**Transcript**

June 13, 2025, 1:29PM

 **Interviewer** 0:04  
They said she dressed a certain class of.  
Tell tell me tell.  
Me this Section 3 store close morning.  
But I think she tries to.  
Sort of wash my.  
Mm hmm.  
Good evening.

 **P9**:57  
Hi there. Good afternoon.

 **Interviewer** 1:59  
Good afternoon.  
Can you hear me all right.

 **Participant**2:03  
Yes, I can hear you fine. Yeah.

 **Interviewer** 2:05  
Ah, lovely, lovely, lovely.  
My apologies for not having a camera.  
I had a a last minute issue with my hardware, but that that's life for you. That's life for you.

 **Participant**2:13  
Oh, no worries.

 **Interviewer** 2:17  
All right. So first of all, I want to remind you that I'm gonna be transcribing and recording this interview for you for use.  
So you've already probably read the data policy. If you have any questions, I can answer them.

 **Participant**2:34  
Yep.

 **Interviewer** 2:35  
Or if you have any problems please like message me at any time.

 **Participant**2:39  
All right. I have no questions.  
So go ahead.

 **Interviewer** 2:41  
Alright, lovely then.  
Then we can begin.  
So thank you for finding the time for me.  
I'm doing research into the video game habits for people that are for people that are 50 years and above.

 **Participant**2:54  
Mm hmm.

 **Interviewer** 2:59  
So the age bracket that people don't really talk about all that often when it comes to traditional video games.  
And yeah, I just wanted to kick off with a question of, have you been playing recently?

 **Participant**3:14  
Ah yes, last Monday.

 **Interviewer** 3:17  
Yeah. And what have you been playing?  
Maybe like in the last maybe couple of months.

 **Participant**3:21  
But.  
Couple of months.  
Oh, that's mostly Battlefield 2142, the new Doom.  
I've placed sniper Elite and Red Dead Redemption 2.

 **Interviewer** 3:35  
Oh, that's that's a pretty hefty.  
Catalog.

 **Participant**3:40  
Yeah. Well, I I like first person shooters.  
Doom was actually one of the first video games I ever played on APC.  
And and I just love Red Dead Redemption too, which is so elaborate and open world and yeah.

 **Interviewer** 3:55  
Yeah, I I agree it's a.  
It's a pretty unique piece of piece of art, honestly.

 **Participant**4:00  
Yep.  
Yep, Yep.

 **Interviewer** 4:03  
The game.

 **Participant**4:05  
And I forgot Helldivers 2 sorry.

 **Interviewer** 4:08  
Always a good stuff.  
So I presume, do you have like?  
A gaming group that you play with? Or do you play with people online?

 **Participant**4:16  
Yeah, yeah, I I have a group of friends. Most of them are. Well, some of them are ex colleagues and and Azure.  
You get to know people, friends through friends.  
So I I game with them.  
So we've been doing that for the past, I think 34 years, something like that.

 **Interviewer** 4:36  
Oh, interesting.

 **Participant**4:38  
Yeah. Well, I would maybe a bit bit bitcharted on that, but in principle, every Monday evening we game online.

 **Interviewer** 4:45  
So you would say it was kind of roughly roughly the same ritual on Monday evenings.

 **Participant**4:50  
Yep, Yep. Started out with Call of Duty and then we later edit other games, mostly first person shooters.

 **Interviewer** 4:59  
So you mentioned, are these like friends of friends or are these people that you kind of know in real life, maybe like old friends?

 **Participant**5:06  
I I know that I know them all in real life.  
So they it's so it's it's no they started out as friends from friends that you get to know.  
So we're all from while more or less the same region between Tilburg, Den Bosch and Eindhoven roughly.

 **Interviewer** 5:24  
Mm hmm.

 **Participant**5:25  
So we also do other stuff together like go to movies.  
Outgoing carting and and a lot of escape rooms.

 **Interviewer** 5:34  
That that, that's a good time.

 **Participant**5:36  
Right, yeah.

 **Interviewer** 5:37  
So are these like university friends, or do you just kind of come together for different reasons?

 **Participant**5:42  
But it's random, so I I know some from work.

 **Interviewer** 5:46  
Mm hmm.

 **Participant**5:47  
Ex. Colleagues that you happen to converse about about gaming and they they share the same passion and then you mean a number of time on lines.  
Some are friend or friend, so one works for Ministry of Defence.  
Very, there's a landscape designer.

 **Interviewer** 6:04  
OK.

 **Participant**6:04  
And one of my friends that I actually know already since my side job in university.  
He is.  
He works.  
In he he works as a project managing construction, but he also loves the game.  
So I asked him to join our game, a game club as well so.

 **Interviewer** 6:22  
Yeah. So it's like a.  
Yeah, I guess a little game club.

 **Participant**6:26  
Yeah.

 **Interviewer** 6:27  
OK.  
That's cool.  
Let's see.  
All right. So would you actually, would you call yourself like a more extroverted person then?  
'Cause it kinda sounds like you're a very like you're a very social person.

 **Participant**6:40  
Yeah.  
I'm very extraverted, yes, yeah.

 **Interviewer** 6:47  
So like so, naturally, if you if like if you talk to people the subject of games was kind of coming up and that's how you met people.

 **Participant**6:54  
Yeah. So I I I feel no embarrassment about that.  
I will tell that so when I introduced myself to Nicola, I always take, you know, my game.  
My hobbies are especially online gaming, cycling and and other stuff.

 **Interviewer** 7:09  
Mm H.

 **Participant**7:10  
Yeah.

 **Interviewer** 7:12  
Not fair. Fair.  
That's actually might be like very, very beneficial for finding I guess, likeminded people.

 **Participant**7:20  
Well, definitely.  
And it turns out a lot more people are gamer than they initially think.

 **Interviewer** 7:29  
Oh, you'd say so.

 **Participant**7:30  
Yeah, yeah.  
So when I present.  
So when I present myself to new colleagues, I'll state about myself regularly.  
Oh, I game as well.  
Which games do you play? Yeah, that.

 **Interviewer** 7:44  
I see.  
I see.  
And then and then people more often than not actually kind of respond.

 **Participant**7:49  
Yeah, the lot won't tell us themselves, though, because it seems like, you know, it's considered childish.  
Or only something that you do when you're in your teens or early 20s?

 **Interviewer** 8:03  
But, but you don't think so?

 **Participant**8:06  
No, no.  
Why? You know, I still love playing the game.

 **Interviewer** 8:08  
I mean, yeah.

 **Participant**8:09  
No, I know, I realise I get older.  
You know, my reaction time decreases.  
I also know that when it's past 9:30 in the evening that my my score suddenly become better, because then all the 13 and 14 year olds all are in bed. But.

 **Interviewer** 8:27  
I mean that's fair.  
And if you're playing with a team, especially in a game like Battlefield, I guess, do you feel like the do you feel like the teamwork actually kind of compensates for that?

 **Participant**8:32  
Hmm.

 **Interviewer** 8:36  
Do you feel you're? Would you say you're kind of because you tend to play with more mature people?

 **Participant**8:39  
Yeah, well, I think definitely.  
So that's that's a good question.  
Actually, I've realized that I I prefer playing battlefield over Call of Duty.  
Because in Battlefield you have to work more strategically.

 **Interviewer** 8:49  
Mm hmm.  
Yeah.

 **Participant**8:52  
Right, you have to cooperate.  
It's more about objectives and about getting kills, so I don't get that many kills.  
My kill death ratio is always well, it's not also very good, but I love playing objectives like conquering.  
Conquering flags or you know what I mean, areas.

