**Transcript**

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 **Participant**0:22  
I used it with my daughter.  
Here it is right here we go.  
Sorry, we had a meeting.  
I had a meeting connected to a different system and I didn't plug the.  
Camera back in. So let me just plug that in.

 **Interviewer**0:39  
Is at all. No worries.

 **Participant**0:40  
It plug in there just fine.  
What means later anyway?  
So it's good. Tell it working right. Is that coming up?  
Camera.  
Let's just check.  
Our check devices when I'm in the call ready. Let's have a look.  
Switch device. There we go.  
Ah.

 **Interviewer**1:27  
All right.

 **P8**:28  
Your lips.

 **Interviewer**1:28  
It's all working.  
All right.  
Well, pleasure meeting you.

 **P8**:36  
Yeah, you too. You too.

 **Interviewer**1:40  
Quickly to start off with, I'm sure you've already saw the data policy in the in the sign up to here.  
Do you have any additional questions towards it?

 **P8**:52  
No, I'm, I'm comfortable.

 **Interviewer**1:53  
Say everything is clear. OK, fantastic.  
Then.  
We can begin. Alright. So to start off I'm curious.  
What games have you been playing recently?

 **Participant**2:10  
Recently.  
We I just finished playing with friends.  
We played a game called Grounded, which is kind of a survival game.  
Where you kind of shrunk down, you play a group of kids and you're shrunk down and you're putting a garden and you have to kind of, you know, yeah. Yeah, it's it's it's we quite like survival games.

 **Interviewer**2:28  
Oh yeah, I know it.

 **Participant**2:32  
We quite like suvival games

Me and my friends play a bunch of those because they're fairly relaxed and there's stuff going on and you can kind of take your own pace.  
So we just finished that.  
That took a couple of years.  
Hang. I'm gonna shut the door.  
And then we've just switched to playing like Orcs must Die.  
There's a new orcs must die game now, which is quite good because a bit more pick up and put down.

 **Participant**2:53  
You can just play it for a couple of hours and then you know there's no big story. You can just kind of progress.  
And I think I'm also playing a single player game, these Indiana Jones game, that came out a few months back that seems to be well reviewed.  
So I've been sort of slowly.  
Progressing on that one.

 **Interviewer**3:12  
I didn't hear about Indiana Jones one.

 **Participant**3:15  
Yeah, the no.  
The film was the doll of Destiny was really well reviewed and it came out on game pass for free, right?  
So it's like, well, I'll try that and it's what's really cool is the opening scene.  
They they match the original movie like see like shot for shot, the exact dialogue, the exact camera angles.

 **Interviewer**3:33  
Mm hmm.

 **Participant**3:34  
That kind of recreates the opening scene from raise the lost art.  
So really nice graphics engine looks really good and it really captures that kind of steam. You know, that kind of steampunk kind of feel?  
Adventure. Good, good.

 **Interviewer**3:46  
Yeah, yeah.  
OK, OK.  
Pardon. It's early in the morning.  
Well, it's not really early in the morning, but for me, for me it is.

 **Participant**3:55  
No, no, no, wait 40.  
I get it, I get it.

 **Interviewer**4:00  
OK.  
That's interesting.  
Would you say you play more often multiplayer then, or do you? Or is it kind of evenly Bal?

 **Participant**4:06  
Yeah, yeah, I would. It's interesting.  
I was thinking sort of.  
There's a friend of mine that did the interview with you as well and sent me the link and I was thinking about myself playing of games and yeah generally like from.  
If I'm playing, I guess there's a mixture. I really like single player kind of grand adventure kind of story is really immersive games that you can get into the story a bit like a movie or something, right?  
You can really enjoy the craft of gaming, right?  
Someone's telling a story.  
And you're part of it.  
And that's kind of great. But equally, I guess since COVID particularly kind of gaming the social side, not so much from members of the public, right?  
And I wonder if this is a trend with older people generally.  
But I play.  
Yeah, a bunch with friends that I see in my daily life as well, but not as often.  
So yeah, we meet up online.  
You said what we play most recently.  
I play among us, like every weekend for an hour or so with friends, and we've done that for like 4 years, which is obviously like super casual.

 **Participant**5:14  
Is the social side of gaming is through like among us.  
So yeah, I'd say it's kind of probably 60% online with friends and 40% just a fair mix of like single player stuff that I'm doing on my own.

 **Interviewer**5:28  
OK, I see. I see.  
But yeah, so there is also a hefty bunch effectively of both.

 **Participant**5:35  
Yeah. And I've got kids as well who are quite young. So there's that whole area and maybe we'll talk about that.  
I don't know but like getting them into gaming and you know, I might do stuff with them as well.  
So that's not with friends, not online so much, but you know, as a family that kind of thing.

 **Interviewer**5:51  
Oh yeah, no, that that is actually that is actually interesting to me because.  
Previously in interviews I've encountered the situations where children get parents into the gaming.  
It sounds like in your case it's the other way around.

 **Participant**6:04  
Yeah, yeah, absolutely.  
I mean, I've been into gaming, so I'm 51 now.  
So I've got my.  
I mean, I've been into technology.  
I work in technology now, so I've you know I have an interest in technology generally.

 **Interviewer**6:20  
Mm H.

 **Participant**6:21  
But I was definitely into computers quite early on, so about 1982 I guess, which is really at the start of the home computer in the UK.  
Really. I mean, I'd say affordable.  
Wasn't that affordable back then?  
And then I got a spectrum.  
So I've been gaming and I'm not a \*\*\*\*\*\*\*\* gamer. I don't really like the label gamer.

 **Participant**6:42  
Negative connotations. And you know I don't gain like, all the time I'm not.  
I don't game every day.  
It's always been a background hobby that I've enjoyed doing, and so I guess from particularly my son, you know, it was a natural thing.  
I already had a gaming PC in the living room before he was born, right?  
And so he just grew up with that.  
So he's kind of lucky that whereas a lot of parents they.  
You know they have to buy an Xbox or buy a Nintendo Switch for their kids, and the games are really expensive. You know, he's already had all of that provided basically for free.

 **Interviewer**7:14  
Mm hmm.

 **Participant**7:14  
Bought the odd game, so yeah, he's I've introduced him to like games. I thought he'd enjoy and, you know, single player stuff and multiplayer stuff that we do together.  
So yeah, he does pretty well out of that I think.

 **Interviewer**7:28  
Yeah. OK. That sounds sounds good.  
How old, at least approximately, is your kid?

 **Participant**7:34  
He he's 10 and my daughter is 8.  
And he's been gaming more than her.  
Like they both and actually at the moment they both really enjoy gaming.  
In fact, we've got one PC and they don't fire it, but they're like it's a bit. I might have to pick up a steam deck or something like a refurbished steam deck, just because they both want to play.

 **Interviewer**7:52  
Mm hmm.

 **Participant**7:53  
And it's kind of difficult to manage the time. So he's played for a good while.

 **Interviewer**7:56  
Yeah.

 **Participant**7:58  
Yeah, he did.  
I sort of laughed with him.  
I'll show him when he's older, but he played Horizon 0 dawn.  
Was the first kind of single player game he played and he did really well at it and I did a Reddit post for him about him doing it and he still thinks this day he's the youngest person that ever got this certain achievement kind of in the game.  
He's not, but he thinks he so.  
He's kind of cute.  
He really.  
Yeah. So he's and now he plays a bit more online, although I'd say I'm a bit more of a not a controlling parent, but because I know more about games and technology and stuff, I'd probably manage his online activity more.

 **Interviewer**8:22  
That's cute.

 **Participant**8:33  
So then some parents might, right?  
So it's pros and cons for him I guess.

 **Interviewer**8:38  
Oh no, I actually, I'm actually curious about that because that's also like I suppose that's one more layer to it because since.

 **Participant**8:47  
Hmm.

 **Interviewer**8:48  
Since you already share gaming as like an additional layer of experience with your children, I'm actually curious on your perspective as a as a parent.  
Because this is important.  
This cyberspace, it's it's an yeah. Like you. You you consider it important enough to kind of exert a bit of control over it.

 **Participant**9:02  
Yeah.  
Yeah, absolutely.  
I mean, look, I work in cyber security, so I've got a fair, I would say, understanding of the threats and the risks and also, you know, children are developing, you know, we see enough challenges prepare with adults getting addicted to smartphones or or that kind of thing. So.

 **Interviewer**9:27  
Mm hmm.

 **Participant**9:28  
And let alone children.  
And I think we've really seen and if I'm sure you were gaining yourself right, we've seen over the last decade.  
The move away from kind of.  
I don't know whether it's trip, play or indie games where you buy the experience.  
Enjoy the game to more games as a service, right where they'll offer great free game. But you know, with monetization you know, and that can be that can be fine.

 **Participant**9:51  
There are plenty of games that I'd say things like Fortnite do an OK job of that where you don't need to spend money on it right up to kind of play to win, and the loot box controversies that you know, the UK Government has consulted right on is.  
Loot box gambling and should it be allowed and similar to social media, right? If you apply soci.  
Disciplines to gaming you can you can create that dopamine hit right that feedback loop, that kind of hacks the human dopamine loop there.

