttons trying not to crash into things.  
For the first couple of hours.

 **Researcher** 26:36  
So you say it's kind of it, it it is entertaining to relearn things, but there is also like a a little aspect of a little aspect of annoyance to it, I suppose.

 **P7**26:45  
There there is. Yeah. I just.  
Yeah, when you've played a different game and you've got very used to it, you go back to something that you used to be good at and it just doesn't work quite the way you remember or it doesn't work the way you've got used to playing a different game.  
There. Yeah, it's a little bit like riding a bike. I've got back into it now, but yeah, there was certainly a little bit of comedy at the start.

 **Researcher** 27:08  
Oh.  
I see.  
But you'd say most of the memorable moments around your gaming it's it's more about just the memorable moment with friends. A game just happened to be like a playground where it happened.

 **P7**27:22  
Yeah, I think so.  
I think so, yeah.  
I mean, I part of that, I suppose I probably would have given a different answer if I just finished playing bowlers Gate 3 for the first time, for example, because that was in a very memorable game. There was a lot of great moments in it or something like.

 **Researcher** 27:38  
Mm hmm.

 **P7**27:41  
Life is strange.  
What was the good one?  
True colours, I absolutely adored true colours.  
And yeah, I found that.  
You know, it's very emotionally affecting game and it had some very beautiful moments in it, so I would probably have said those if those were the games I played in the last month or so.  
They just happen not to evade.

 **Researcher** 28:00  
That's that's also quite. Yeah, that's also useful.  
Yeah. So it's these things, OK.  
I'm curious for in the when you gather with friends.  
So apart from just being a very good apart from being a very convenient excuse to actually gather up and spend time together, do you feel like the games actually add something to the interactions?  
Just the medium of a video game.

 **P7**28:32  
Yeah. I mean, I think they do.  
Like by their nature there is an element of, even if it's a really simple game, there is a bit of problem solving or creativity to it right about how you approach a particular fight or a particular room or whatever.  
And that gives everyone an opportunity to contribute something sometimes.  
Dungeons and Dragons online specifically has quite a few puzzles in it.  
I'm terrible at puzzles, but some people have been a group of pretty good at them.  
So again, that gives them an opportunity to shine a little bit or to observe something that no one else has observed.

 **Researcher** 29:08  
Mm hmm.

 **P7**29:08  
So yeah, I think, yeah, absolutely. The game adds.  
Opportunities for us to, you know.

 **Researcher** 29:15  
Shine.

 **P7**29:16  
To yeah. And to remember that you know what our friends are? Not just our friends socially.  
They're also people we admire or respect or have skills that maybe we don't see every day, which is always nice, right?

 **Researcher** 29:28  
Yeah. Yeah. I think that's in general one of the that's also I think what divinity original sin was quite quite good at.

 **P7**29:37  
Yeah. So we we play Co-op the Co-op campaign of the original during the pandemic. Actually four of us remotely and we enjoyed it so much that we immediately started playing a second time.

 **Researcher** 29:46  
Mm hmm.

 **P7**29:52  
To be fair, we all had a lot of time on our hands during the pandemic, I suppose.  
But yeah, I thought, yeah, that was an extremely good game for being creative and doing different weird things.

 **Researcher** 29:56  
True, true.

 **P7**30:04  
And yeah, that's that's a lot of fun.  
And.

 **Researcher** 30:11  
Creativity sort of pops up every now every now and again.  
Are you an artistic or a person by yourself?

 **P7**30:21  
No, my, my, the extent of my artistic skills are that I can.  
I can come up with role-playing scenarios on a natural natural dungeon master. I suppose I can create characters and imagine things.

 **Researcher** 30:32  
Mm.

 **P7**30:34  
Now I don't have any physical creative skills, I would say, but I enjoy that.  
Yeah, I enjoy that creative outlet and I was on a World of Warcraft role-playing server for a while.  
Where you don't play the game, you just hang out and talk to strangers.  
In your characters your character right?  
So yeah, I yeah, I like that creative output is role-playing has always been my creative output.

 **Researcher** 30:54  
OK.

 **P7**30:58  
I don't have any other artistic skills than that, but that's fine. I think it's valid artistic skill in itself.