 **Interviewer** 9:10  
Yeah.

 **Participant**9:14  
Placing booby traps around that.  
That's I also big fan of Rainbow 6 Siege.

 **Interviewer** 9:21  
Oh yeah, that's oh, that's a lot.

 **Participant**9:22  
Because no, you can't.  
You can't rush in.  
You can't play Rambo there.  
You have to be careful.  
You have to talk to your colleagues.  
You have to.  
Figure out how people sit and try to to booby trap them.  
It's a bit more slow paced.

 **Interviewer** 9:41  
It's a lot.  
It's also a lot more communication and strategy.

 **Participant**9:43  
Yeah, yeah, yeah.

 **Interviewer** 9:43  
Build build, yeah.  
And it's sort of also punishes being a little being not considerate.

 **Participant**9:49  
Slower, yeah.

 **Interviewer** 9:51  
Yeah, yeah, yeah, that's that's actually a really cool thing.  
So would you say you've been? Sounds like you've been kind of a long term shooter game fan.

 **P9**0:01  
Yeah, yeah.  
I I have been playing video games since I was a think.  
11 or 10 years old. Then we got our first gaming computer at home.  
But I could only do pong.  
You know right with the the lines going up and down and little ball and and of course you could play football antennas and hockey, but they were all the same, just different lines.

 **Interviewer** 10:22  
Yeah, yeah.

 **P9**0:28  
That's that's it.

 **Interviewer** 10:31  
So that was so it was like 1980s?

 **P9**0:31  
Later.

 **Interviewer** 10:33  
So it was like 1980s, I guess, like Atari, that kind of thing.

 **P9**0:37  
Yeah, I think nowad even at the thing before death.  
So maybe even 1997, something like that, 90s, it's 1979, sorry.

 **Interviewer** 10:43  
Hmm.  
Oh, OK 90.

 **P9**0:47  
In the 80s I I got I got a fake 20 home computer and later Commodore 6064.

 **Interviewer** 10:51  
Mm hmm.  
OK.

 **P9**0:56  
And I play a lot of sorry.

 **Interviewer** 10:57  
So Oh no, no. Do go on. I yeah.

 **P9**1:01  
Well, I played a lot of video games there as well.  
And I got my first PC a couple of years later there was 386.  
And one of the first games I played on there was Wolfenstein 3D.

 **Interviewer** 11:16  
OK.

 **P9**1:16  
And I think that's the original 1st 3D version, the original 3D first version shorter.

 **Interviewer** 11:23  
Yeah, I I believe people.  
I remember people mentioned that.

 **P9**1:28  
Yeah.

 **Interviewer** 11:29  
I played only only Doom games, but I've I've I've seen the. I've seen a lot of materials on Wolfenstein 3D.

 **P9**1:33  
Yeah.  
Do most the second game they released after the Castle Wolfenstein.

 **Interviewer** 11:40  
Right, because they were both aid software.

 **P9**1:43  
ID software correct?  
Yeah, and ever since I've the preference for first person shooters, yeah.

 **Interviewer** 11:50  
I see.  
I see. And would the with the computer.  
Would how? How does how did it happen that you got it?  
Did you just, like, buy it off of your own income, or was it like accessible university?

 **P9**2:00  
Yeah. Yeah, yeah, yeah, yeah.

 **Interviewer** 12:02  
OK.

 **P9**2:02  
Yeah. Well, it's about from our income, but I I got my first job at this at at the moment at that moment and there was a tax benefit at that moment.

So it was stimulated by government so that people would buy PCs and understand computers and digital. And you were able to buy APC off your gross salary.  
Yeah. So you didn't have to pay tax over the income that you spent on the PC?  
It had to be arranged through work though.  
And and that's when I bought my first PC.

 **Interviewer** 12:42  
Actually interesting because this is not the first time I hear about roughly a similar situation.

 **P9**2:47  
I think I think in the in the early 90s.  
This this tax benefit was there, I think from 1990 until 2004, 2005.  
Because I remember I bought 3PC's through work.  
Or with huge tax benefit.

 **Interviewer** 13:11  
Well and also work.  
I see what kind of work were you doing at the time? If if that's not a secret.

 **P9**3:18  
No, no.  
So I I started out at IBM as a software developer.

 **Interviewer** 13:24  
I see.  
Oh, IBM.  
That's a. That's a big one.  
That's a big company.

 **P9**3:27  
Yeah, well, I worked there for two and half years. They had an office, Netherlands, which did mainly.  
Contingent workers.

 **Interviewer** 13:35  
Mm hmm.

 **P9**3:36  
So I worked a lot of other companies and I finally got positions at Phillips and I joined Phillips a couple years later.  
And I still with Philips, yeah.

 **Interviewer** 13:44  
Yes.  
I see.  
I see.  
Ah, so that's a pretty long term career.

 **P9**3:49  
Yes, more than 30 years now in Philips.  
So we had that.

 **Interviewer** 13:52  
That's it.  
That's a respectable career.

 **P9**3:56  
I'll probably retire, right?

 **Interviewer** 13:57  
And.

 **P9**3:57  
I enjoy it and Phillips is a good employer so.

 **Interviewer** 14:01  
That was good to hear.  
So and were you kind of roughly still working in software development or did you change your focus?

 **P9**4:09  
Well, I I did.  
I did a couple of software development.  
I became a software architect later.  
Learn about audition plans like mechanics and physics and electronics, and became a system architect. And since 8 years I am chief engineer of Division of Philips, which makes equipment for treating patients.  
With have an analytic model of coronary artery.  
And at about 7-8 different products we make and I'm the chief engineer of that entire product portfolio.

 **Interviewer** 14:44  
Oh, that's that's actually really fun. And all the very important work.

 **P9**4:48  
It is.  
It is extremely relevant work.  
And that's also what?  
Yeah, that's why I enjoy it so much.  
So you know, I love gaming and stuff, but being in hospital and seeing how people get cured while physicians use your equipment, that's that's very rewarding.

 **Interviewer** 15:04  
Yeah, I I I can imagine actually.  
I'm curious, would you say that?  
So for your career, you've developed quite a few skill sets. Would you?  
Would you say that?  
They show up.  
Or maybe some of them are have a have a connection to games you play.

 **P9**5:26  
The other way around is yeah, yeah, yeah.

 **Interviewer** 15:27  
The other way around. Oh, how so?

 **P9**5:30  
Because through gaming I got to understand networking and net code and latency and things.  
And later I was interested technology behind computer gaming. So.  
In my personal time, I started to learn OpenGL and I started to learn how to work with.  
I don't know. I forgot the name.  
The the 3D engine unity engine.

 **P9**6:00  
Right. And then you learn about 3D modelling, about coordinate transformation and 4 by 4 matrices etc etc.  
So yeah, and and I applied it in my work where we also do 3D reconstruction and 3D models and and we drive.  
A.  
Mechatronics construction.  
Where kinematics and averse kinematics is extremely important, but I actually learned kinematics through through.  
My interest in gaming.

 **Interviewer** 16:33  
Can you quickly explain to me what kinematics is?  
I'm not sure I understand.

 **P9**6:36  
All right. So yeah, so if you have a, a robot, a welding robot.  
So you remember them from TV, right?

 **Interviewer** 16:41  
Yeah, yeah, yeah, yeah.

 **P9**6:43  
The welding robot consists of 6 rotation axis.  
That's it.  
But the tip of the robot has to make a straight line with a fixed beat.