 **Interviewer**10:21  
Yeah, yeah.

 **P8**0:22  
But really, get them into it and that has to be managed as much with adults to children. But obviously I have a responsibility for my children.  
So what?  
I'd say I guess.  
Is it applies to gaming?  
There's a number of threats or risks there around predatory.  
Tactics to get them engaged to an unhealthy level.  
Up to an inappropriate content. You know I'm playing Call of Duty.  
There's a bunch of things around that.  
So, you know, I've always had the PC in the living room for now, so gaming is a even if they're playing a single player game, it's kind of in there, in the family living room. So they're not off in their room doing stuff.  
I managed their time, not like strictly like you've got exactly amount of time, but they don't go off and play iPad in the corner, right?  
They're gaming.  
There's gaming time, right?  
And they can do iPad.  
Or they can do PC.  
So we manage that and I guess you know, he's my son's. Probably would like to play Fortnite with not done that with him yet, partly because I want him to play a variety of games, right?  
I see kids that just play Fortnite all the time, which is cool. But like to me gaming is so many.  
There's so much available now for and I've got a library of them. Games like hundreds of games, right? And game pass and the stuff I want him to play. Different things.  
Yeah, he's quite into real time strategy games and.  
Other stuff that like to me.  
He, like he's come along at a great time.  
There's so much stuff out there.  
I don't really want him just getting hooked on one game, right, whether it's Fortnite or anything else.  
So, so yeah, we do manage that.  
I do lockdown stuff.  
You know, we use steam.  
Steam's great for like you know, I can whitelist the games that you can see, and even though he's doing it on the family computer, but that's great at letting you manage what what they have access to.  
Obviously, when he gets older.  
He's going to be gaining more without me there, but yeah, so he'd love to play some slightly big, more rated games, you know?  
But he does. He does.  
He does OK, he does.  
He does pretty well, so I don't think he would complain. So he's playing enshrouded at the moment, which is kind of a survival game.

 **Interviewer**12:26  
Oh yeah, I had.  
I had about that one.

 **P8**2:28  
Yeah, well, so we played a few years ago.  
We played as a family Valheim, which we all really loved, which is another kinds of Viking survival game.  
It's still in early access, but it's an excellent game and we all played that well. Me, him and my wife, and we all enjoyed it.

 **Interviewer**12:37  
Yeah.

 **P8**2:43  
It was a few years ago.  
We kind of played it out and enshrouded. He's now playing with a friend of his, and it's similar, right?  
They can do it their own.  
And what I really like about it is they can kind of choose their own.  
Like there's not.  
You know they can do it at their own pace.  
They can.  
They can choose their objectives and their goals.  
Right. What do we want to do next?  
To think is great for social skills. Thinking things out in problem solving and just kind of how you take these goals and break it down into things you want to do.  
Which is, you know, part of what makes those sort of games.

 **Interviewer**13:13  
Yeah. So it's a, it's an, you would say this is to you between you and your son. It's also like it's also a platform to actually kind of challenge and like to to like a bit of I guess education.

 **P8**3:28  
Yeah, yeah, yeah!!  
In fact, it's funny you say that because we he got quite into real time strategy games.  
He still is right, but there's a variety.  
And so I introduced him to age of empire four. I think again it was on game Pass.  
As a way to him to, you know, to get, it's quite a nice, you know, it's quite brutal at times, but it's not graphic really. And it has these campaign modes and one of them was about.  
It was set around 1066 and the invasion of Normandy, you know, and and that kind of thing.

 **P8**4:01  
And we were going on holiday to York, right?  
And he played this mission like the day before we went, which was Williams troops kind of marching up to York and laying siege.  
And you did this in the game, and then we went to York, like, within a couple of days and we got to, like, see some of the stuff and talk about it.  
So you know, he's got quite a good interest in history.  
Greek Roman, you know, British history. And so I think obviously not all games, right.  
But I think some games do sort of bring that out, and even when they don't, they're strategy games and other things like that I think are good for.  
Beyond just like getting you good hand eye coordination, right?  
Which people always say, but there is a bit more to it than that as well.  
So yeah, that was probably the best example. When we went to York the day after he played his York campaign.

 **Interviewer**14:45  
Yeah.  
I mean.  
I I remember there was a similar thing in. I played medieval Total War 2 back in the day and the tutorial area also takes place around that and I'm definitely although for me I think Assassin's Creed two played that role.

 **P8**5:00  
Yeah.

 **Interviewer**15:07  
Is this sparking this incredible interest in history because it was Venice, Renaissance Italy? Beautiful stuff.

 **P8**5:15  
Yeah, you sort of soak it in, don't you?  
And you see the beauty of it and the culture, and I mean it's not the primary reason to do it, but I think it does give you some appreciation and different games to different degrees, sure. But yeah, no, I think that's.  
I think it's.  
I think that's good.  
That's why I want him to play a variety of games, right?  
Not to be.

 **Interviewer**15:32  
No.

 **P8**5:33  
Not I don't like this. This is one of the things I don't like about the game the Gamer label.  
There's people end up gate keeping what gaming means, right?  
Is it casual gaming?  
I have to this certain type of game and it's like, you know what?  
There's infant variety now and so many indie games and other stuff that just go and play and enjoy it, and and then you'll work out what you enjoy, but you can enjoy all of it, right?  
That's that's, you know, just as much, like bejeweled or something on the iPhone as you can. And some huge, you know, via we have VR as well.  
So you know, there's different gaming experiences, right?  
So it's all good stuff.

 **Interviewer**16:04  
Yeah, I'm also curious.  
You mentioned that your daughter, though she is a bit younger, she also plays.

 **P8**6:11  
Yeah.

 **Interviewer**16:12  
Does does her experience differ or does she kind of do you also kind of also encourage a bit of diversity?  
Do you also see this like aspected?

 **P8**6:21  
Yeah, I think.  
I think it's a bit different with her. So for her I don't want to say they drop into gender roles, but my my Som would basically play video games as much as he could where she would probably do other stuff and watch stuff and do other stuff. So.  
She does enjoy certain games, but for her, like if they involve Dragons or some of those Dragons, what she's into the moment, she's very much someone who like, I really like this at the moment. And so anything to do with that, she'll really be into. She's not as.  
Open to just if I recommend to my son, I'll play this game.  
I think I really like it.  
He'll try it where she's a bit less likely to do that, and her hand eye coordination is not as good as his, but he's not a criticism of her right.  
It's just that's just the way she is.  
So whereas he can pick up a controller and kind of play any game and he's 10, right?  
So he's older.  
He can play a game to a reasonable level now.  
He's not beating me yet.  
We're not quite there yet, so he plays well.  
She struggles a little bit more, so she's playing like there's a how to train your dragon like story game.  
And she's completed that a couple of times and she's playing it like a third time, whereas my son would probably, if he finished it first time, he'd then want to move on to something new, right?  
So they're a little bit different in their style.  
Again, it's not right or wrong.  
I would play stuff with her.  
There's less.  
You know, local Co-op games.  
Unfortunately, it's one of those genres that's there's a lot less now than there used to be, like local. So there are some games that we play together, but there aren't as many options.

 **Interviewer**17:41  
Mm hmm.

 **P8**7:47  
For that.  
So again, if we picked up another PC, we'd probably have some more, you know, multiplayer.

 **Interviewer**17:53  
Yeah.

 **P8**7:53  
So they're a bit.  
So they're a bit different in what they, what they look for, but they both kind of want to play on the PC.

 **Interviewer**18:01  
It's interesting how how they show these different different styles. I'm sure like as a parent this this is like an interesting window.  
Like an interesting I guess.

 **P8**8:12  
Yeah, I mean, you know, they're at an age now where they're clearly very different kind of people in terms of their, you know, in terms of everything.

 **Interviewer**18:13  
Perspective on the children.

 **P8**8:20  
So I guess it doesn't. It's not.  
It's not unexpected that she would be.  
She would have different interests and different things around games, but you know I she enjoys it. I think for her gaming is because we've introduced into it.  
It's always been there.  
They enjoy it.  
Gaming is fun, but I think for my for my son he would class it more as a hobby, right?  
An interest that he has.  
Which again is not unusual nowadays for boys age.  
So yeah, so he gets there's certain things that probably boys his age will have played, like Fortnite, that he doesn't.  
But he gets a lot more other stuff as well, right?  
So again, I think he's he's got a good mix.

 **Interviewer**19:00  
Yeah. Yeah. OK, let's that's quite interesting.  
I think that's the first time I'm actually getting like a detailed perspective on somebody who, who, whose kids are actually in this early age and you get to get to share this because I because I probably would encounter the similar thing later in my life.  
So it was just interesting for me to hear.

 **P8**9:20  
Yeah, I think.  
I think where I think we're the end of the period, I'm sure there are still people that consider video games to be kind of childish or weird, but I think there's now my age and lower will have grown up in an age of video games.  
So sure, there are some people that think it's childish, but I think that's pretty small now.  
I think people recognize, you know, if they want to be informed that the game industry is huge and you can now tell amazing stories with games, right?  
Yeah. At the end of the day, if you're, if you're willing to sit there and watch reality TV shows, right?  
Well, that isn't better for an entertainment standpoint than playing a story game. You know, the Last of Us or something, which is an award-winning story and you know intended, you know, a good show, you know.

 **Interviewer**20:00  
Yeah.

 **Participant**20:03  
So I think we're at that point where people should recognize that it's a legitimate entertainment industry.  
And actually, there's a lot of benefit and I'd rather he was playing a game and just staring at a screen, you know, watching it, you know, rather he was participating in it.  
Feeling some emotional connection or whatever it is.  
So I think hopefully we're at that time where it's just accepted now that you know.  
It's just something people do.

 **Interviewer**20:27  
Cool. I'm curious, since you've been an early adopter and you've been playing games.  
For quite a while, you probably have pretty lengthy perspective on on how games evolved and changed.  
And the specific thing that I'm curious about is, have you felt like this sort of stigma around games that it's being?  
I don't childish or frivolous.  
And did it affect you in any way?

 **Participant**20:56  
You mean people like judging me for gaming or something like that?

 **Interviewer**20:58  
Yeah, like throughout your experience.

 **Participant**21:01  
Yeah, I would say no, not really.  
Obviously when I got into it, I was a kid.  
That was fine.  
And then I went to university and the kind of people I'm going to mix with. You know, I was in a science fiction and gaming society.  
There were other people, right like minded.