 **Researcher** 31:04  
Oh, entirely.  
Entirely so.  
OK, I see and.  
Is that, is that also something that you deal with?  
On the in the everyday situations, do you have for example a job or any other situations that kind of?  
Demand, I guess, creative, creative thinking skills.

 **P7**31:29  
So I I was strogan an accountant, which is a job that people think of as the opposite of creative.  
I actually found that I got a long way and did very well by being more creative. Because when you're in a profession where people are very feel very shackled by the rules and that attract the kind of people who like that, it doesn't tend to attract people with.  
A lot of artistic flair, if I'm totally honest.  
You can actually get a long way by and add a lot of value.  
By having a different approach to things and that that serves me very well, I did a history degree. Basically, no one else I knew who was an accountant had done anything other than maths or accountancy or economics.  
And that, you know, being a kind of a square peg in a round hole can actually be quite good sometimes.  
Frustrating at other times, but but you can make it work yourself, I think.

 **Researcher** 32:21  
No.  
But and it.  
And it sounds like it's. Yeah, it's it sounds like within these conditions, it's also kind of an opportunity to shine.

 **P7**32:33  
Yeah, I think you have to be.  
You have to be working with the right people and they have to appreciate what you've got to offer.  
But if they do, yeah, it can work very well, I think.  
Excuse me.

 **Researcher** 32:43  
Oh no, it is. No it is.

 **P7**32:47  
So yeah.

 **Researcher** 32:50  
Alright, that's that's good. Interesting.  
One second I have, in my infinite wisdom.  
Had had a little list of questions that it is that I had for the so that I would be wasting time and I accidentally closed it.  
If thinking about if thinking about the future, do you think that?  
What would you hope or what would you expect from games in the in the future? For example, in the next couple of years? Like what?  
Like if you would be for example, picking a game a couple years from now, what would you hope to? What would you wish to see more of or to see for the first time?

 **P7**33:34  
Sure.  
I mean, I I love to think that the success of Boulders Gate 3 means that every game in the future will be like that.  
It's you buy it once and there are no micro transactions loaded into it.  
It's full of, you know, rich and exciting content to, you know, that's interesting as well as just B sides, just the gameplay.  
But I appreciate the the capitalist reality isn't necessarily that right.

 **Researcher** 34:01  
Mm hmm.

 **P7**34:06  
And more and more games that I play now.  
Have some kind of micro transaction associated with them and I I suspect that unfortunately that that is more the future than than boulders guate 3 is but but I think.  
The fact that you can have a game that has been as huge as Boston Scratch 3.  
Has tells me that there will continue to be more games like that, even if they're only once every five years or something.  
I think there's something that's literally just come out that people have been raving about from a fairly.  
Independent studio as well.  
So yeah, I I think my hope is that there will be continue to be more role-playing type games.  
That the success of bowl game three will enable small games like Life is strange. To continue to prosper as well, right?  
The fact that role-playing games are kind of cool and fashionable or can be cool and fashionable.  
How is a good thing for me?  
And yeah, in general, I suspect like.  
The model for Mmos is pretty well established.  
I don't think they're going to change very much if I'm honest, and that's OK.  
I feel the niche that I feel, I think.  
But yeah, I don't know.  
I don't know if I foresee any any revolutionary changes, but I fear that changes might be things get more expensive and more loaded with micro transactions.  
But we can hope not, I guess.

 **Researcher** 35:36  
Yeah, that is something that's been weighing on us as a specter.

 **P7**35:41  
I gather I gather the switch two has come out with ridiculously expensive games.  
I don't have one, but my partner does, and apparently the games are going to be far more expensive than previously, which again is not.  
It's not a direction.  
Any of us want things to go in?  
But you know what I mean.

 **Researcher** 35:57  
Mm hmm.

 **P7**36:00  
I still pick up, to be honest.

 **Researcher** 36:00  
Yeah, yeah.

 **P7**36:01  
I'm I'm happy if a game's good. I'm happy to pick it up in the Steam sale a couple of years down the line and play it then right if it's if it's great and it's fair.  
Price on my at the time, but if it's if it's, you know there's always the opportunity to play it later, right?

 **Researcher** 36:19  
Yeah. Oh, yeah, that that's true.  
I actually wanted to ask you about.  
For example, buying habits, if you when you're picking or not necessarily buying, but when you're picking up or choosing a new game to play, how does that process?