 **Interviewer** 16:53  
Yeah. OK.

 **P9**6:54  
In order to get that fixed line with the same speed.  
6 axis need to work in parallel with different speeds and position accelerations.

 **Interviewer** 17:03  
Mm hmm.

 **P9**7:03  
0.  
That's kinematics.

 **Interviewer** 17:05  
Ah, OK, I see. I see.

 **P9**7:06  
Right. Yeah. Because if you rotate the base of the robot, the entire arm rotates with it, and suddenly the gripper points in different direction.

 **Interviewer** 17:12  
Yeah.  
Yeah. Come to think of it, that must be some really, like, like you don't really think about how intricate and complex calculations like that need to be.

 **P9**7:24  
Yeah, and since I wanted to understand how those works, I got I got in.  
I dove into OpenGL and then you learn how you build 3D models, how you attach stuff together, and also why your issue character holds a gun like this and if you rotate and I would point you are direction right, but you have to calculate the position of.

 **Interviewer** 17:42  
Yeah.

 **P9**7:45  
All the entire frame of all the components at make up the gun.

 **Interviewer** 17:51  
Yeah, yeah.  
I see.  
I see.  
And so games could were kind of like sort of like inspiring and kind of at the start help.

 **P9**8:02  
Yeah, definitely.  
Right. I know when we first started out with gaming.  
So I still do LAN parties.

 **P9**8:11  
Yeah, yeah, yeah.  
So we, we had fun actually a couple of weeks ago. That's why I met [another participant]. I think the one that introduced us.

 **Interviewer** 18:18  
Possible.

 **P9**8:18  
Right.  
And.  
We we still do that two or three times a year, always at my place because I have sufficient space and then we we start at something like 10:30 in the morning and we game until 3:00 or 4:00 AM.  
But we'd also do, you know, lunch, barbecue and all kind of other stuff in between.  
But when we started out and I was in the early 90s, you had to connect these species together.

 **P9**8:46  
Using a network.  
At that moment in time, that was not trivial.  
You had to.

 **P9**8:54  
And if you if you pluck your PC now into a switch and you plug that switch into another PC, windows will do it all for you.  
Be able to find yourself the discovery. You can share a disk, but that back then you had to really figure out. You know what your network connections are.  
How do you hand out IP addresses etc.

 **P9**9:15  
So I also learned a lot about networking.

 **Interviewer** 19:15  
So it yeah, because for that process you kinda have to.

 **P9**9:20  
Yeah, yeah.

 **Interviewer** 19:22  
OK.

 **P9**9:22  
I remember that in those days, you know we would.  
On Friday evening, you will bring your PC and I with a friend of mine, would spend the entire evening making sure the network works, that we could game on Monday.  
That was basically what we did.

 **Interviewer** 19:37  
I see.  
So that, yeah, so that is a really long standing tradition of like multiplayer gaming on Monday.

 **P9**9:43  
Yeah.

 **Interviewer** 19:44  
I'm curious, do you?  
Do you play also by yourself or do you limit your gaming mostly to that?

 **P9**9:48  
Yeah, no.  
I also plan by myself.

 **P9**9:53  
I I enjoy playing with my friends because of the social aspect.  
I mean, after we're not that serious.  
No, we just having fun.  
We do some party games and and.  
Just have a laugh.  
But also like the game alone.  
So I have some single player games.  
But I also play sometimes online with strangers that.

 **Interviewer** 20:14  
No, I see.

 **Participant**20:15  
Yeah.

 **Interviewer** 20:15  
I'm. I'm just also curious like.  
Because you mentioned Red Dead Redemption and that that's a game.  
Oh, there is Red dead online.  
But that's also a pretty hefty project that is a single player.

 **Participant**20:26  
I I've I've. I've never played it actually. So I I got Red Dead Redemption two actually, because one of my son's advised it to me  
And by the way, I also play a lot of my 2 sons. There are age 25 and 22 and we also play often together.  
So on Wednesday, they have dinner with me, and afterwards we often do some helldivers.

 **Interviewer** 20:46  
Oh, that's great.

 **Participant**20:47  
Yeah. And he advised that to me.  
He should write red at redemption two and I just love the shingle player.  
I love the story.  
It's like watching a 30 hours movie. That's.

 **Interviewer** 21:00  
Yeah, it it is a very. It is a very spectacular experience by itself. I'm sure the play playing with your sons.

 **Participant**21:04  
Yep.

 **Interviewer** 21:10  
How how did that start?  
Did that start in their childhood or is this something that came up?

 **Participant**21:13  
Yeah, in childhood. Yeah. Yeah, definitely.  
So it would have video games for them for their age, like Rayman for instance.

 **Participant**21:23  
We start playing then and as they grew up, you know they they both got a PlayStation and another PlayStation.

 **Participant**21:29  
We had a game cube  
Cooper neighbor Young will play Mario Cartalos, and they also both enjoy gaming. So.  
And even though every now and then they call me up one of them has a PlayStation five, the other one have has a PC.  
And we just do some cross, cross, cross-platform games.

 **Interviewer** 21:47  
Cross-platform is really useful for these kinds of situations.

 **Participant**21:49  
Yeah, yeah, yeah, that's that's. That's actually only been around for a couple of years yet.

 **Interviewer** 21:55  
Yeah, but I I remember it became.  
It kind of came into my into my attention during Corona because now I think Microsoft were really pushing the fact that they have backwards compatibility full on with their all of those their consoles, and they specifically said let's reconnect families.

 **Participant**22:11  
Yeah.  
Yeah.

 **Interviewer** 22:14  
Always, always thought it's very noble and obviously very convenient way to spend more time together.

 **Participant**22:20  
Yeah, that's true.  
Yeah, especially during the the lockdown.  
I played a lot more video games.  
There was nothing else to do.

 **Interviewer** 22:31  
Today, there wasn't.  
Yeah, when we're stuck at home, there wasn't really much to do in that situation.

 **Participant**22:33  
Yep.

 **Interviewer** 22:35  
OK.  
I'm curious in general, within your gaming career, were you playing with like roughly the same frequency or what did you kind of stop playing maybe at a certain time because maybe family and work were becoming too big?

 **Participant**22:53  
Yeah. I think when, when, when?  
My kids were born.  
I played a bit a bit less because she want to spend more time with her family.  
I played a lot more when I was younger, but I also noticed now as I as I get a bit older that.  
After a couple of hours I get tired, right?  
And and you just need need to get rid of the the speed and density of the games, yeah.

 **Participant**23:21  
So it has become less.  
But that's become gradually over the past so many years.  
But when I was in my 20s, I play definitely a lot more.

 **Interviewer** 23:30  
Yeah, I see. I see.  
And would you say maybe you're approaching games differently because you know now that now that you're older, maybe there is like a different focus in on different elements of the game?

 **Participant**23:44  
Yeah, I think so. When I, when I, when I mentioned earlier is that you know ranking number one was important, having I kill death ratio, I I lost playing games at a fast-paced like a little tournament.

 **Participant**23:59  
And Call of Duty.  
But now I actually prefer games where your objectives are more important.  
You have to work more strategically.

 **Interviewer** 24:10  
Yeah. OK. OK, that actually sounds.  
Yeah, that actually makes a lot of sense.  
Would you say that it's also?  
Would you say that you're like, it's not. Not that let Reph rephrase it differently. When you were when you were younger and you were mostly playing more, more competitive shooters, you know, Doom, Quake, that kind of stuff.

 **Participant**24:28  
Yes. Yeah.

 **Interviewer** 24:30  
Were you motivated in any way by like, how do you say it comparison to to other gamers?  
Like why being a, why being at the top as important?