 **Interviewer**21:13  
They're already there.

 **Participant**21:15  
Yeah, this was a heyday as well.  
There was.  
There were, you know, PC gaming. Gaming generally was pretty still pretty common then.  
I mean, it was Nintendo and and Sega and other stuff like that, you know, it was plenty popular. And I guess as I got older.  
I mean, the people I would game with would be friends. I wouldn't be.  
I mean, I probably wouldn't be sending a particular chat about it to people at work, but not 'cause. I was ashamed of it.  
And then you get to a certain age where you don't really care what people think. I had someone, a friend of mine's.  
She's a single mother and she's my son's best friend, right?  
Her her son is my son's best friend and her her husband.  
She's separated from him.  
I think he thinks games are kind of childish.  
But I don't really.  
You know I don't.  
You know, it doesn't bother me.  
Like I'm over 50 now.  
Like, I'm comfortable that if it's an interest I have, I don't need other people's approval.  
So I'm probably past that event horizon of caring like I'm comfortable that it's a perfectly legitimate thing to want to do.  
And so I don't really, it's not going to bother me.  
I guess it was in my 20s or 30s.  
Maybe I would have.  
But no, no, I never really had that. If I'm honest people say no, that's childish.  
I mean, I don't know whose approval I would have been seeking, right? My wife.  
I guess would be the obvious one.  
And she games as well.  
Like, not as much as I do.  
She's got broader hobbies than I've got, like my hobbies are. A lot of my technology related, like I run AI do home labbing and movies and other stuff like that.

 **Interviewer**22:36  
Mm hmm.

 **Participant**22:39  
She's got broader hobbies around cooking and and various things that she enjoys doing, but she does like gaming.  
She just runs hot and cold with it.  
She'll do a patron. She's doing a lot of it, and then she'll do a long patron.  
She's not, so she never judged me for gaming, right?  
But she knew me ahead of that.  
So yeah, no, it's not really been an issue for me.  
I'm sure for some people it is.  
It seems like less of a thing now.  
I can't really imagine my son being chastised for enjoying gaming when he's 20.  
Like surely by?

 **Interviewer**23:10  
Yeah, that would be unless something. Something changes really quickly.

 **Participant**23:14  
I mean, it's going to be.  
It's going to be like thinking someone's childish because they enjoy movies, right or something.  
It's just going to be ridiculous to to have that new, you know, increasing it's going to be a very fringe view to think that that's a weird thing. Bill. I think in role-playing causes, you know, you know you to something like that right. There might be someone.

 **Interviewer**23:20  
Yeah.  
To become.

 **Participant**23:35  
With that view, but I think it'll be pretty fringe, so.

 **Interviewer**23:38  
Yeah, true, true.  
But yeah, it's it sounds like gaming in general.  
It's a. It's like it's a big thing for you, and by extension, it's also something that you share with your, with your children. And I suppose with your spouse as well.

 **Participant**23:52  
Yeah, yeah, yeah, we do.  
Yes, it's a big thing.  
It's probably something I've just taken for granted.  
It's been ever present, so again, I'll I'll I'll go days when I don't game or weeks when I'm game, but yeah, it's ever present.  
It's certainly one of the things I enjoy doing and yeah, enjoying my kids, me and my wife do do stuff with it.  
We work.  
We've got a Baldur's Gate 3 campaign that we've sort of restarted, and we haven't like, we haven't progressed it.  
You know, we moved house like last year and we never got back into it yet.  
But that's on that list to do.  
So yeah, we do stuff together.  
So yeah, it's definitely a thing that we enjoy sort of doing together.  
I would say.

 **Interviewer**24:31  
OK.  
All right, so.  
I'm curious if.  
What he also said that you play multiplayer, do you have a consistent for example group of friends that you play multiplayer or do you?

 **Participant**24:46  
Yeah, various groups.  
So I've got from university still.  
So people I've known for 30 years now, many or most of which a lot of them game right.  
And So what we tend to do is we form sort of a temporary little groups who meet regularly online or something games.  
So I have a Wednesday group where four of us jump onto discord and you know we play a game that we want to play.  
So it was grounded, I mean.  
And it goes back a few, you know, years now. I guess it was valheim.  
It was grounded in various games and the moment it's orchest.  
We do that with a different group.  
I mean some overlap, but so we tend to form these pockets of groups of people, friends and say, hey, I'm doing a gloomhaven campaign.  
So on Friday night, no. Saturday night, I play gloomhaven with four friends.  
So you know what I mean.  
It's not one group of people.  
It's not like we all play one game or two, play Call of Duty or something.  
It tends to be.  
Oh, I fancy doing a Bloom Haven campaign.  
I find 3 friends from my pool and we say yeah, let's do that.  
And so we'll spend a year doing that. You see what I mean?

 **Interviewer**25:58  
Yeah.

 **Participant**25:58  
And so it's overlapping those groups. And then there'll be groups.  
I'm not involved with with that same group. I think you know Wednesday there are several Wednesday groups of my friends that meet up because The thing is rally is you can't easily meet with like a dozen people.  
There aren't many games that will cope with that. We had a game of it's called Barrow Trauma, which we did have a few weeks ago.

 **Interviewer**26:16  
Oh yeah.

 **Participant**26:17  
And I got like six or seven of my friends who would love to get, like, a dozen or more because it plays with a lot of people.  
So that would be the rare exception where like everyone could, you know, his welcome kind of thing, but mostly you need to pick like, say 4 people and play with that four people.  
You can't really cope with eight, so yeah.

 **Interviewer**26:36  
Yeah, yeah.  
OK.  
So it's so it sounds like the at least the core of the group are the people from like good friends from university and I presume other other people that you.

 **Participant**26:45  
Yeah. Oh, yeah.  
Pretty much all of them.  
And then maybe people like will have a like with among us, for instance.  
There'll be like a family member that wants to join.  
You know someone will say, oh, was it OK if my cousin joined us for among us or something like that and go. Yeah, that's fine. You know, so that one's a bit more casual, but yeah, usually these are people I know from university.  
And yeah, we'll group up to play something specific for a while, and then we'll change.  
I've got a long spreadsheet of Co-op games that we can kind of revert back to and try and find something that we all want to play.  
And we all are in whatever.

 **Interviewer**27:19  
Yeah.

 **Participant**27:20  
But yeah, never with, just to make that clear, I don't.  
I never meet up with just random people online, like 0% of the time.

 **Interviewer**27:31  
Yeah. OK.  
I'm curious, could you elaborate why?

 **Participant**27:36  
I don't really have a problem with it and I guess there are. I guess I've seen my son or I've seen his friends playing with stuff online.  
We went to a party, an adult party and they had one of those vans where they show up with a van with like Xboxes in it, and they were playing there and they were meeting up with. They were playing Fortnite. My son did play some Fortnite there and.  
Of course, that is online game, but I didn't have a problem with it because they're not.  
I mean, I have a bit of a concern as a parent around.  
I mean not. I'm not saying.  
We can't do this, but anytime kids are communicating online, there's obviously a risk factor there to be aware of, right?  
Both. I don't want them to be harassing adults. You get like kids screaming down the microphone.  
There's that end of it, obviously.  
I'm mostly concerned the other direction, but there's plenty of games that you're not really interacting with. The other people that you're playing with, certainly not other voice.

 **Interviewer**28:20  
Yeah.

 **Participant**28:29  
So the risk I would say is quite low.  
But I mean, for my own part, I don't.  
I like I have a group of friends.  
There's probably more.  
Availability in my group of friends. Then I've got time for anyway and for me I think The thing is I'm using gaming as.  
A mechanism to to meet up with people I know and enjoy and, you know, chat with and just hang out right and do some.  
We enjoyed collectively, you know, for me that's as important probably as the game itself. But when I'm doing multiplayer gaming, not with all games. But you know, I've got friends that I know.  
I've known them for 30 years, right?  
So I want to play Barrow trauma with them, right?  
I want to play.  
Grounded with them. I don't really want to play it with random people.  
You know, I'd probably do something else and watch a movie or play with my own kids at that point.  
There's nothing wrong with it.

 **Interviewer**29:17  
Yeah.

 **Participant**29:18  
I have an issue with it and plenty of people don't have a friends group that they can, you know, meet up with.  
But for me it's a big part of it.

 **Interviewer**29:26  
Yeah. So it's it's also this.  
Yeah, gaming is A is a fantastic mechanism to meet up with friends you to meet up, meet up with friends more often and maybe.

 **Participant**29:36  
Right. Yeah. I mean, if look we did during COVID we had and I think they still do like they'll dial onto a video call and they'll hang out and chat.  
But when you're not there physically, even people that you know well, like I wouldn't say it becomes weird, but you're kind of on the video.  
Like what we're gonna do, you know?  
Whereas with gaming you've got like this backdrop, you're all doing this game, but you're also socializing.

 **Interviewer**29:55  
Yeah.

 **Participant**29:57  
You're hanging out, like playing the board game like you're hanging out, you're having fun, and even though it's not the same as being in the same room as then it's it's a different experience, right?  
It's a video game, so yeah, for me that is a big part of it. And I've and I would guess that's been the same for a lot of older players.  
As well, I would imagine.  
I don't know.

 **Interviewer**30:16  
I'm also. Yeah, it's also you.  
You kind of said an interesting thing.  
It's it's sort of more natural.  
When when you actually meet up in your game because you have like a common task to do.

 **Participant**30:29  
Yeah.

 **Interviewer**30:30  
This is something more.  
Yeah, it's it's it definitely feels like a bit more than like a common video call, I guess, which is not.

 **Participant**30:38  
Yeah, well, I wrote your dad.  
He's giving you some purpose.  
And so, yeah, even people you know well, if you just jump on a video call, it can get awkward after. I like, you know, I don't mean awkward like, I know these people. But like, there's a limited number of things that I want to chat about with them.  
Like just totally mundane things.  
Like we've all got busy lives and kids and stuff, so I want to get on and talk about something. Whereas if you're gaming, it's like, oh, we've got to solve this puzzle. We've got to do this thing.  
And so you're having fun partly from the game, but also.  
From this friend that you know well and you're chatting and you might be chatting in the background.  
You know, while the game's loading or something, you know, asking about one of his family and stuff.  
So I think it you know, it enriches the experience in a way that if you were just on a call, you'd sort of you've had a, you'd have a call for 5-10 minutes and then you'd think, oh, I need to go and do something else, right. So.