 **P7**36:28  
Mm.

 **Researcher** 36:37  
Look like what?  
What generally do you keep an eye on?

 **P7**36:41  
So I think if it's something that.  
If it's something new.  
Then it will need to appeal to me a lot in order for me to take a chance on it.  
In general, if people I know have played it and recommended it like that helps a lot. If it's something new that people are buzzing about, then again that helps a little bit, although not a huge amount.

 **Researcher** 37:05  
Mm H.

 **P7**37:06  
Like if you know what I mean. I know people who will buzz about a game that is just not my type of game.  
And that's fine.  
I'm not going to buy it on that basis.  
Um.  
So yeah, I think I like. Obviously if something I so I got by with Gary when it was in like first week of Early access because so many many years ago because a friend of mine was really enthusiastic about it. And I looked at it and thought you.  
Know what this is exactly?  
The sort of game that I might like, so I picked it up at the time.  
It was reasonably priced and obviously that turned out to be a very good choice.  
So yeah, I think if something is exactly what I want and people are enthusiastic about it or it looks pretty or cool or interesting in some way.  
Then yeah, I'll have a go.  
But I don't buy that many new games, to be honest.

 **Researcher** 37:56  
Oh yeah, that's that's fair.  
So you kind of have it.  
It sounds like you have a pretty established game that you actually tend to. If you do pick a game, it sounds like you do invest actually like a healthy amount of time.

 **P7**38:08  
Yeah. Yeah, I yeah, I rarely buy.

 **Researcher** 38:09  
Healthy, hefty amount of time.

 **P7**38:12  
And the only reason I buy a game and then don't play it is I buy it.  
I play it for a few minutes and there's just something about. There's something about it. The controls on the mechanisms of it, that are just, I don't vibe with, and in general that's only going to happen when I'm buying a game that's in the steam sale, right and.  
It's it's some old game that I'm like, Oh yeah, I've heard about this.  
This might be all right.  
Drop a couple of quid on it and I don't really get on with that actually.

 **Researcher** 38:38  
Yeah. So it's honestly like like an ability to try out sort of.

 **P7**38:38  
Umm.  
Yeah, yeah, yeah.

 **Researcher** 38:46  
Generally, when?  
When playing or like when, when firing up a game, for example, what do you expect?

 **P7**38:53  
Yeah.

 **Researcher** 38:56  
What sort of emotions do you expect from the game?  
Maybe not on fully consciously, but like people, what? What generally do you experience or how to experience more?

 **P7**39:04  
No, sure.  
I mean, a lot of the time I'm playing a game for the that kind of.  
It depends.  
It depends what I'm doing, so I do a lot of kind of what I call daily playing.  
So I'll log into gension and do the things that needs doing that day and those things are quite fun in their own right, and it's nice to be there and to kind of keep things ticking over. And then I guess a certain reward mechanism right of you're getting.  
Your daily rewards and it's it feels good and it's nice.

 **Researcher** 39:43  
Yeah.

 **P7**39:43  
If I'm, I guess if I'm sitting down to play kind of more seriously.  
As it were.  
Then yeah, again, the main thing I'm looking for really is that there's that entertainment element, right?  
It's no different than sitting down and watching ATV show like it's my. I would say it's my equivalent of sitting down and watching ATV show, right?  
Which I something I very rarely do.  
I would rather sit down and play a game for a couple of hours and I'm going to experience a story I'm going to enjoy that I'm going to get some kind of dopamine hit from beating the bad guys or whatever.

 **Researcher** 40:05  
Mm.

 **P7**40:14  
That's the kind of, you know, that's the entertainment I'm looking for.  
Or I think, and very very occasionally. Obviously there will be a game that is exceptional in that it will, I guess, give me more of an emotional feeling.  
I'll be more invested in the story, but a lot of the time, especially with an MMO, right, you're playing to achieve the goals to do the little quests, to get the little rewards because it's fun, right?  
Because it's entertainment.

 **Researcher** 40:39  
Now.

 **P7**40:40  
It's not a great story.  
It's not.  
Some early might be a story to it, but it's not.  
That's not necessarily the primary focus, and it's not necessarily the kind of quality story that you're looking at in a more of a role-playing type game.