 **Participant**24:36  
Yeah, yeah, yeah, definitely.  
Yeah, yeah, I was extremely competitive.  
Yeah, yeah.  
And that has also changed.

 **Interviewer** 24:44  
OK.

 **Participant**24:45  
I think that's a good remark.  
So I'm not that good.  
Not that good anymore.  
So when I play my friends, I'm usually always at the bottom half, but for me it's more important to have fun.

 **Interviewer** 24:51  
Mm hmm.  
True, true.  
OK. And would you say like the reason you play games then probably also has changed a bit?  
So it's more of like a lot more of a inside intrinsic motivation because you're not competing with anyone.  
It's not.  
Kind of.  
It's not external.

 **Participant**25:14  
Yeah, it's, it's, it's fun.  
It's relaxing, so it's. I don't feel the urge to perform, although now when I'm when I'm number one, I still enjoy that, right?  
So it happens every now and then but.

 **Interviewer** 25:24  
Mm hmm.

 **Participant**25:28  
It's more, you know, after I've worked for an entire day.  
It's just nice to to sit down my PC and just and do some games right? So and do some small talk.

 **Interviewer** 25:36  
Yeah.  
Yeah, I'm actually also partially curious about that, because why do you think?  
Why do you think is that is so relaxing?  
Like what does it?  
What? What does?  
What role does it play?  
I don't know.

 **Participant**25:52  
Well, that that's so I I have ADHD.

 **Interviewer** 25:57  
Mm hmm.

 **Participant**25:58  
Right. And so partly that that has made me successful in my world because I can multitask extremely well.

 **Interviewer** 26:06  
Yeah.

 **Participant**26:06  
I can handle 20-30 different topics at the same time.  
But also my head never stops.

 **Interviewer** 26:13  
Mm hmm.

 **Participant**26:13  
And when I'm doing.  
Heavy physical labor like you know.  
Digging a hole or something like that.  
Or when I'm playing video games.  
You're focused on that thing only, right?  
And especially video games are fast-paced.  
You have to pay attention to concentrate on the game.  
It actually relaxes my mind.

 **Interviewer** 26:38  
Oh, OK.  
That's interesting.  
There is a sort of like, yeah, the fact that they kind of take your focus.

 **Participant**26:44  
Yes, yeah, yeah.

 **Interviewer** 26:46  
Would you say that's also like why you like? You still have a lot of you. You still prefer first person shooters because they still kind of because like compared to I I guess like an MMO game or a role-playing game.

 **Participant**26:58  
Hmm.  
Yeah. OK.  
What you mean? But but?  
For instance, if you my son's plays a lot of FIFA.  
That's also fast-paced, but I just don't like that. I also don't like Formula One simulators or race race simulators. And then you have to pay the same level of attention.  
I don't know.  
I can't really pinpoint why why it's the first-person shooter that I enjoy so much, but.

 **Interviewer** 27:26  
I mean, it might be just preference.

 **Participant**27:27  
Yeah, yeah.

 **Interviewer** 27:30  
OK.  
Yeah, that that's actually quite.  
Yeah, that's actually quite interesting. 'cause. I have also interviewed a couple of other people and I noticed that there is a sort of, I guess sort of an the the reason, the fact that you focus on games leads to a certain emotional regulation, the certain relaxation maybe even.  
The sense of control for some people so.

 **Participant**27:52  
Oh yeah, yeah, I can imagine.  
Yeah. For me, it's really winding down. That's yeah.

 **Interviewer** 27:57  
It's it's really winding down.

 **Participant**27:58  
Yeah.

 **Interviewer** 28:01  
OK.  
OK then also I have another question, I want to take a little bit of a step back.

 **Participant**28:08  
Sure.

 **Interviewer** 28:10  
Can you remember any highlights from your playing? For example, in the in recent times highlights, I mean emotional highlights, moments of satisfaction, achievement, something that was like something that really comes to mind.

 **Participant**28:18  
Mm hmm.  
Oh yeah, definitely.  
I think when we it's not that long ago in the last Call of Duty, there's a zombie mode.

 **Participant**28:36  
Where we play through the entire story.

 **Participant**28:42  
With with four people online and after numerous attempt, we we we managed to finish it all and kill the envelops.  
Yeah, that then.  
Now it's it's like you want to suck again. That's yeah.

 **Interviewer** 28:58  
Yeah. OK. That that's a, that's a really cool one.  
Yeah, I'll see.  
Would you say that?  
I mean, you did.  
You did kind of mention that, but like the fact that you play games and that you are openly like playing games, would you say that there is a little part of it that is relevant to your maybe identity to how you present yourself or to how you think?  
About yourself.

 **Participant**29:26  
I think so.  
So so I never hide it.  
I talk about it openly. I think it's also part of my life, right? So.  
I don't have that many hobbies, so I like to go cycling.  
I have a recycle.  
That's why I enjoy and I've also done that for a very long time and gaming so that that's yeah. And also so I got divorced a voice long time ago. I have a girlfriend now.

 **Interviewer** 29:53  
OK.

 **Participant**29:53  
But one of my first data set you know.  
Yeah, I'm a gamer and I game and on Monday she can't reach me because then I'm gaming.

 **Interviewer** 30:02  
OK, I see. No, that's fair.  
That's interesting.  
Right. Let's see.  
When, when playing with friends.  
Yeah, you did say that.  
Have like a group of your own.

 **Participant**30:18  
Yeah.

 **Interviewer** 30:20  
What do you use to communicate or to organize?

 **Participant**30:25  
We have a WhatsApp group in which we, you know, make all the offline discussions.

 **Participant**30:34  
We currently use Battle.net to talk online.

 **Participant**30:40  
'Cause that works for any game. Before that we build on discord.  
But that gave some problems with bandwidth. At some moment in time, so we switch to Battle.net.

 **Interviewer** 30:50  
Oh OK, I see.  
I'm curious. Like you mentioned WhatsApp.  
Like, do you?  
Did you have a separate WhatsApp for like game related things or is it more generally just like this is our chat?

 **Participant**31:02  
Well, we, we actually we have a number of similar hobbies in in that group.

 **Participant**31:09  
So we have one that's about gaming, one that's about Formula One and one that's about fish tanks.

 **Participant**31:19  
And that's purely coincidental. So we.  
Are five of the people in the group, and I think we're about 8.  
Five have a fish tank.

 **Participant**31:31  
I want this for gaming in general, so if someone wants to do an escape room, redo a date picking in there or someone says, hey, there's a newer movie is playing, I want to go once you join me on Monday, we also used a group for that.

 **Interviewer** 31:45  
OK, I see. I see.  
All right.  
Fish fish Taste was an unexpected 1.  
Do you have a fish tank?

 **Participant**31:56  
So the moment I mentioned I thought, well, that's fine. That's nothing to do with gaming, but that's. Yeah, that's.

 **Interviewer** 32:02  
I mean, it's definitely an unusual thing.  
Let's see.  
And the other like you have a bunch of hobbies you do with friends. And he also mentioned cycling I think.  
Yeah, so this is, this is something you do to like to go outside to keep yourself to keep.

 **Participant**32:14  
Yep.  
Yep. Fit, yeah.

 **Interviewer** 32:20  
Do you?  
Do you cycle to new place?  
In other words, do you like use cycle as a vehicle to for maybe like exploring surrounding area?  
That kind of stuff.