 **Interviewer**31:24  
Yeah, yeah.  
So you'd say games as a medium. It's kind of like this is this is what they give because they have like a common task to do it.  
It enriches the experience. It kind of gives you a direction to go to.

 **Participant**31:37  
Yeah, but more for multiplayer games, and then, you know, I think there's. Yeah. And there's a wide variety there, right.

 **Interviewer**31:40  
For multiplayer games, yeah.

 **Participant**31:43  
Some you kind of have to work as a team and it's really the whole game is trapped like bare trauma is really structured around the idea that you you have to communicate and work as a team in order to succeed. Other games like among us, you know you.

 **Interviewer**31:49  
Mm hmm.

 **Participant**31:56  
Got that hidden traitor element where you're trying to work out among us is super interesting, right?

 **Interviewer**32:01  
Yeah.

 **Participant**32:02  
Because I hang out on Reddit and I hear.  
Or I did.  
I don't know so much now, but.  
People on Reddit playing with complete random people, right?  
And so talking about their frustrations and experience of that, whereas I've played for four years with the same group of people, we know each other so well. And when we play among us, it's kind of like Poirot, right?  
We know each other's like mindset and game play so well that we can pick out the smallest detail or evidence.  
That we've successfully won that game before, when no one died.  
'Cause, we worked out with the killer 1, so it's kind of interesting to me that there are these.  
You can take the same game and it can play in a kind of completely different way depending on the people and you know how you approach it and that kind of thing kind of interesting to me, so yeah.

 **Interviewer**32:49  
Yeah, yeah, yeah, yeah.  
Yeah. OK.  
All right.  
And about about single player games.  
So you said about 40% of the time when you come into the game, it'll be probably a single player experience.

 **Participant**33:05  
Yeah.

 **Interviewer**33:07  
What you mentioned last game you played, it's the Indiana Jones, which I imagine is sort of like action adventure, like maybe story like a story experience.

 **Participant**33:14  
Yeah.

 **Interviewer**33:16  
Is that generally the case?  
Or like what kind of games do you play when you do solo?

 **Participant**33:19  
Good.  
Yeah, I I would say that is probably the case.  
Actually I work for Sony and a lot of the Sony those Sony single player experiences.  
So the Last of Us spider man.  
God of War.  
Kind of narrative driven games with an action element, right?  
But I'm not really an FPS kind of Twitch gamer.

 **Interviewer**33:41  
Mm.

 **Participant**33:42  
So I tend to enjoy games with a strong story element to them where you can feel drawn along in what's going on.  
And you know, I've got more games. I'm at that point in my life where I've got a large collection of steam. I've got game pass.  
I've got more games than I can play, so I get to be pretty selective, right?  
Game. I mean, I've finished the last game I've finished was probably Star Wars outlaws and I often get a bit not bored, but I get distracted and then I switch to something. I have ADHD.  
So I don't.  
I don't finish that mini games.  
I tend to jump around, but like Star Wars outlaws single player game, I mean not the best story.  
Not the best combat game.  
Not the theming. The vibe of it.  
It just felt it just worked, you know, for me at least, so, yeah.  
So storage driven games, I would say probably what I look for in the first play.  
A first person game, sort of like that movie replacement, you know. Should I watch a movie or should I be, you know, play that game?

 **Interviewer**34:39  
Yeah, yeah.

 **Participant**34:42  
That kind of tries to be a movie, so I'm looking for kind of award-winning or really good.  
Story driven experiences generally.

 **Interviewer**34:49  
Yeah. So it's a generally they occupy like for example, watching a movie and playing a narrative like story driven game for you.  
That's like kind of they're competing for the same for the for the same for the same desire it, they're kind of in the same.

 **Participant**35:03  
Yeah, yeah, yeah.  
And I think as I've got older, like my taste in movies is probably a bit different.  
I'm much more interested in and emotional like feeling something from the movies. I was like we still watch like we went to see the latest Marvel film.

 **Interviewer**35:14  
Mm hmm.

 **Participant**35:16  
My wife likes Marvel films.  
We enjoy that kind of movie, but increasingly I find myself watching older films like broadcasting films.  
But you know what is a really good film to make me feel something?  
And I'm less bothered about is it the latest film or is it black and white?  
Was it?  
Yeah. I want to see something, to feel something. And I feel like from a game it's a bit more varied than that.  
You know, the mechanics have to work well and it has to be fun.  
I also want something that I can feel connected to the characters and care about them and care about the story and that kind of thing as well.  
That's important to me as well, I think, and that's certainly the case with movies.

 **Interviewer**35:53  
Yeah.

 **Participant**35:54  
As well.  
Now I don't really want to watch a movie that's just an action movie.  
Sometimes I'll wear it's a good action movie.  
You know you can't beat the matrix or I don't know, something like that, but generally I want something that is going to make me feel something, right.

 **Interviewer**36:07  
Yeah, yeah, yeah. No, I I understand.  
And also that's the same thing that guides the gaming experience.  
So for example, you would like to game like the Last of Us.

 **Participant**36:19  
Exactly. Exactly.  
And you know, Star Wars outlaws didn't have the most amazing story, if I'm honest.  
But you still felt some connection to characters.  
It was consistent.  
It was good, but like I really enjoyed The Witcher 3.  
You know, Baldur's Gate is great for that.  
The the character writing everything about it is just very tight as you feel connected to the world and that kind of things, yeah.

 **Interviewer**36:39  
No.  
OK, I see.  
That makes a lot of sense.  
I am also curious.  
So if I ask you to remember.  
Some kind of, let's say highlights like really pleasant, really good or memorable experiences you had either with games or games related.  
What would?  
What would come to your mind?

 **Participant**37:06  
There was a period, I guess, when I was a student, when we used to have land parties, which is kind of like before online gaming really, right?

 **Interviewer**37:13  
Mm hmm.

 **Participant**37:14  
And so we'd all try and meet up in a room, you know, and bring our PC's and try and get it on the more wired together and play. Invariably, something didn't work very well because back then, people a lot more of a pain to kind of conf.  
We used to do when I was living in my first house with friends. We played Halo on the original Xbox.  
And we found a way to kind of even connect multiple Xboxes, and we'd have split screen and so that kind of, and we'd have a bunch of friends. And it's like it was like a student period of my life where lots of friends coming and going and we.

 **Interviewer**37:49  
Yeah, yeah, yeah.

 **Participant**37:50  
All you know, Halo and gaming was kind of one of the things we'd hang out and do on a on a Friday night or something like that and and, you know, I met, you know, friends are still there now.  
Kind of.  
That was a big part of how we sort of got together and I wasn't the best at the game.  
But it was fun and I guess the other one I I was actually on the 1st M morgue, right?

 **Interviewer**38:05  
Yeah.

 **Participant**38:10  
The first massive online game, so again got Ultima Online and I was on the beta for that game.  
I was living somewhere that had a before it before broadband existed.  
It was back when you either had a modem or you worked somewhere, or that had like a leased line like a permanent Internet connection. And I happened to live in a house that had a permanent Internet connection.  
It was very slow.  
It was like 64 kilobits, which by today's standards is like you.

 **Interviewer**38:36  
Is nothing.

 **Participant**38:37  
Would you know you couldn't load a web page on that now?  
But anyway, I had this and I so I got onto this trial. In fact I've got.  
It's funny you should say that, because I think I'm clearing out and I have.  
I have my original disk from where I live there and it still has. There we go.  
What's it say on it? So this is from.  
Origin, Ultima Online, public beta test.

 **Interviewer**38:59  
Mm hmm.  
Oh, look at that.

 **Participant**39:02  
I'll have to cut it off.  
No, I didn't.  
I didn't know that.  
Oh, sorry I didn't.  
I didn't know that was that was on my desk.  
But yeah, so that was kind of cool. And that back then, that idea of like, hey, it's a game that continues even when you're not playing. It was kind of mind blowing, right?  
Like wow, you mean hundreds of people can all be playing the same thing.

 **Interviewer**39:20  
Mm hmm.

 **Participant**39:23  
And even when you're logged out, stuff stays.  
You know you can build some income back.  
That was kind of insane back then, obviously. Now we kind of take that.  
For granted, you know, World of Warcraft and stuff. But.

 **Interviewer**39:37  
I mean it's it's still if you if we slow down and think about it's still pretty still pretty cool.

 **Participant**39:41  
It is pretty cool, isn't it?  
Yeah, it is.

 **Interviewer**39:43  
It is pretty cool.

 **Participant**39:44  
It is pretty I guess. I mean games now it's still and that game got kind of overwhelmed, you know, with people breaking stuff. And that was kind of the point, I suppose. But yeah, it was pretty cool.  
And the half life two, I'd say.  
The other one I remember when that was going to come out again, that was 20 years ago.  
Now that was the launch of Steam launched with half life two and I remember playing half life. One of the first kind of really strong story driven games. Before that it was kind of like quake and.

 **Interviewer**40:00  
Yeah.

 **Participant**40:09  
Doom and stuff, which was just run around and blast things.  
And then half life one came along and like the first level. In fact, I replayed recently and you just going to work on a monorail, right?  
And I'm like, well, where's the action?  
Let's get. It's like, wow, if there's a story and then and then they sort of did this tech demo for half Life 2.  
Like a video.  
Like a 20 minute video of what you could do and the and the physics engine.  
I think it was called the Havoc physics engine and I remember watching this video and they had barrels piled up and they used a gravity gun to pull 1 barrel out and it all collapsed.