 **Researcher** 40:54  
So is it the like the? Would it be then reasonable to say that it's just?  
I guess it's the experience of existing in this very different world that is kind of that is kind of the the the valuable the attractive part.

 **P7**41:12  
That can be a part of it.  
Again, I think that's more a part for me that's more a part of it. If I'm in the zone with a good game like, you know, a good role-playing game, or yeah, if I'm playing wow. And I'm really at that day, I'm just really feeling it or.  
I'm exploring a new zone that's really nice looking then.  
Yeah, I think that that is a part of that is I think that I definitely get from a game. I think a lot of the time.  
What I get from it, as I say, it's just that little kind of comfortable.  
Dopamine here of playing something I enjoy making some progress with it feeling on, you know, getting along the track of a game that is interesting to me that maybe I can.  
You know, my friends are interesting too. Maybe.  
Yeah, I think.

 **Researcher** 41:59  
Yeah, so it's.

 **P7**42:01  
Some some games to me are like if you really watch a television show that you've watched before, you're not watching it to learn something new. You're watching it because it's comfortable of Millia and you know what's going to happen.  
But I still enjoyable. And you still maybe get those emotional beats from it, even though you know they're coming. And I think a lot of games that I play are certainly at the moment fall into that category of they're fairly familiar.

 **Researcher** 42:11  
Yeah, yeah.

 **P7**42:23  
And that familiarity is quite comfortable.

 **Researcher** 42:27  
I see.  
And there is also, as you mentioned, there is a, there is a bit of like you do do like you do kind of achieve a little bit of progress.  
You kind of move the pill a little bit.

 **P7**42:35  
Sure, sure.  
Sure, for sure.

 **Researcher** 42:41  
OK. And you and you also mentioned that for you that's the that's that's the equivalent of TV.  
So I presume you're not really watching.  
Series that all that often.

 **P7**42:50  
Very very rarely.  
And if, if I'm honest, like if I watch, if I'm going to put on something, just to have it on, I might play a game at the same time.  
Like if I'm going to watch something new, then fine, I'll sit down and watch it.  
But if I'm going to watch if I'm just going to watch like a comedy show, even if I have, it's something I haven't seen before. If it doesn't require a lot of focus to watch it, then I'll probably watch it while also playing a game.

 **Researcher** 43:05  
Mm hmm.

 **P7**43:17  
That's just who I am, yeah.  
I would not sit down and watch something for any prolonged period of time.  
Really. Very often, very rarely.

 **Researcher** 43:28  
It's you.  
You would prefer more of AI?  
Guess something more harmonious.  
Kind of U the ehemonic I guess experience.

 **P7**43:38  
I don't know, I think.  
I think it's games are very easy to focus on. A show has to be good in order for me to care enough about it to just sit and consume it, because I feel like I'm not just consuming a show for me, unless it's good quality, unless I'm really.  
Going to enjoy it, I don't.  
I don't want to do that kind of passive thing. I would rather be doing something that's more.  
A bit more stimulating.

 **Researcher** 44:05  
Mm hmm.

 **P7**44:05  
Even if that in itself isn't necessarily.  
High quality era.  
I'll smash through an area while I've played before to level a new character or something, and it's not any kind of groundbreaking entertainment, but I would rather do that than watch a show that isn't very good.

 **Researcher** 44:23  
So.  
So there is this games is kind of aspect of interactivity. The fact that you're the person doing it makes it.  
You mention it makes it kind of easier to focus on it a bit more.

 **P7**44:32  
Yeah, yeah.  
Yeah, for me it does, yeah.

 **Researcher** 44:38  
And is there?  
Is there also something else to to interactivity?  
Maybe there is like something that you actually genuinely find it more, do you?  
Do you find this aspect of interactivity brings more enjoyment?

 **P7**44:51  
Yeah, I do, I think.  
I try not.  
I think it's easy to be like if you're passively consuming a television that's bad, and if you're actively doing a game that's good because you're doing something.  
It's that I think that's a bit of a false a false thing.  
There's nothing wrong with enjoying a television show.  
I just happen to enjoy playing a game a little bit more.  
I find I get more immersed in it and more focused on it, and thus the time you know, I mean you're often entertainment is about enjoying yourself for a period of time.  
And I will enjoy myself for that two hours more by playing a game. Then I will by watching ATV show.