 **Participant**32:31  
Used to do that, but so I've I've been cycling now for a bit over 40 years.  
Right. And and it's all in the same region, so.  
I've seen most of the roads in in Brabant anyway, so when I go cycling now, it's mostly just to to exercise.

 **Interviewer** 32:53  
Mm hmm. I see. Yeah, OK.  
That's that's fair.

 **Participant**32:55  
Yeah, but but I used to do that a lot, like, you know, especially in the old days when I was on Google Maps. **Participant**33:01  
Yet you you went cycling, you went 40 kilometres in One Direction and then you figure your way home. That's.

 **Participant**33:11  
Alright, so sometimes you pass a restaurant and hey, that looks nice.  
I'm thinking going to the have dinner coming Saturday. That's it.

 **Interviewer** 33:19  
Yeah, yeah. I come from a place with where biking is not that popular.  
It's only becoming popular now and here in the Netherlands it's like.

 **Participant**33:27  
OK.  
So where you're from, if I can ask that?

 **Interviewer** 33:29  
As.  
Of course I'm from Kazakhstan.

 **Participant**33:32  
All right. OK.

 **Interviewer** 33:32  
I'm from Central Asia.  
I came here to study video game design and now I'm doing my master's degree 'cause I wanted to build a bit more stronger theoretical foundation.

 **Participant**33:34  
Hey.  
OK.  
Right.  
But you do have a cycling team and some very strong cyclists also.

 **Interviewer** 33:48  
Oh, OK. I mean, yeah, that makes sense. 'cause like you if you already have a group, then probably some people from that group also join in cycling.  
Or is the different group?

 **Participant**33:58  
Now, I said Kazakhstan has a pretty decent cycling team.

 **Interviewer** 34:01  
Oh, I'm missing this.

 **Participant**34:01  
And yeah.

 **Interviewer** 34:02  
Yeah, yeah, I think I was.  
I was actually neighbors with one of the main people there when I was a kid.

 **Participant**34:08  
OK.

 **Interviewer** 34:09  
I remember my family mentioned something like that. 'cause still still relatively feels like a small country sometimes.

 **Participant**34:17  
Yeah, yeah, yeah, I can imagine.

 **Interviewer** 34:19  
Another thing I was curious because you've kind of you've been with games for a while.  
Curious on your perspective on like games and culture, for example.  
There was a couple years ago the whole discussion of our video games art in general.  
Can they be considered?  
What is your take on it?

 **Participant**34:38  
While.  
When you look at a video game, I think is the result of a very creative process. **Participant**34:46  
So it depends on your definition of art, but if you consider movies, art or music art and then yes, then video games are also considered art.

 **Interviewer** 34:57  
Yeah. OK, fair.

 **Participant**34:58  
It's recreative sector, yeah.  
And it's it's meant to.  
Do I enjoy people?  
Entertain people.

 **Interviewer** 35:07  
Yeah. OK.  
Regarding your experience online, because I presume you've been play, you've also have quite an experience playing games online, at least shooters.

 **Participant**35:16  
Yeah, yeah.

 **Interviewer** 35:19  
Did you notice anything?  
Like over the years, do you?  
Did you notice anything interesting with how people behave when they play online games with each other?

 **Participant**35:28  
Yeah, definitely.  
Yeah. Yeah, yeah, yeah, yeah.  
I I think in in the early days.

 **Interviewer** 35:32  
Please elaborate.

 **Participant**35:38  
There were less people online because of multiple exploratory, but people are more polite.  
Right nowadays I always I always close off my chat window always because you know it's it's cursing and blaming and yeah and complaining.

 **Interviewer** 35:45  
OK.  
Yeah, it does feel like people are. People are really toxic.

 **Participant**35:58  
Yep.  
Yep, sometimes when I read, I think you know guys are here to have fun. If you don't enjoy the game, do something else. That's.

 **Interviewer** 36:09  
What do you think?  
It is that way because if, like I mean if see, you've probably made might have picked up on something.

 **Participant**36:19  
I I think that because I recognize that from from my, from my younger son he plays FIFA.  
But he's extremely competitive and goal oriented. **Participant**36:33  
So.  
The the concept they have that you that you that you bring cards and get better place etcetera, etcetera, that's something that.  
Kind of got got got gets a whole of him right. So and he plays FIFA a lot but he has destroyed 3 controllers playing FIFA just because he lost last minute right. Or the game had the glitch and his goalkeeper tipped over ball and the ball went in. **Participant**37:00  
And I'm not joking. He threw it against the wall.  
He gets aim and I'm like, you know, stop playing the game, you know, pick something you enjoyed that makes you happy. And I don't know what it is that's.

 **Interviewer** 37:13  
Mm hmm.

 **Participant**37:15  
I mean, I sometimes when things go, don't go your way. It can be frustrating.

 **Interviewer** 37:15  
But if.

 **Participant**37:22  
But now for me it's one swear word  
And that's that.  
That's done right so.

 **Interviewer** 37:30  
Yeah, yeah.  
So you would say you like, you also notice it in your in your own case. Actually. I mean, yeah, if you've seen your your two sons kind of grow into playing games.

 **Participant**37:40  
Yeah.

 **Interviewer** 37:42  
And that you mention you have two sons. Did the other son display a similar behavior?

 **Participant**37:47  
No, no, he he is also fanatic with gaming.

 **Participant**37:55  
But for him, it's more than fun factor, right? So.  
He enjoys a lot of single player games as well.

 **Interviewer** 38:05  
Mm H.

 **Participant**38:06  
And especially like Elder Scrolls or Skyrim, where you have a large open world and and a large territory explore a lot of missions to complete a lot of side missions.

 **Interviewer** 38:17  
I see.  
Yeah, it's a different style.

 **Participant**38:18  
It's a fairly different gaming experience than them playing FIFA Online. That's it.

 **Interviewer** 38:25  
I see. Actually when you play by yourself, is your taste in games or are still roughly the same?  
So more shooter games or do different games pop up?

 **Participant**38:35  
Yeah, no.  
Shoot the games.  
But so we have a tradition of playing Call of Duty.

 **Interviewer** 38:43  
Mm hmm.

 **Participant**38:43  
I only played it on Mondays and that's because of the social acts. By playing with my friends because I don't enjoy that game as much as the other ones.  
So that's so one myself. I tend to play more the games that are more strategic and a bit slower paced.

 **Interviewer** 38:57  
Can you give me some examples?

 **Participant**39:00  
Like Rainbow 6, each or Battlefield, Battlefield is fast-paced.

 **Interviewer** 39:02  
I see.

 **Participant**39:05  
It it's still more about the objectives than about than about the kill death ratio.

 **Interviewer** 39:11  
And about cooperation within the squad or the team.

 **Participant**39:13  
Yeah, yeah, yes, but the squad? Exactly.  
You're the refing, the replenishing, etcetera.  
So I I also play mostly with the support class so you can score points by refiling your YOUR teammates.  
And that often gives me a higher score than than from kills.

 **Interviewer** 39:34  
Yes, it's reconnaissance. Reviving ammunition.

 **Participant**39:37  
Yeah, yeah, yeah.

 **Interviewer** 39:39  
Yeah, it was quite quite like that part.

 **Participant**39:40  
And I, truly, enjoyed the sporting in in that game where you know, you can have a sniper spotting that, you know where you're where, you're where your adversaries are and slowly get hold of a building. And somehow that seems more realistic than than playing a similar game of.  
Conquest on Call of Duty.

 **Interviewer** 40:03  
Yeah, yeah. Call of Duty. Still, at least to my memory, I haven't played the recent ones, but it's very reaction and marksmanship.