 **Interviewer**40:33  
Yeah.

 **Participant**40:41  
And now you take for granted like physics in games is like obviously it's part.  
Obviously it's there, right? It's physics, right?  
It has to be there, but you take for granted that that's a complicated thing to solve for, right? To have objects react realistically in the world.  
That was mine.  
That was like this is amazing.  
This is amazing.

 **Interviewer**40:59  
Yeah.

 **Participant**41:00  
So that was another big fan out, I guess in game.

 **Interviewer**41:05  
OK.  
I'm so happy that half life two get gets mentioned 'cause it and also I think half life one for me was the the start of my gaming career as well.

 **Participant**41:14  
It was.  
It was.  
It showed it kind of showed because I've got. Is it black Mesa?  
There's a remake that people have done of R5 point.

 **Interviewer**41:20  
Yeah, yeah, black Mesa.

 **Participant**41:21  
Yeah, I was playing a bit of that recently.  
I didn't play that far, but I played through the first level and and you know, it's very quiet.  
You turn up, you go through it. Tells a lot of the story.  
What's going on through like the the the TANOY system and you go down and you're going to do this experiment and you spend like a good 20 minutes, half an hour, like you're not shooting anything.  
You're just meeting people that know you.  
It was an amazing thing.  
And again now.  
Clear. It's kind of quaint, right?  
Like, well, this is not doing anything that games aren't doing that, but it was like a first to do it and it was kind of like crazy.  
How immersive it was because of that story and that kind of stuff.  
And you know, you there's still half life games today, right?  
I don't know when half life one was at must be 25 years ago, 20 maybe not quite that, but a long time. But I playing half life. Alex on VR I need to finish it.  
And that's like saying, you know.

 **Interviewer**42:09  
Yeah.  
How do you? What do you think about about VR?  
About half life.

 **Participant**42:18  
Yeah, Olivia's amazing.  
I didn't have the headset for a while.  
I used to watch tomorrow's world was if you were, if you're sort of my age. If you're not, that was a technology show that was around when I was a kid. And it was like looking at new technology and various things. And VR would come up every now.  
And then and there was like an old pterodactyl.  
Video you can see with dinosaurs like very blocky like crazy, but back then like wow, that's amazing.  
And then VR came along and I didn't really get into it.  
I didn't.  
I didn't have a headset.  
I didn't play it.  
I kind of thought this is weird.  
I'm really into gaming.  
I've always been fascinated by BR and yet I don't have anything.  
In the end I did pick up a quest two and then I got a Quest 3 as well.  
So we use it only for standalone gaming.  
So I do some. There's I meant to sell my quest too, but I started doing it with my son and I tell you what, in terms of immersive multiplayer games with your children, finding a good VR game that you can play together.  
Is amazing.  
I've done mini golf with my daughter and I did this like dungeon crawling game with my son.  
And you're running around a dungeon battling skeletons and stuff.  
With someone that you know and that is just super fun, I have a super fun and I've used it a bit for pcbr as well so that half life Alex, I guess been the obvious one and I haven't finished it like I've done bits of it over a.  
Period of years. Like I said, I tend to get not bored as such like that was, but I just my tension switches.  
So I was playing it for a few hours.  
A few weeks ago and then I got a bit of motion sickness.  
So I was kind of stopped.  
There wasn't a few hours.  
I probably paid for a couple of hours and then I felt a bit queasy, so I stopped and I haven't gone back to it, so I will finish it.  
It's an amazing game. I mean Valve, it's a bit sad. The state of the VR industry.  
I think there's not a lot of money and I don't think there's not. You know, there's no one's really showing that you can be commercially successful in VR. I don't think even meta.

 **Interviewer**44:08  
Yeah.

 **Participant**44:14  
They've really done more than anyone and I don't like Facebook, right?  
But they've done more than anyone else. I would say to invest in VR and I think they've proven out. I mean, the whole Metaverse thing was obviously a bit of a disaster.  
Though that you know, I'm glad it exists.  
I think you know you put someone in a VR game even with the graphics are quite basic.  
It's just unlike anything else, like it wouldn't to me.  
Doesn't replace a regular game, but it's an incredible thing to experience like you have to play like I played Star Wars squadrons my Son played in. I played it.  
Were you in a cockpit, you know?

 **Interviewer**44:46  
Yeah. And you, pallet the spaceship.

 **Participant**44:48  
Regular get regular? Yeah, regular regular game.  
But it worked with VR.  
And playing that kind of a cockpit game was suddenly rather dog fighting out the front of the screen and you're trying to track them onto your side target.  
Well, now you can look around and you're like, oh, they're up there, you know, it's so intuitive, right?  
Because you can see where they are in space and then your your hand, you're not looking at your hand, but you're intuitively flying this ship around and it's just it's just a completely different thing.  
It's not comparable really.  
So yeah, it's a great thing to, but I don't play it that often.  
Have to get it out and it's a little bit disconnected from the world and stuff.  
But yeah, it's it's a fun thing to do.

 **Interviewer**45:28  
I would say it's also a bit.  
Would you say it's also a bit cumbersome just with the setup and the stuff that goes around it or?

 **Participant**45:37  
Yeah, if you're playing, if you're playing standalone or you're just playing it on the headset, then I'd say a bit, well, you've got to strap the thing on, but you know it fires up pretty quick.

 **Interviewer**45:39  
Is.

 **Participant**45:46  
It responds well and it's all wireless and it's standalone. So and you can play it in any room, you know, room in the house that we can do it.  
So it's not that cumbersome. It's a little bit. I've got to make sure it's charged up, I guess.  
So there's a bit of that kind of rigmarole playing it on the PC, even wirelessly. I mean, yeah, it can be a faff. I mean, I'm pretty technical.  
And I sometimes get frustrated.  
They're trying to get a pcbr game working with the VI headset can be your pain because it has to be really low latency.  
Now I've got a fast PC and even Sal it can be a pain sometimes to get it work done.  
It's not too bad, but yeah, it's not quite as pick up and play as as well. My kids and me, we both of us.  
All of us tend to go through a cycle of we get into a certain game with it, some VR or not, and then we want to play that for a while, and then we switch to something else.  
Sad, yeah.

 **Interviewer**46:36  
I.  
I I see.  
I'm curious.  
What about?  
What about the purchasing of games?  
Do you?  
What are your habits when you're picking up a new game?  
What things do you think about?  
What things do you notice?  
Like what are good, good things? What are?

 **Participant**47:00  
Yeah. So and it's probably will cover off maybe for me and for my kids, right?

 **Interviewer**47:01  
What things you avoid?

 **Participant**47:07  
So as someone I have owned like consoles but for the last 15 years, I guess I've always had a PC for the last 30 years. I've had a PC that can play games and for the last 10 years I've only had a PC for gaming, right? Or 12.

 **Interviewer**47:18  
No.

 **Participant**47:21  
Years I had an Xbox 360, but when I got rid of that, I'm just on PC.

 **Interviewer**47:22  
Yeah.

 **Participant**47:26  
So one of the benefits of APC is.  
Games are available.  
Pretty cheap, right?  
Because the competitive market, you can buy it through, you know they're often sales and if you wait a little while, you know it'll come up cheap.  
So I rarely buy a game at full price, even if I buy a new game, there's usually some voucher offer.  
So I bought Star Wars outlaws new and I think I paid like 35 lbs for it, which in my head being an older guy. Again like that's a full price game but but most games now are like 50 lbs like for a triple-A game. So I.  
Don't I?  
I think the last time I paid £50 for a game was probably Baldur's Gate and I wanted to support the studio so I didn't have an issue with that.  
I don't buy full price games pretty much ever.  
I'll wait for them to come out.  
You know, I won't wait years, but there'll be an offer that comes up. But, you know, we've got game pass, right.

 **Interviewer**48:14  
No.

 **Participant**48:20  
So games come up through that for free, which is great. 'cause I get exposed to new things that wouldn't necessarily have played.  
Like Ultimate Skyride we're playing.

 **Interviewer**48:30  
Mm H.

 **Participant**48:30  
And.  
I have a large collection in a large backlog of games to play, so unless something new come along that I'm like I really must play that I won't. I don't tend to buy many games at all.  
I even new games I'm not.  
I don't tend to buy a lot with the kids.  
It's more like my daughter will fixate on, like, oh, it's a game about Dragons.  
So can we buy that?  
And I try to explain to well, I don't think it's any good. I need to see.  
So I'll buy them games often, like more casual games.  
Like I bought Boomerang fu. Was there like a Co-op game that we could?  
No, it wasn't Co-op, but it's like we can play out on the screen together. So I was fine to buy that, but usually I'll have something on my steam wishlist, right.

 **Interviewer**49:08  
Mm hmm.

 **Participant**49:13  
And then when it comes up for sale, I'll see if I want to pick it up or not.  
But I don't buy that many games if I'm honest.

 **Interviewer**49:18  
Yeah.

 **Participant**49:21  
I have, like you know, I have more games I could ever play in my Steam library and I've got GamePad, so you know, it's more like if something comes along.  
If a friend says, oh, we're all going to play this game, then I would pick it up.  
But that probably cost like 10 lbs or something like that.  
So things like the new switch they're talking about, 80 dollars $90.00 for the games.  
I can't really get my head around that.  
Certainly for the kids, you know, from my experience with my son and daughter, some games they definitely will play like the heck out of and they'll they'll get their money's worth. But quite often they'll play some for a couple of hours. And yeah, that was fine. I.  
Enjoyed that?  
But I'm not gonna go back to it, right?  
So if I'd spent a lot of money on that game.  
I'd be pretty high.  
Wait a minute, that's no good.  
Now if you I guess if you're buying Nintendo, you can probably be sure that I guess that's what parents are, where you're probably going to get a lot of time out of Mario Kart.  
So far I mean that probably is worth $80.00, right?