 **Researcher** 45:26  
No.

 **P7**45:31  
Because I will find, you know, I find myself getting more distracted from watching a show as I say. Unless it's something extremely good. In which case final I will happily sit there for hours pressing next episode until it's done.

 **Researcher** 45:41  
Yeah.  
Yeah. We, we will have moments like that.  
Do you?  
Do you notice yourself often falling into kind of a flow like state when you play?  
But it's like you get, you get very focused on the game and time, you kind of stop being aware of time.

 **P7**46:02  
Yeah, yeah, for sure.  
Again, I don't in recent the last year or so, I've not been playing for prolonged periods of time in that kind of way, but for sure I have done that and I'm sure I will again as well. Yeah, absolutely.

 **Researcher** 46:13  
Mm hmm.

 **P7**46:19  
And I think that can be a mark of a good game, but it can also just be a mark of being. Yeah, particularly in the mood and in the zone with the game you are playing.  
And I've done that with games.  
Yeah. Where?  
I wouldn't say they were necessarily the highest quality.  
The most exciting games in the world.  
They just, well, what I wanted at that moment. And as you say, you end up in the zone and suddenly it's five hours later or something.

 **Researcher** 46:45  
Yeah.  
Do you?  
Can you give me like some like what an example of what game? What game it could it it happened with?

 **P7**46:56  
Last time I stopped playing, I realized it was 2:00 in the morning was Baldur's Gate, I would think.  
Before that, prior to that.  
Yeah, I don't know.  
Again, the life life is strange.  
True colours was another good story game, but because it was divided up into chapters I was quite ruthless in like, no, I can't. I can't play more than one chapter a day.  
So you know what I mean.  
Because I'm part of. That was because I knew the game would finish too soon and I wouldn't get to enjoy it.  
As much if I didn't ration it out a little bit.  
Yeah, I there's a game.  
I think I'm going to have you be here in terms of games you haven't heard of. There's a there's a very, very small MMO called worm online.

 **Researcher** 47:41  
OK. Yeah.

 **P7**47:42  
Which IA partner of mine used to play years ago and I got into it because of her and I I it's a very grindy kind of game. You kind of build stuff.  
It's quite a what do I call them? Comfortable game.  
But it's very grindy and I got very into that at times where just repetitively doing the same thing to get my skills up.  
But in that context, again it's and it's a very chatty kind of social MMI.  
So I got very into that. And yeah, I I lost weekends to doing that. I think I've got 365 days in game time in that game, so.  
Like 365 real life days.

 **Researcher** 48:26  
Oh, OK.

 **P7**48:27  
Which is a fair bit for me because I'm not.  
I don't consider myself a heavy computer gamer at all.  
But yeah, I got very into that game.  
So yeah.

 **Researcher** 48:39  
OK, you meant you meant.

 **P7**48:41  
Sorry.

 **Researcher** 48:42  
No, no. Go on. Go on.

 **P7**48:44  
I was going to say it's not again the the experiences and it's not the highest quality game visually. There's a very little story to it, but it is a small community MMO I suppose, where everyone kind of knows each other.  
It's the game where I've made friends, who I've then become friends with outside of the game.  
And yeah, just there was something about it that just drew me in and kept me.  
Enjoying just grinding away at these skills.  
In.  
A yeah.  
For now I can't.  
I couldn't tell you what it was about it.  
That was so compelling, but it was, and still is.

 **Researcher** 49:23  
OK. And you mentioned that there was a sense of very kind of small even like maybe tight or like more friendly community to it.

 **P7**49:33  
Yeah, I think it averages sort of three or 400 players at a time at the moment, like online at one time.  
So it's, you know, pretty small for any kind of MMA, yeah.  
And there are people who have played it.  
I think I started about 15-16 years ago.  
I first played it and there are still quite a few people playing it.  
Now, who still played it then? Which in such a small communities?  
Noticeable, yeah.  
It has a very strong community ethic of helping new players.  
It's got an incredibly steep learning curve.  
So if someone comes into the game and wants to get involved.  
And doesn't seem like \* \*\*\*\* \*\*\*\* then people will.  
Kind of make a real effort to help them and I think that's nice.  
And it's very much a game that you can.  
I had a couple of years off playing it and I came back in said hi and immediately a bunch of people popped up who I knew and were like, hey, good to see you back.  
Yeah, great.  
You don't really get that flying World of Warcraft, right? With this 5 million people on at once and no one.