 **Participant**40:08  
What?  
Yep.

 **Interviewer** 40:14  
OK, have you tried?  
Have you tried strategy games?  
Games.

 **Participant**40:19  
Yeah, yeah.

 **Interviewer** 40:20  
And do you have any favorites from that genre?

 **Participant**40:24  
Uh command and conquer.  
The entire series.

 **Interviewer** 40:27  
Classic.

 **Participant**40:28  
So we play those a lot and I played Battlefield, Middle Earth one and two.

 **Interviewer** 40:34  
Oh, that's I love those games.

 **Participant**40:36  
And that's me too.  
And that's basically command and conquer. But since it Lord of the ring settings it makes it extra enjoyable.

 **Interviewer** 40:45  
Yeah.  
I I honestly think it's a crime that those games aren't aren't available for, like legally right now.

 **Participant**40:49  
Yep.  
Yeah, I know what you mean.  
Yeah, and the the latest strategies I try to play were Total War.  
But but.  
I didn't like about the 1080 games, is that it? Become more and more and more complex.  
That there's so much settings etcetera and it's just too much work to get to learn everything.  
So I I like the battle for Middle Earth and the.  
The earlier games, because they were simple to play.

 **Interviewer** 41:28  
I think, yeah, I I think I understand because modern strategy games really like the idea of letting the players kind of customize their experience, but they also present you with a million options.

 **Participant**41:40  
Everything but they percent you with a million options for your army. Do you develop your rifles?  
Do you develop your your your armour this and that?  
And that's just wow, it's too many choices.

 **Interviewer** 41:52  
Yeah. So would you.  
Would you say you would like at least with the strategic games you kind of would prefer a more focused experience?

 **Participant**41:58  
Yeah, yeah, yeah.

 **Interviewer** 42:04  
Just quickly take a note experience.  
Actually, this this reminds me.  
With the games in general, do you remember any?

 **Participant**42:13  
Hmm.

 **Interviewer** 42:16  
Any, for example, frustrations or annoyances that kind of consistently show up?  
In in any kind of game or maybe game related software, something like that.

 **Participant**42:29  
If there are any.  
It's mostly due to glitches and bugs in the in the game.  
That. That's it. And that that can that that can be frustrating.  
So if you play the single player mode of a battlefield game in Call of Duty game and you know the the door doesn't open because of a glitch or a bug.

 **Interviewer** 42:55  
Yeah, yeah, that's a classic one.

 **Participant**42:58  
Yeah.

 **Interviewer** 43:02  
OK.  
Another question, if you are buying a new game, for example.  
What? What factors would you say are like the most influential to you in that decision?

 **Participant**43:18  
If it's a game that I would enjoy.

 **Participant**43:22  
So mostly then, our first person shooters and then in the style of battlefield of Call of Duty or.  
Something like that.  
And the second one, if my friends buy it.

 **Participant**43:35  
Because if they buy it, I can play in the line with them. So I also bought games that I wouldn't have bought all by myself, but I bought used to be able to play with them online.  
It's been awhile, by the way, since I've last bought a game

**Participant**43:49  
Of course since I have game pass since since a couple of years and.

 **Interviewer** 43:54  
Oh, right, right, right.  
Because it it gives you.  
Yeah, it gives you new new rotation of games.

 **Participant**44:00  
Yeah. Yeah, exactly.  
And and so it departed the subscription so.

 **Interviewer** 44:05  
And do you do you like that deal?  
Like what's do you think?

 **Participant**44:07  
Yeah, exactly.  
Yes, I like that deal because you know, I I think I pay now something like €30 a month, which is roughly 140, a €150 EUR a year.

 **Interviewer** 44:19  
Mm hmm.

 **Participant**44:21  
That's less than I spend on games before that.  
And you get to drive a lot of new stuff.

 **Interviewer** 44:26  
Yeah, yeah.

 **Participant**44:27  
Right. So when we are a LAN party, sometimes you know, hey, shall we try this?  
Shall we try that game?  
And one of the last long parties we spend playing half a mourning entire morning again that I would never have bought.

 **Interviewer** 44:44  
OK.  
Do you remember what game that was out of curiosity?

 **Participant**44:48  
Yes, that was power wash simulator.

 **Interviewer** 44:51  
Oh, that's that.  
Yeah, that, that, that interesting one.

 **Participant**44:54  
And you know, and even when my first, like, why watch the fun? But we ended up cleaning up an entire theme park. It was kind of rewarding that it was finally clean.  
That. Yeah, yeah, yeah.

 **Interviewer** 45:07  
OK, fair. I see. See a game.  
Game Pass is really good on that, but mostly it's like it's the. Yeah. Is is it closer to your favorite genres?  
So it's like kind of like first person shooter?  
Maybe tactical elements?

 **Participant**45:22  
Yeah, I would always prefer that stuff  
Yeah. Although I also have another favorite game that's farming simulation.

**Participant**45:30  
And but I only like that because that group of friends we all work at the same farm.

 **Interviewer** 45:37  
So it's it leans a lot more into like spending time with friends.

 **Participant**45:37  
So.  
Yes, I would never played that alone.  
or with strangers. But you know, having four friends and then it's harvesting time.  
There's one combiner, and everybody has a tractor and and a car behind that.  
That's that's kind of rewarding, I think, but it's also the teamplay and that's important.

 **Interviewer** 45:56  
Yeah, yeah, absolutely.  
There is this pleasant feeling when you and your friends are kind of locked in working together.

 **Participant**46:00  
Yes.  
Yeah, yeah.

 **Interviewer** 46:04  
So solving a problem.  
There was something I just had.  
Something about social play that I had in my mind.  
Ah, probably lost it right now.  
OK, let's see.  
So games and technology.  
Games and emotional regulation. OK, so.  
Yeah, my the general goal of this interview is for me is to just discuss with people what role do games play in people's lives, and would you say there is something we we may we may be forgot or haven't touched upon.

 **Participant**46:31  
Who?

 **Interviewer** 46:46  
Maybe games as a?  
Games as a habit, or let's say, games as a habit. Emotional regulation.  
Maybe there is something artistic specifically.

 **Participant**46:56  
Yeah, I think I think.  
I think I think all three show right.  
So it's it's for me.  
It's one of my favorite ways to pass time.  
It's also, as I said, it's it.  
It helps me to wind down.  
So when I've worked the entire day and the evening and cooked and at dinner, you know, I sit behind my PC for two hours to play a game.  
It's really it's. It's relaxing.  
I'm at ease afterwards.  
And and I do appreciate the artistic part of it, right. **Participant**47:32  
So I yeah, I I can really enjoy. For instance, Red Hat Redemption 2.  
So sometimes I I would just start off the game.  
Get on the horse and just discover the landscape without playing any mission.

 **Interviewer** 47:48  
It is a. It is a beautiful game, I agree.

 **Participant**47:49  
That's.  
Or go fishing, something like that. That's.

 **Interviewer** 47:53  
Yeah, yeah.  
And also.  
Would it?  
I guess it wouldn't be too much of A stretch to say that it also games play a role in your social life as well, because you have this.

 **Participant**48:05  
Yeah, definitely.  
Yeah, yeah, yeah, yeah. Actually, the I have this group of friends I have.  
I would never have known most of them if it wasn't for gaming.

Yeah.  
Yeah, definitely. I think we we the core of the friend groups about eight people all game a lot.  
But so we also see each other on birthdays or on anniversaries.  
We go to movies, we have dinner.  
Escape rooms, etcetera.  
So definitely important factor of my social life, yeah.