 **Interviewer**50:16  
Yeah.

 **Participant**50:20  
But, but you know, my son's played things like Star Wars Battlefront.  
I got it for free on epic.  
He's probably played 200 hours of that and I didn't pay anything for it. So you know, I get all the free games off epic Amazon do free games each month.  
So I kind of redeem all that stuff and then, you know, years later, they, they they they play one of them, right.  
They go to the library and they pick what they want to do, so you know it works pretty well.

 **Interviewer**50:44  
Yeah.

 **Participant**50:44  
We don't spend a lot on games.  
I would say.

 **Interviewer**50:49  
Yeah, I see.  
And you you mentioned that you you quite you quite like game pass.

 **Participant**50:55  
Yeah, I've had that for years.  
And you can.  
It's not a.  
It's not a dodge, but you can buy it in bundles and you can, you know, I pay probably less than £5 a month for that and I get in fact recently what I've started doing is using the cloud service that they provide, which a lot of people.  
Don't even know about. So I wanted to try my son.  
I used to play sea of thieves with this group on Wednesday.  
There's a kind of really fun game that we kind of played it out and then I thought, oh, I think my son would really enjoy that, right?  
The tour verse on a bow, but I don't have two PCs, so I got him fired up on the PC playing it and I loaded up on an iPad, I think.  
Or an office laptop like it wasn't a gaming laptop and I used the Xbox Cloud streaming service, right?  
And and I ran cfrs on that and then we played Co-op right and it it worked really well.

 **Interviewer**51:45  
Yeah.

 **Participant**51:46  
So yeah, it worked great.  
So yeah, game pass is. Is is good.  
I worry about Xbox snapping up all these.  
Studios Activision and you know, Bethesda. Obviously all that kind of stuff, but in terms of value for money, gamepass is pretty great.  
You know, if I ever if I had a friend of mine who was thinking about buying a gaming system for their kid, I would strongly say we'll look at the Xbox and like price in the cost of game pass right to that.  
And then you don't really, you could say to them like you know that that's going to be the majority of the games you're going to get, right?  
And then you don't have to spend 50 sixty 70 lbs every now and then you just.

 **Interviewer**52:21  
Yeah.

 **Participant**52:25  
Got that?

 **Interviewer**52:28  
OK, I see.  
Let's see.  
Alright then, let's start wrapping up, because I feel like I'm already taking quite a bit of time.

 **Participant**52:38  
Oh.  
No, that's fine.  
Take as long as you need.  
That's fine, but.

 **Interviewer**52:42  
But in general with with everything with kind of touched upon.  
What would you say is the what'd you say is the role or the role or the meaning of a gaming habit for you, like in your life?

 **Participant**53:02  
The role of a meaning of a gaming habi.  
I'm not sure. I haven't gaming habit.  
I would say that it is one of the interests that I have.

 **Interviewer**53:12  
Or like a hobby then.

 **Participant**53:13  
Yeah, yeah, even a hobby.  
I like. I think it's interesting you say that, right?  
Because I guess like a lot of things, the way people think about their own relationship with a hobby varies a lot, right from people that are like, you know, I play golf is my life. And I play golf and I'm a golfer.  
Like I'm not an amate.  
I'm not like a professional.  
I don't compete, but like I spend all my weekends golfing right down to like, yeah, I quite, you know, golf's a cool game. And I guess it's similar with gaming, so I wouldn't describe.  
I was a gamer and again, I don't.  
It's it's, it's it's one of the things I enjoy doing that has that it has these interesting.  
Diversity, right?  
Whereas you watch a movie and it's fundamentally a solo experience like you can't watch a movie with someone, but you're experiencing it as an individual, right?  
You can compare notes at the end about how it made you feel or what did you think, but it's it's like looking at a piece of art or something like it's very personal.  
You watch a movie and it's kind of your relationship with that movie.  
Whereas I guess gaming you still got that, but you've also got these highly social.  
Experiences as well, and stuff that you can do together.  
So yeah, to me it's just something I do and I've done for the since I was, you know, 10 years old.  
And yeah, I think I'll always do it, and I'm sure games will get better and my kids will start, you know, doing stuff that I don't enjoy and I'll get back.  
I'll get my PC time back.  
So yeah, it's just something I I enjoy.  
I enjoy doing for a bit of escapism or bit of thinking, you know? A bit of gets my brain working in different ways, and I think as you do get older, I think it will keep, you know, can keep you mentally sharp and not that I'm at that.  
Point yet, right?  
But you know, maybe one day I'll be putting Avi headset and visiting people and stuff when I'm in my wheelchair or whatever.

 **Interviewer**55:06  
Yeah.

 **Participant**55:11  
So I think it's a lifelong kind of.  
It is a hobby.  
But it's more of a past time I would say.  
You know, it's no more a hobby than reading books or, you know, watching movies.

 **Interviewer**55:21  
Yeah.

 **Participant**55:22  
I suppose so I wouldn't.  
I'm not even sure if, Talwin said.  
It's an interest maybe.  
Yeah.

 **Interviewer**55:29  
Oh, I see.

 **Participant**55:32  
I'm not sure that answer your question particularly, but.

 **Interviewer**55:35  
No, it it actually quite does.  
I I'm genuinely just like that's the date.

 **Participant**55:39  
Yeah, yeah. OK, fair enough.

 **Interviewer**55:40  
That's the question I'm trying to answer.

 **Participant**55:41  
There's no rival. Go on.

 **Interviewer**55:42  
Curious, what do you think?  
What do you think about this? Like the aspect of like games as a as a way of meeting and hanging out with friends more often?  
How do you think that will?

 **Participant**55:54  
What people?  
People that you already know you mean or fight like new.

 **Interviewer**55:58  
Yeah. No, I mean like, like friends, like games as a vehicle to meet with your already, like, existing friends more often.  
Something we talked about earlier.

 **Participant**56:06  
Yeah, I I can.  
Yeah, as I say for me, that's been a big part of it.  
Like those people that I'm meeting, they're already interested in games, so it's more like we're sharing. We're taking what is.  
A.  
A shared experience and we're, you know, we're using that as a vehicle to socialize and have fun together.  
So I still meet up with friends to board game or hang out or chat.  
You know, we do that as well, but as you get as you get older, there tend to be less opportunity.

 **Interviewer**56:30  
Yeah, yeah.

 **Participant**56:34  
You know, people move further away.  
Or their daily lives make it harder to just meet up for a few hours, especially the weekend like my weekends. Used to be pretty open and now my weekends are all about my kids, right?  
So I can't we do meet up with friends at the weekend sometimes, but it's more like has to be scheduled in, right?  
You know, my wife went and met up with some friends yesterday, and that wasn't a problem. But like we have to put that in the diary.  
So we make sure we're covering it was when I was a student, you know, it would just be the norm.  
You meet up with people all the time, so I think it has been a really useful.  
Way of just staying connected with people that I don't. You know there's people that I see.  
Well, I've got friends that I see online or pretty much every week, and I'm not seeing them in person.  
For months and months and months, and these are people I've known for 30 years, so it's not like I need to see them in person because I know what they look like.  
You know, we have a deep relationship, but it allows us to keep that.  
You know that enjoyment that going right?  
Yeah. And if I meet up with them, I don't even really think, oh, I've not seen you for ages.

 **Interviewer**57:32  
Yeah.

 **Participant**57:35  
Because I've been speaking to my line and I know them so well that it's not like I sort of missed them.  
I just used to them.  
You know, I chat to them.  
I see them.  
It's the same, you know, whatever.  
So yeah, it's a really important part of gaming for me.  
Is that you know, if I only had the single player stuff?  
Yeah, it would be way more important in my life.  
It would be more like watching a movie then. It's like fun, but I think the social element has been really important, especially since COVID.

 **Interviewer**57:58  
Yeah.

 **Participant**57:59  
I think people kind of went more online with their social time and although it went back after COVID.  
It didn't fully go back.

 **Interviewer**58:06  
Yeah.

 **Participant**58:07  
You know, kind of, yeah.

 **Interviewer**58:09  
And we'll see how it actually develops because it's.

 **Participant**58:12  
Yeah, not good or bad in that sense. But you know, there's people I used to meet up more online, more in real life, and we didn't after that.  
But again, our lives moved on and changed.  
Everyone's, you know, we've got limited time, right?  
So we've got more stuff in our life outside of meeting up.  
So yeah, it's been a really good way to stay in touch with people.

 **Interviewer**58:32  
Yeah, yeah.  
That's that's. That's one of the good things it brings. All right, then I thank you for your time.  
It has been quite enlightening.

 **Participant**58:44  
Sorry for the delay at the start.

 **Interviewer**58:46  
Oh, it's just a few minutes.  
It's nothing. I'm curious.  
Your friend has referred you to me.

 **Participant**58:54  
Yep.

 **Interviewer**58:55  
Do you perhaps know anyone else who might be interested in an interview like this?

 **Participant**59:02  
I mean, the ones I do are probably the ones that he already contacted.  
So if you want like I'm more than happy to check who he contacted and refer anyone else. Like if there's a link I probably wouldn't give you their details, but I won't mind passing on your details to them.

 **Interviewer**59:06  
Hmm.

 **Participant**59:17  
And that's what. That's what I did, right.

 **Interviewer**59:18  
Yeah, that.

 **Participant**59:19  
He passed on your details and I reached out to you. I would say most of my friends like me and Paul are probably more interested in these kind of studies.  
You know, most of my friends probably wouldn't be right.  
They tend to just get on and do their thing.

 **Interviewer**59:32  
Yeah.

 **Participant**59:32  
But I would certainly off, you know, encourage them to do so.  
So once you're just out of interest, what's your?  
Is this for?  
Is this for your what?  
What course are you doing with this for?