 **Researcher** 50:27  
Yeah.

 **P7**50:29  
No one likes each other.  
So yeah, it's that is very much a A community based game. I think that is kept alive by a \*\*\*\*\*\*\*\* faithful of of people who love it.

 **Researcher** 50:43  
Yeah. OK. That that that's interesting.  
I'll need to look a bit more into that.  
Sounds like a very nice experience.

 **P7**50:48  
It was.  
It was originally developed by two guys, one of whom was Marcus Peterson.  
He went on to do Minecraft.

 **Researcher** 50:54  
Minecraft, yeah.

 **P7**50:56  
Yeah, he played valheim valheim.  
He's basically a fancy version of worm alike.  
A huge amount of alien he's ripped off from worm to be honest.

 **Researcher** 51:03  
Aye.  
Oh, I didn't know that that.

 **P7**51:09  
I mean, it isn't, but it is like if you played worm immediately.  
I played valheim.  
I knew how everything worked because it worked.  
So to me it felt so similar.

 **Researcher** 51:19  
OK. Interesting.

 **P7**51:20  
But I mean they are very different games.  
Again, valheim's a lot higher production values.  
But they're very, very similar, I think.

 **Researcher** 51:29  
Yeah, I I just.  
I just really like the.  
The story of a little I guess community like a very small community based multiplayer game.

 **P7**51:39  
Yeah, yeah.

 **Researcher** 51:40  
I I just generally tend to like these moments when you encounter a community and there is a it's not big enough to become sort of faceless, which I think is what sometimes happens to World of Warcraft.

 **P7**51:49  
Yeah.

 **Researcher** 51:52  
That so many people.

 **P7**51:53  
Oh, for sure for sure.  
Yeah, I yeah, I like, as you say, I like that small, that small feeling that it has. Again, the guy, the other guy who founded it used to have an annual meet up for players in Finland or Sweden.  
Sweden, I think really they're like 20 or 30 people would turn out right, which is a substantial amount I guess, of the community of the player base.  
We hosted one in London, actually my partner and I invited people over.  
Like come over stair house, hang out.  
We only got half a dozen people, but it was still nice.  
Someone came from Denmark.

 **Researcher** 52:26  
Mm H.

 **P7**52:27  
It's right. OK, that's pretty wild.  
Yeah, it's a very small community kind of game and I think helped by the fact that it is this very kind of steep learning curve game where nothing really happens. You make your own entertainment pretty much.

 **Researcher** 52:42  
Mm hmm mm hmm.

 **P7**52:43  
It's not.  
It's not a game that appeals to everyone or aims to appeal to everyone, but if you like it, then you like it.

 **Researcher** 52:50  
Yeah, yeah. But I quite like that.  
I'm also curious, so you mentioned that your spouse, your or your partner got you in that game, and she also has a switch.

 **P7**53:06  
Different partners, but yes, 111 many years ago.

 **Researcher** 53:08  
Oh, OK.

 **P7**53:09  
One more recently, yes.

 **Researcher** 53:10  
Oh, OK, OK, OK, OK.  
But yeah, it so your current partner also plays.  
Do you play together?

 **P7**53:20  
Yeah, yeah, yeah. Sometimes we play.  
There's a game called for the King, which is a four player kind of little games. Her and a couple of her friends have played the original ones, so we playing for the King too.

 **Researcher** 53:28  
Oh yeah, yeah.

 **P7**53:35  
We meet up once a month or something. Whenever the other two people are available and we'll play an evening for the king.  
She's also very into something called split Fiction, which apparently I'm going to start playing soon.  
Which is a two player like Split Screen Co-op game. But I think all the puzzles are built around.  
You have to like work together to do different halves of puzzles as you go along and stuff. So that sounds like it will be fun.  
Yeah, she's playing Bowlders game three at the moment, actually.

 **Researcher** 54:06  
Mm hmm.

 **P7**54:08  
So yeah, she's not again.

 **Researcher** 54:08  
So.

 **P7**54:09  
She's not a big computer gamer, but less than me.  
But she enjoys it occasionally.

 **Researcher** 54:14  
And and you do play every now and again. Like if if a nice game like if a nice more call up or multiplayer game comes up then.