 **Interviewer** 48:44  
But would you say there is maybe an element also of convenience in it?  
Because maybe organizing a meeting with people.  
Meeting with people in person can be a little complicated.  
Arrangements, health, weather.  
But would we just say games?

 **Participant**48:59  
Umm.

 **Interviewer** 49:01  
Kind of games as convenience.

 **Participant**49:02  
Well, I think I think having this Monday night as a fixed gaming night, that's convenient.

 **Interviewer** 49:09  
Mm hmm.

 **Participant**49:10  
Right. And and we have a fixed data, we should do a long party.

 **Interviewer** 49:12  
That that's in your face this sounds.

 **Participant**49:14  
That's also convenience.  
But now if you want to plan an escape room or a movie, that's that's just as difficult as my non gaming friends so.  
But the fact that that you, you know, you switch on your PC at Monday evening at 7:30. You know, there's always going to be at least other people online. That's that's convenient. Yeah.

 **Interviewer** 49:26  
OK.  
So there is like your network or like your friend group is also like it kind of reached a certain size.

 **Participant**49:40  
Yeah, yeah.

 **Interviewer** 49:43  
There is always somebody.

 **Participant**49:44  
Yeah, exactly. Yeah.

 **Interviewer** 49:48  
OK.  
Let's see somewhere. The communication did remember, did I?  
Oh yeah, I I did ask you about, like, what do you use for communication as in software?

 **Participant**50:02  
Yep.

 **Interviewer** 50:03  
So it was Battle.net, actually. You said you stopped using discord.

 **Participant**50:08  
Yes.

 **Interviewer** 50:08  
Can you remind me why? Why did?  
Why did that happen?

 **Participant**50:10  
Yeah. So I don't know which game it was.  
I think one of the earlier Call of Duty a couple of years ago when we had this cord running and Call of Duty, we would have networking issues.

 **Interviewer** 50:18  
Mm hmm.

 **Participant**50:23  
Somehow this quotes either took a higher priority or consumed a lot of bandwidth, so that led to, you know, high pings, rubber banding, and two of my friends of three actually found out if he switch off the discord then this problem is gone.

 **Interviewer** 50:24  
Hmm.  
Oh, that's interesting.

 **Participant**50:42  
So and then we just move to Battle.net because I think that was that just launched and we've stuck with that ever since, so.

 **Interviewer** 50:51  
I see.  
So it it wasn't because of any design choices.  
It's just simply because it was.

 **Participant**50:57  
No, it's just. Well, if this court would have functioned well, we would probably still use it today, so.

 **Interviewer** 50:58  
It was just eating the bandwidth.  
Mm hmm mm hmm. I see. I see.  
All right. Another question.  
You might have.  
You would have probably mentioned it before, but have you had experience joining game like Guilds or clans that tend to like that that tend to kind of pop up?

 **Participant**51:20  
Yeah. Well, so we we call ourselves the clan.  
So but, but it's not serious, right?  
So we, we we call ourselves the Dixie clan, as in the portable toilets.  
But but I've never joined a group that is of fanatic gamers, if that's what you meant, no.  
For me.

 **Interviewer** 51:40  
Not not, no, go and go.

 **Participant**51:43  
I think when when.  
I think you mean the the glands or the gills that are phonetic gamers that want to reach the highest score that do training, practice, etcetera, etcetera.  
I think for me also my friends fun is number one and and and performance is number 2.

 **Interviewer** 51:59  
Mm hmm.  
One is number one I see.  
Yeah, 'cause that makes sense.  
I'm really curious about the.  
About the experience you had in Battlefield and in Rainbow 6 siege.  
Because there is a very strong kind of strategic, there are different roles. You kind of need to.

 **Participant**52:26  
Yeah.

 **Interviewer** 52:28  
It's almost as much of A communication challenge.  
Than than anything else.

 **Participant**52:34  
Yeah. Yeah, yeah, yeah, that's true.

 **Interviewer** 52:36  
And it's and again, it's playing the objective.

 **Participant**52:37  
Yeah.

 **Interviewer** 52:38  
It's not individual.  
It's a very different kind of motivation.

 **Participant**52:39  
Exactly. Yeah, yeah.

 **Interviewer** 52:44  
I I really like that.  
And I'm I'm just curious, did is there are there any stories, any interesting things that come to your mind from that?

 **Participant**52:56  
As I said.  
I was never.  
Really good at shooting games.  
And as I got slower.  
No, I will never be #1 on kills. Never.

**Participant**53:13  
But.  
So playing for other things than kills came natural to me.  
But I I also like the organization part of it, right?  
So the structure and and leading the team and or having having someone else leading the team where you can operate. I think that's also what I look for in, in my work as well. **Participant**53:36  
Right, so there's a problem. **Participant**53:38  
You need to solve. Let's work together how to best tackle that.

 **Interviewer** 53:41  
Yeah, let. Let's see. Like who? Who is solving what problem?  
Who is, I guess more suited?

 **Participant**53:46  
Yep.  
Try out different approaches, you know? Yeah.

 **Interviewer** 53:52  
Yeah. Yeah, I I recognize a lot of good battlefield in that.

 **Participant**53:56  
Yeah.  
Yeah. And one one of the to just bring to mind one of the games, I also played a lot last year was.  
Wildlands.

 **Interviewer** 54:08  
Oh, ghost Recon, right?

 **Participant**54:09  
Ghost Recon. Yeah. In in Bolivia where you have to hunt down this, this drug dealer, I think also the same element.

 **Interviewer** 54:15  
Yeah.

 **Participant**54:17  
So large worlds, good story, lot of characters, but also the cooperation part.  
If you if you don't cooperate with your with your team, mm hmm, you will never make it.

 **Interviewer** 54:24  
Yeah.  
Mm hmm.  
Right. Because it's it was like because you're a bunch of commandos behind the enemy lines.

 **Participant**54:33  
Yeah. Yeah, exactly. Yeah, yeah.

 **Interviewer** 54:37  
OK.  
OK. Another I was also curious when you play with friends.  
On an average Monday evening.

 **Participant**54:48  
Mm hmm.

 **Interviewer** 54:49  
I presume you're mostly you're mostly chatting like you're you're not 100% locked in.

 **Participant**54:54  
Correct, yes.

 **Interviewer** 54:55  
Would that?  
Would that would be a fair assessment, right?

 **Participant**54:57  
Yeah.

 **Interviewer** 54:58  
What do you talk about then? If you, I presume your if you're chatting about stuff.

 **Participant**55:04  
Oh, sometimes about a game, but can be a lot of personal stuff, right?  
So someone has a construction going on housework. What are your plans for vacation if someone just came from vacation and tell her that was, etcetera.  
So we had basically any social conversation you would have with with your friends.  
We are not gaming.

 **Interviewer** 55:23  
Mm hmm mm hmm.  
So yeah, so it's kinda like eeh.  
Guess it's this.  
Is this like catching up conversation?

 **Participant**55:29  
Yeah. Yeah, definitely. Yeah. Yeah, yeah.

 **Interviewer** 55:30  
That kinda happens.  
Yeah. OK.  
Alright, I am out of questions.  
Thank you very much.  
Thank you very much for your time.

 **Participant**55:44  
You're welcome.  
OK.

 **Interviewer** 55:46  
Let's see.  
Do you have any questions in case?

 **Participant**55:49  
Yes, so.  
How will this end up in your?  
That's not a question I meant to ask, but So what is the theme of your of the project you're doing?