 **Interviewer**59:43  
This is for my. Yeah, this is for my thesis.

 **Participant**59:47  
Right.

 **Interviewer**59:47  
I am currently doing a master's degree in.  
Game technologies I am AI finished.  
Education as a game designer and I am taking it to the masters level and I am focusing. I am working on research. I'm learning to do research on an academical level and since I quite like games and I I really like this intersection of games, online culture and.  
Real world.  
Culture, especially with the context of like how it produces a new kind of like an additional layer of social experience for a lot of people.  
That's I took that interest and and I combined with with another interest and that's that in games research. It's a new field.

 **P8**:00:27  
Yeah.

 **Interviewer**1:00:34  
There is a general lack of information on everything.  
And I decided to take a look at the age group that tends to get kind of not really paid attention.

 **P8**:00:42  
Richard.

 **Interviewer**1:00:47  
A lot of attention to by the average games industry.  
So that's usually people that are getting like older than 35 and 40.  
So I'm doing that.  
So that's why I'm doing this demographics research in like 50.

 **P8**:01:01  
Yeah, that's interesting.  
'Cause, there's two. Two things we didn't speak about then that I would. I don't.  
Maybe it's not relevant to you, but kind of online gaming culture like the gamer identity and how that because I think you'll probably find that older people like and again, I'd say most of my gaming is with friends, but I have some awareness, I guess I've got view.  
On.  
The evolution of the game online, you know what's the experience like to game online?

 **Interviewer**1:01:32  
Would you actually like to?

 **P8**:01:32  
Right.

 **Interviewer**1:01:33  
Yeah. Would you actually like to elaborate on that 'cause, I have the time.

 **P8**:01:36  
Yeah, no. And and the other one was kind of games as a service, like the evolution of gaming from these products that you, I mean, when I used to buy games, you buy it and there was no patches even like you borrowed it on disc and there was.  
No company to go and download patches from where we are now. Games as a service, you know, and you see big companies, Ubi Soft and others that are kind of trying to really, I would say they've said pretty much it's end the era of games ownership, right they.  
Want to move to a world where you don't really own the game?  
You kind of subscribe to a game service and you get stuff and.  
Dreams. And you know, I'd say as older gamers, we probably we've seen more that progression, that evolution in a way that my son isn't gonna get to.  
You know, he's growing up in a world with Fortnite and all of these other things.  
So those are two topics you might want to.  
I don't know.  
It may not be relevant to what you're doing, but I could see the older demographic having opinions on that at least or or experiences with it.  
Certainly the gaming culture.  
Seems pretty toxic.  
I mean, there's the game.  
Again, I would never identify as a gamer.  
Now, the whole Gamergate thing obviously created a lot of toxicity, and I think older people kind of it's cemented. Probably this distance of like, well, those young male dominated social groups that identified with the Gamergate sort of phenomenon.

 **Interviewer**1:02:39  
Mm hmm.  
Yeah.

 **P8**:02:58  
And probably pushed people like me more or like, well, I don't really want to associate with with that.  
I mean, you know, a degree of kind of homophobia.  
Sexist, racist language has always been, you know, part and parcel.  
I mean, I was on Xbox Live just when it launched right again. I was on the pilot for that. And you know that kind of.  
Hateful kind of people using these anonymous platforms to kind of be kind of outrageous is is pretty is pretty normal, right?

 **Interviewer**1:03:26  
Yeah.

 **P8**:03:27  
Unfortunately, but I think we're seeing that and there's a lot of stuff now I see about the rise in, especially with the rise in right wing.  
Let's say a resurgence of right wing thinking politically has led to a lot of pushback against dei and woke, you know, websites. Now that old track kind of this games woke because it has gay relationships in it, right?

 **Interviewer**1:03:43  
Yeah.

 **P8**:03:54  
Or because you can choose your body type, it's woke you know which, to me is very sad, you know. And it says more about the people involved.

 **Interviewer**1:03:54  
Yeah, yeah.

 **P8**:04:03  
But I'm voice here.  
They are quite tied to the gaming world.  
Right. They, they they often lack social skills.

 **Interviewer**1:04:07  
Yeah.

 **P8**:04:09  
Or this is their. Their community is aligned and unfortunately there's a lot of toxicity around that. So I do worry even with Bone, Son, I worry that as he gets older, this is something I need to watch out for.  
He's going to get embroiled in kind of toxic masculinity. Culture and gaming is an Ave. for that, right?  
So I have to be a little bit aware of that.

 **Interviewer**1:04:27  
Yeah.

 **P8**:04:30  
It's kind of a fig leaf, right?  
For for horrific views under the vile of oh, you know, integrity in game of journalism.  
Whatever Gamergate was ostensibly about, so that does worry me. You know, I think we need to keep an eye out for that. And it's the job of the parents to kind of do that. But unfortunately, young adults are going to do whatever they want to do.  
So, but yeah, that seems to be on the rise now, unfortunately more.

 **Interviewer**1:04:57  
Yeah. And you would say that's also. That's also why you generally would not would not call yourself a gamer. You would not want to use that especially because it got so toxic.

 **P8**:05:07  
Yeah.  
Partly that and also I don't like people gatekeeping what it means to be a gamer.  
So this notion that, oh, you can't be a gamer if you play casual games and you can't be a gamer. And unless you're playing like the latest competitive shooter, that's what it means to be a gamer.

 **Interviewer**1:05:17  
Mm hmm.

 **P8**:05:24  
And it's like, well, let's you know, to me, anyone can enjoy games.  
It's like enjoying cinema or art.  
It doesn't really matter.  
The point is, these are these. You know what makes a game is pretty broad.  
It's like what makes a piece of art. It's not.  
It's no one's right to kind of gatekeep that, so I don't really want to associate with that mindset. But you know, I hang out on, you know, I read some Reddit subreddit stuff, and I read reviews on, you know, and I follow, like Digital foundry and stuff.  
I read like video of cards.  
You know, tech reviews and that kind of stuff.  
I'm probably more into the technology of gaming than than average, but I would never say I would never call myself a gamer, you know?

 **Interviewer**1:06:07  
No.

 **P8**:06:09  
Partly because of that cultural stuff, I just. I just don't want to be part of that, that mindset. It should be part of bringing people together, not pushing people, not creating division.

 **Interviewer**1:06:14  
No, that's fine.

 **P8**:06:19  
And again, I see that a lot currently around anti woke kind of anti di stuff which is very sad.  
So we'll see where that goes. And again, as a service thing is equally sad, I think.

 **Interviewer**1:06:27  
Yeah.

 **P8**:06:31  
But that's driven by the publishers and you know.

 **Interviewer**1:06:33  
So it's more of an economic, economic thing.  
So that's depth of games ownership, which is kind of.

 **P8**:06:41  
Game ownership and I guess it started with the introduction of loot boxes and cosmetics.  
In fact, the oblivion didn't.  
Oblivion just launched the remastered version, oblivion, of course.  
Oblivion was the was the unwitting kind of forbearance, with the horse armour we're too young for. Remember that.

 **Interviewer**1:06:54  
Right. The downloadable content thing. Yeah, yeah.

 **P8**:07:00  
Yeah, this is my wife.  
So I'm being interviewed about gaming. Oh, cool. All right.

 **Interviewer**1:07:04  
Hello.

 **P8**:07:06  
Hiya. Yeah, don't.  
I won't tell you the Heather's story.  
I might tell the story about wiping your Skyrim.  
Yeah, I'll, I'll tell him the story about.  
Giving him. All right. Go away. I'll tell her when I when I was dating my wife, I tried to transfer Skyrim, say for her for one Xbox to another, and it because consoles are not very good.  
The file system isn't very accessible like on a PC and it went wrong and I end up wiping her save and she still Burry me.  
So how many hours is on my save?  
200 did that tell you to do it?  
I told you anyway. Go like, go like this is an important academic.  
Yeah. So I.  
'Ve been this constant source of misery there, but yeah, but you know online. Yeah. I mean, ever since, like, the horse armour and onwards, I've got no issue with companies wanting to make money and stuff. But I think I think we're seeing that tipping point of like it.  
Less about the game and the design, and it more about how can we slap cosmetics and monetization on it.  
So that's the way things have gone.  
I mean, we'll see how that develops. I think I'm a big fan of Larry in studios and those kind of like pay a fair price for a good experience and they'll, you know, but unfortunately I think they're in the minority, right.

 **Interviewer**1:08:18  
Yeah.

 **P8**:08:20  
Doesn't matter how good ball is.  
Gate Three, was Ubisoft still making way more money doing what they're doing right?  
So that's just the way it's going to be.  
All we can do is support the companies that do the things that we that we think are the right way of doing it right so.

 **Interviewer**1:08:34  
Perhaps I mean as a as a game developer.  
Well, I'm currently doing my study but I am doing all of this in in effectively preparation to go back into the industry.  
Yeah, I'm curious how it develops, but I am supposed still holding off, holding off hope that some more of that will be back.

 **P8**:08:58  
Yeah, it's tricky.  
You know, I think I take a nuanced view.  
I think some people want Evan for, you know, everyone wants the best thing for the lowest price. And the reality is if you're a studio, especially if you're not a huge studio, you know, you do need to make money to pay your developers and to pay your so.  
You need to be able to make money if you're running a live service, or if that's fundamental game.  
And of course, you know, like World of Warcraft, right?  
You expect to pay for that.

 **Interviewer**1:09:20  
No.

 **P8**:09:22  
I think there's a point where it's not really about.  
Viable services and it's more about revenue streams.  
Just to drive shareholder, you know dividends and stuff.  
So I think there's a grey area.  
It's not black and white. I think a lot of games should just be sold as standalone products, right?  
And and there you go.  
And I think the cosmetics don't really add anything. And then they moved on from cosmetics and now it's more and then loot boxes and now it's all battle passes as far as I can tell, right, season 10 of this or season 12, I can't really get my head.

 **Interviewer**1:09:47  
Yeah, yeah.

 **P8**:09:50  
Around that, if I'm honest.  
And knows that's all about, you know, extracting revenue and I get it.  
I get it.  
But I think it's, you know, when you when you be soft, just saying, well, people aren't gonna own games, right?  
They're just gonna subscribe to them. It's like, no.