 **P7**54:17  
Yeah.  
Yeah, for sure for sure.

 **Researcher** 54:24  
Then you would play.  
OK, OK.  
All right.  
That's very cute.  
So to kind of start wrapping it up.  
What would you say is like?  
What role does the gaming habit, as small as it is kind of play in your like everyday routine?

 **P7**54:51  
So I because I, as I say I had for a long while, a job where I was at home and I did very little work and currently I'm not working having being able to create little routine points is quite important for me because my life was very UN.

 **P7**55:09  
Even when I was working, it was very unstructured.  
So.  
The fact that there is, you know, Tuesday night MMO night, but each day, you know, I want to do my little bits of dailies in the whatever games I'm interested in that day.  
So generally I'll do that in the morning when I wake up, wake up, have a breakfast, do that, then go climbing or go to the shops or do whatever I need to do.  
So that's part is very much at the moment and has been for a while.  
I want part of my morning routine really of get up, play a bit of a game.  
Then go out into the world.  
And do things.  
And yeah, that that it does give me a it does give me a structure in that sense.

 **Researcher** 55:52  
No.

 **P7**55:53  
But yeah, I mean primarily it's it's entertainment, right?  
It's a fun way to start the day, and it's also fun if I'm honest, right?

 **Researcher** 55:58  
Mm hmm.

 **P7**56:00  
It's fun to roll out a bit at 9:30 when all my friends are at work and log on to and play that one hour or whatever I'm going to day and I, you know, message a few people.  
You know, sucks to be you're at work and I'm not.  
So.  
Maybe don't quite phrase it like that every day.  
But you know what I mean.  
It's. I like the fact that I can do something I enjoy when I want to do it and I think in a way playing during the day rather than playing in the evening when it's kind of the permitted time to play, everyone plays in the evening being able.

 **Researcher** 56:33  
Yeah, yeah.

 **P7**56:35  
To play during the day is quite a little bit something a little bit transgressive about that, which is quite fun.  
But yeah, so that tends to be my routine. Actually is I play more in the mornings and maybe a little bit in the evening if I've still got stuff leftover to do.  
If I've got spare time, but generally I play in the mornings and I quite like that as a kind of a start to the day.

 **Researcher** 56:57  
Yeah. So it's it's a, it's also just a very pleasant way to feel to fill your time.

 **P7**57:04  
Absolutely. And that is that's not.  
Yeah, that.  
And that's an important consideration for me.  
I've got a lot of time to fill, and again a lot of time when other people are at work right.  
So I'm going to be on my own.  
Whatever I do, I'm going to do it on my own.  
Saturn Gaming is a good thing for that, especially in this country.  
We're going out.  
You know, it's nice to go out on a date and it nice, but most days it's raining, so I'd rather stay in and play a game a few hours.  
Rather than rather than.

 **Researcher** 57:31  
That makes sense.

 **P7**57:33  
Assume I'm going to go out every day.  
So, yeah. Yeah, it's, yeah, it's it's a pleasant form of entertainment, I think.

 **Researcher** 57:42  
No, I didn't.  
I actually completely forgot that.  
Well, the outside weather also sort of plays a role in that as well.

 **P7**57:49  
It does a little bit and especially.  
Like in this country particularly is hard to say next. Next Wednesday I'm going to go out.  
You might get to next Wednesday and the weather is awful and there's nothing to stop me because I've got infinite free time.  
There's nothing to stop me then saying? Well, I'll wait until the weather's nice, so I tend to be very spontaneous.  
In what I do because of that, I think going out, if I'm going to go out into the outside world, it tends to be very spontaneous.  
So again, creating that structure of well in the morning.  
I go game in lunchtime.  
I go climbing and then.  
In the evenings, whatever I might socialise with people more.  
Or whatever that gives me that structure that then on the days when it is nice, I can just abandon that and go out for the day.

 **Researcher** 58:37  
And also I imagine it it gives you a bit of flexibility because if you for example wanted to meet up with a bunch of friends and then started raining, then there is a possibility of like might might as well fire up. You know, for example D&D.  
Online.