 **Interviewer** 56:00  
Yes.

 **Participant**56:00  
Because you've mentioned you know the older gamer and I fall under the category. But do you tell me about your research that you want to do?

 **Interviewer** 56:04  
Yeah.  
So my research question is what is the role of games of video games in the lives of older players?

 **Participant**56:17  
Right. OK.

 **Interviewer** 56:17  
So video game players that are older than the industry tends to pay attention to.  
This is a thesis.

 **Participant**56:23  
Yeah.

 **Interviewer** 56:24  
I am doing a master's degree project.  
This thesis is apart of my master's degree and I'm doing what's called an exploratory qualitative study.  
What that?  
What that means is I've looked at the literature on the subject.  
And I realized that there is actually not a lot of literature that looks at the experience of older games.  
Gamers that doesn't concern specifically medical things.  
It's mostly health related or it's or its accessibility, like when the industry looks at all the players, they mostly look at them from the prism of what are your problems. What you cannot do and I figured I am willing to bet.

 **Participant**56:47  
Yeah, right.  
Yeah, yeah.  
Yeah.  
Yeah, yeah.

 **Interviewer** 57:02  
That people that are older than 40, older than 50.  
Because they handle emotions differently.

 **Participant**57:07  
Move.

 **Interviewer** 57:10  
Because they're in a different stage of life, they would probably look at games differently.

 **Participant**57:14  
Yeah.

 **Interviewer** 57:16  
Hence, I believe that there is not a lot of literature that.  
So I'm doing an exploratory study to kind of kick off this aspect.

 **Participant**57:22  
Oh, got it. Yeah.

 **Interviewer** 57:24  
And yeah, so that's the short thing.  
There are a couple of additional benefits that I mean, for the sake of conversation, I might mention. Games are a very.  
I.  
I'm kind of fascinated by games starting to occupy a specific part of social life.

 **Participant**57:42  
Mm hmm.

 **Interviewer** 57:42  
For people they kind of they enhance it.  
They allow you to meet up with your existing friends more often.  
Sometimes they allow you to deepen friendships because it's a mutual hobby.

 **Participant**57:48  
Yeah.  
Yeah, that's yeah, I recognize that a lot, yeah.

 **Interviewer** 57:53  
And especially with with the pandemic that happened recently, the situation we found is a lot of people when a lot of people got sort of isolated and it really highlighted this certain this social isolation that is naturally happening in our society because technology moves too fast.

 **Participant**58:09  
Yeah, yeah.  
Yeah.

 **Interviewer** 58:14  
And I was curious because I mentioned to you Microsoft started pushing the cross platforming partially as a partially as a way to kind of reconnect with family members.

 **Participant**58:24  
Yeah, got it.

 **Interviewer** 58:26  
Yeah. And I thought that this can be.  
There can be something potentially useful for society in there. If we dig into that.  
See OK.  
What role does it play?

 **Participant**58:35  
Yeah.

 **Interviewer** 58:36  
And we make design can we, as designers encourage that?  
How do we make?  
How do we create gameplay elements that would?  
Work better.

 **Participant**58:48  
Yeah.

 **Interviewer** 58:50  
So.

 **Participant**58:50  
Yeah, I'd like to. Especially like the first part of of your research objective, Rachel, because I've noticed that.  
We we are not part of a target group.  
For for.  
Developers or or companies that that that sell games right and while while on the other hand I have a lot more money to spend on games now than I was 17 or 18, that's.

 **Interviewer** 59:06  
Do.  
Yes.  
Yep.  
Yeah. And like arguably like.  
People, after they are maybe 50, after maybe after they're 60.  
People are starting to move closer to retirement, or at least they start to work less and spend more time on themselves, yeah.

 **Participant**59:31  
Yeah, and have more time to game.  
But you know, my kids grow up.  
They left the home so I have much more spare time now than I had 10 years ago, 10 years ago.

 **Interviewer** 59:39  
Yeah, absolutely.  
And my general fascination, because I do this with the intention to return back into the games industry as a developer.

 **Participant**59:48  
Yeah.

 **Interviewer** 59:50  
And what is what to me as a developer is very interesting.  
Are games where you have that can accommodate effectively both the traditional games, the gamers that are young, they have a lot of fire, they move fast, they prefer this click. They prefer this adrenaline filled game.  
Blade, let's say and there is a different. There are different play styles that rely more on strategy, more on communication.  
And there are games that can sustain both effectively.

 **P9**:00:26  
Yeah.

 **Interviewer** 1:00:26  
In in the massive multiplayer games, let's say I don't know World of Warcraft.

 **P9**:00:32  
Mm hmm.

 **Interviewer** 1:00:33  
You have players that really love combat and there are players that really love sporting and you can see that even by population.

 **P9**:00:37  
Yeah.

 **Interviewer** 1:00:43  
Mmos have a very diverse set of of people playing it by age and by gender and everything. And you see people that are maybe a bit older still participating in complicated raids and these kinds of operations.  
Because they have a role to play, because in. Because, in truth, if you don't have the most sharp strategy, the most sharp reflexes, it doesn't mean that you don't enjoy playing with with a little bit of pressure.

 **P9**:01:06  
Right.

 **Interviewer** 1:01:10  
It's just that you need a different style of gameplay, like Battlefield.

 **P9**:01:13  
Yeah, yeah, yeah.

 **Interviewer** 1:01:16  
Where you can take a drone and you can highlight the enemy team and your and your friend.

 **P9**:01:17  
Exactly.

 **Interviewer** 1:01:22  
Can, I dunno, throw a smoke screen and you can take a formal drone and quickly ping everyone who is in there.

 **P9**:01:27  
Exactly, yeah.

 **Interviewer** 1:01:29  
Yeah. So for me as a developer, that's I, I love these games.

 **P9**:01:32  
OK. Yeah.

 **Interviewer** 1:01:33  
I want to make these games better also for myself because I am very selfish in this degree.  
I I like these games and maybe one and like hopefully one day I'm gonna be. I'm gonna be getting older and losing my reaction time as well.

 **P9**:01:47  
Oh yeah, I still want to enjoy game use. Yeah, yeah.

 **Interviewer** 1:01:50  
Yeah. And I I feel like a lot of people bounce off of games.  
Not because they really want to, but because games don't accommodate people that get older as much because we have this constant focus on younger people.

 **P9**:02:02  
Yeah.  
Yeah, that's true.  
One thing I you asked about what I found frustrating on games and another thing things, things that might not what I've noticed in the past Call of Duty releases like. **P9**:02:17  
You know you you can.  
You can dress up as a strawberry or.  
As Nicki Minaj or whatever, or shoot pastries at people, right?  
So I I really don't like that.  
That's no, that's also for different cast of segment. It's teenage people.  
Spend money on outfits and and skins and stuff like that. That's yeah.

 **Interviewer** 1:02:41  
It's kind of more.

 **P9**:02:42  
Yep.

 **Interviewer** 1:02:42  
Yeah, it it appeals more to like, really, really younger.

 **P9**:02:46  
Exactly. And that's what I also said.  
And even now both of them Call of Duty Global Activision Group. Why don't you allow people to switch that off that you just see soldiers and nothing else?  
That's it.  
Hey I need to move to my next meeting, sumat.

 **Interviewer** 1:03:02  
That that, that is perfectly fair.  
Thank you very much.  
This was this was really useful for my staff.  
I hope I wish you a good day.

 **P9**:03:07  
No.  
All right.

 **Interviewer** 1:03:12  
Thank you very much.

 **Interviewer** stopped transcription (9th research meeting, Pos. 1-472)