 **Interviewer**1:10:05  
It it sounds like something that something that an evil CEO character would say.

 **P8**:10:06  
No.

 **Interviewer**1:10:10  
But that's kind of what it.

 **P8**:10:10  
Yeah, like you do kind of think.  
Do you not know who you're especially who after you aren't exactly their PR at the moment is not exactly great, but I mean you look at a game, we'll see what it's like.  
But I know the traders for GTA6 have just dropped.  
Well, I would imagine that's going to be a standalone title.  
I mean a rock star game always been standalone games.

 **Interviewer**1:10:27  
Yeah.

 **P8**:10:29  
I'm sure they're going to charge a lot for it, but I'm sure it'll be worth it.  
I mean, these are games that people play for 10 years and you know, GTA5 is still an amazing game. So hopefully that will.  
Unfortunately.  
Rocks the rock stars in this world are few and far between, and they only make a game every 10 years.  
You know, every five years.

 **Interviewer**1:10:46  
No.

 **P8**:10:47  
So again, unfortunately I think everybody's gay and GTI isn't going to persuade the ubisofts of this world that they can't make more money just by constant monetizing.  
So we'll see. Again, I'll be more exposed to this when my son gets into Fortnite in a few years.  
Will be, but you know that's what it says.  
It worries me, but it worries me that those story driven narratives.

 **Interviewer**1:11:06  
Yes.

 **P8**:11:10  
Of experiences that take a lot of time and effort and skillful writers and creators. Those will take a back seat to how do I pump out something that I can slap, you know, cosmetics onto?  
So if you're going back in the industry, I think it's fine to have live games and subscription games and games where there's the option of paying towards it.  
But if when that becomes more important than the experience of the game, then to me that's not a game.  
That's that slop. That's the equivalent of.  
Reality TV, you know, minimum cost to produce, maximum kind of engagement, right?  
Which is very which is fine as long as there's a choice, because then people can choose what they want to, whether they want to watch reality TV all day or whether they want to watch, you know, the Godfather or some amazing movie experience. You know, people can choose.

 **Interviewer**1:11:51  
Yeah.

 **P8**:12:00  
Right. I mean that's fine, but when one drives out the other, then it becomes a problem.  
I think you know so.  
We'll see where we are in a few years, I guess.

 **Interviewer**1:12:07  
Yeah.  
It's for good and bad.  
This is this is always been a dynamic market so.

 **P8**:12:16  
And that's good, I think so long as the market is dynamic, then there's competition and the choice then then I'm not going to say that you shouldn't have the option of these live subscription games.

 **Interviewer**1:12:17  
That's good.

 **P8**:12:27  
I mean things like Call of Duty have been like probably the biggest gaming franchise for a decade or more. And I'm sure there's many ways to spend money in Call of Duty.  
I don't really have a problem with that, if that's if you're a Call of Duty gamer, then that's great.  
It's just when you don't have the option of playing the other stuff right and I think.

 **Interviewer**1:12:46  
Yeah.

 **P8**:12:46  
A lot of AAA studios are upset with Larry and for reminding gamers that you know what? You can produce a really good game with good support and it is. And the game was crafted to give you a good experience, not to sell you more stuff. Right and.  
I don't think the studios really want the remind game, is that that's an option.  
They want them to think that isn't an option anymore, so that's what worries me.  
I mean, I say worries me.  
There's much more things in the world to worry about, right?  
But it will be a shame if those sort of things go away.

 **Interviewer**1:13:12  
True, but yeah, it's it's still interesting.

 **P8**:13:15  
But I'm pushing.  
Pushing games are so expensive to make.  
Now, good games that the danger is that people don't want to take risks.  
Because if they lose money on a big game like Star Wars outlaws, you know, lost, I think a lot of money because there was a little bit of a push back against it for various reasons, good and bad. And unfortunately that hurts the people that work at the.  
Studio so I understand them not wanting to take risks.  
You know, I can't really blame them, but unfortunately, gaming fans, I think I partly blame the publishers.  
A.  
Partly gained blade, toxic gaming fans and you know, hopefully they'll still be good games in the middle for us to play.

 **Interviewer**1:13:54  
I think that would be. It's like much, much like many art forms and they has all they have always found ways. The COVID experience really showed an interest.

 **P8**:14:01  
Yeah, that's it.  
It says a vacu if there's a vacuum and there's an absence, then someone will rush in.  
Indeed, I mean, we've seen the rise of indie games, indie developers in the last again 10 years and games that would never be makeable really from mainstream publishers are now finding a platform with indie platforms.  
That's amazing, right?  
And Early access games and things like that.  
So I guess yeah, you're right. If those kind of experiences go away.  
Someone's going to the market will be there, right?  
And someone will move into that market even if it's not the triple-A games. It will be indie games and and other stuff like that.

 **Interviewer**1:14:30  
Yeah.  
There would be someone there.

 **P8**:14:36  
Yeah, yeah.

 **Interviewer**1:14:36  
Do you play?  
Do you play indie games every now and again?

 **P8**:14:40  
Yeah, I mean, I play Bob valheim.

 **Interviewer**1:14:43  
All right, valheim right.

 **P8**:14:45  
In shrouded, we play.  
There's a game called Phasmophobia that is still in early access. That kind of a ghost hunting game that I played. Me and my wife.

 **Interviewer**1:14:50  
Yeah, yeah, I know that one.

 **P8**:14:54  
That's probably the last big game we play and that's an indie game that's been in early access for years.  
I think Subnautica did that start out as indie game. I can't.  
Maybe it didn't.

 **Interviewer**1:15:04  
It did.  
It did, yeah.

 **P8**:15:05  
My last I guess would count.  
So yeah, I'd probably more play the bigger game.  
But partly discoverability is a bit of a challenge, right?  
You know I don't.  
You know, trying to find out what's good and new and you know, and I have limited time.  
It's like I'm trying to.  
I'm not playing 8 hours a day and I have to feed this constant habit of content. You know, I've got probably 20 things I should go back and play.  
So, you know keeping up. But you know, if someone recommends a game, I guess bar trauma was probably an indie game.  
I like prison architect and the British company behind that.  
There's a couple of guys that run that, so yeah, I'm not really.  
I don't really think Indian AAA, to me, they're just it's a game, right?  
I guess that is it a big game.  
Is it a long game versus is it like a more modest packaged up thing?  
But yeah, we probably play a mixture of both to be honest.

 **Interviewer**1:16:00  
Have you heard of of?  
Thank goodness you're here.

 **P8**:16:04  
No.

 **Interviewer**1:16:04  
That that, that is a charming, charming, little charming, witty little indie game that has about the same it has a game that is marketed as it embraces the spirit of Englishness and the slight absurdism of of like the specific, like UK humor.  
I've recently seen it and it it.  
It has a very Monty Python esque vibe to it.

 **P8**:16:28  
Oh wow, sounds perfect.

 **Interviewer**1:16:30  
Yeah, I I.

 **P8**:16:31  
I.  
I do.  
I do love the fact these indie games an idea or a style or something, right? It doesn't matter.  
But something compelling, you can make a game out of that. It doesn't have to be the biggest thing, but like you know what, this is a fun thing.  
And my daughter plays.  
They play iPad, Apple Arcade. I must be about the only person that subscribes to Apple Arcade just to avoid adverts for them and stuff like that.  
And there's lots of cute little games on that, that they're just very nicely presented.  
She played one the other week.  
Is it called moving in?  
I think and it's kind of got this 8 bit art style to it, quite blocky, but a nice pastel like nicely done and you're just the idea is you're moving into like a room and I think you're playing the same person moving throughout their life.

 **Interviewer**1:17:09  
Mm hmm.

 **P8**:17:17  
So the early level is just there's one room, it's a nursery or something, I can't remember.  
And then you're in your first apartment and and basically when the level there, there's a room with some boxes and you click on the box.  
And then you just take things out-of-the-box and you arrange them in the room and some things have a wrong place. Like you can't put the toothbrush on the shelf or whatever.

 **Interviewer**1:17:31  
Yeah.

 **P8**:17:36  
But essentially, you're laying out this room, so it's kind of this aesthetic Zen, kind of like. How would you lay this room out, right?  
And she really likes that.  
I'm like, you know what?  
That's an amazing game that wouldn't have existed, you know, before, but like, oh, let's make a game about unpacking and just setting out your room in the way you would want.  
So she, you know, that kind of thing is perfect for indie games.  
The thing you know, you play it for a couple of hours probably, and then you're done.  
But you know what? It it relaxed you.  
It was, you know.  
I don't know.  
It was kind of Zen.  
So yeah, that was pretty good.

 **Interviewer**1:18:09  
Yeah, it.  
It's it's really fantastic in these ways.  
All right, I am.

 **P8**:18:13  
Yeah.

 **Interviewer**1:18:15  
I I need to start wrapping up because it's I'm still in the cabinet with other people.

 **P8**:18:21  
Oh, right.  
Yeah, no problem.

 **Interviewer**1:18:22  
But thank thank you for your time.  
There's been a very fruitful interview for me.

 **P8**:18:27  
That's all right.  
Lovely to lovely to hear from you and good luck with the research if you need anything else. You've got my e-mail address, but I'm sure we covered quite a lot.  
So yeah, good luck.

 **Interviewer**1:18:36  
I think it's only if you find if you remember any other people that might be interested then I am ask.

 **P8**:18:43  
I'll I'll send on your. I'll send on your details.

 **Interviewer**1:18:45  
That'll be lumpy.

 **P8**:18:46  
Perfect. All right.  
Well, have a good rest of your week.

 **Interviewer**1:18:48  
Thank you. And same to you. Cheers.

 **P8**:18:50  
Cheers. Bye bye.

 **Imanalin, Samat (191596)** stopped transcription (8th interview transcript, Pos. 1-355)