 **P7**58:51  
So there's certainly an element of, I think where that comes into play more over the last few years as more of my friends have had children, it's become harder and harder for them to say yes.  
Next week we will definitely come and play board games all day, right?  
That's that's dead right.  
But even just meeting up in the evenings, there's more often.  
There'll be something that will stop someone coming.  
Whereas if you're going to play.  
A Co-op game.  
More MMO online, even if their kids have been little \*\*\*\*\*, they can still get on and play, right?  
You know what I mean?  
Even if I couldn't leave the house because one of them's sick or one of them's over the tantrum or whatever it might be like, it's very easy for them to still plan online game.

 **P7**59:36  
It'll be very hard for them to come and meet up and play a board game.  
So that that is that has become much more a part of our lives.  
I would say since people have kids rather than anything else because it's just made it a lot easier to still have that game.  
Being part of our life and gaining part of our friendship.  
As opposed to them just having to cancel every now and then or just not being able to do it because the kids have got to be in bed at the time that people can play games, right?

 **Researcher** 1:00:06  
Yeah, yeah, yeah, that's true. That's true.  
Yeah. And it's it's a, it's a very useful I, I guess it'll you just said it like in in that quote it it allows you to still maintain a gaming part of of that life.

 **P7**1:00:21  
Yeah. Yeah. And I think I'm in the pandemic.  
Start the pandemic came along in a way at the same time.  
That a lot of my friends, children and both things created the same problem, which is that you can't physically meet up because your kids have got to be in bed and you can't have a bunch of people trying about in the next room necessarily. The parents can't leave.

 **Researcher** 1:00:35  
Mm hmm.

 **P7**1:00:42  
To go somewhere else.  
So things moving online, you know, playing games and then chatting on discord or playing role-playing games virtually whatever it may be.  
A lot of those things were popularized during the pandemic, but they also, for my social group, have continued beyond the pandemic because of people having kids. And in a few cases, because of people moving out of the area as well, like people have become a little bit more.  
Dispersed and again we've still managed to keep up playing the game each week because it's virtual, right? So.

 **Researcher** 1:01:13  
Yeah. Yeah, it gives you this.  
Yeah, this ability.

 **P7**1:01:18  
Very convenient.

 **Researcher** 1:01:18  
Just ability to, yeah, convenience. Right convenience. All right. All right then.  
Thank you.  
That answers pretty much all my questions I have.

 **P7**1:01:27  
Thanks.  
Cool, cool.

 **Researcher** 1:01:30  
I have one last one, but it's not not like a big discussion question.

 **P7**1:01:34  
OK.

 **Researcher** 1:01:35  
Do do you think any of the people in your friend group would also be interested in sharing their perspective in a similar way?

 **P7**1:01:42  
If you're looking for paper, I can certainly ask people.  
Yeah, yeah, sure.

 **Researcher** 1:01:46  
No.  
Yep, that'll. That'll be lovely. I'm looking for a couple more participants for an interview. Much like this one.

 **P7**1:01:47  
Yeah, I can do that.  
Yeah. OK.  
I will throw out a request.  
I can't promise you anything, but I'll try out there.  
What are you?

 **Researcher** 1:01:57  
That's OK.

 **P7**1:01:58  
Are you specifically looking for people of a certain age?

 **Researcher** 1:02:03  
My yes, my requirement is people who play who have a habit of playing.  
Not necessarily playing a lot, but I guess playing consistently and who are in about late 40s and above.

 **P7**1:02:10  
Sure.  
Yeah. Thank you. Yeah, I can.

 **Researcher** 1:02:18  
That that, that's the age group I'm looking for, yeah.

 **P7**1:02:21  
I can see what I can do for sure.

 **Researcher** 1:02:23  
Yep, fantastic.  
Then I guess a couple of days from now I'll just like shoot you an e-mail and ask you how that went.

 **P7**1:02:25  
Hello.  
Yeah, cool.

 **Researcher** 1:02:30  
Oh, that's very much appreciated.

 **P7**1:02:30  
No problem, all right.

 **Researcher** 1:02:31  
Thank you very much.  
All right.  
Thank you for your time.

 **P7**1:02:34  
Thank you. Thank you.  
I'm not looking at it.

 **Researcher** stopped transcription (7th interview Transcript, Pos. 1-337)