

E = Experimenter/Interviewer

JT = subject

{0:00} = {minutes : seconds}

@ = Events of interest in bold and tagged to be analyzed in index

- = pause interruption

(.) = pause in speech. amount of . is the number of seconds for the pause

.. = 2 second pause

Raw Transcription

0:00 E: Hello. Whata-what a what game are you playing?

0:05 JT: I'm currently playing final fantasy 14.

0:09 E: Mm. What are you currently doing in the game

0:10 JT: I'm currently running a raid dungeon called.. World of Darkness

0:19 E: How's that going?

0:21 JT: You have.. 3 parties of 8.. taking on a dungeon, and working together to complete the dungeon.

0:36 E: What's currently going on the screen?

0:37 JT: I'm currently fighting uh one of the bosses found in this raid

0:45 E: How do you defeat him?

0:52 JT: heh. Umm... Its not really complicated, you just hit at it.. but there are some mechanics that you have to watch out for such as when he casts... a skill that gives insta-death in 10 seconds... and to remove it you actually have to uh touch.. a circle of light to remove that death. @

1:32 E: How did you learn all of this?

1:34 JT: Through trial an error @

1:39 E: Nice [Laughs]

[laughter]

1:48 E: S-so it looks like you're not even hitting the boss. Wh-What's going on here?

1:52 JT: Uuhhh, Well there's these things called final hourglasses that pop up, and everyone has to put their focus on that.. in order to keep fighting the boss because if you leave it, uh, everyone in the instance dies. @

2:18 E: Woah that's crazy!

2:30 JT: [laughter]

2:32 E: So it looks like people are talking to you while you are doing this. How are you able to manage that?

2:45 JT: Well, I set my controller [Laughter] Fuck. [Laughter]

3:05 E: What else do you do?

3:11 JT: I chat with the people online

3:17 E: As you're fighting the boss? That sounds pretty hard to switch between the two. How do you manage?

3:24 JT: You get used to it as you play

3:27 E: Wow you've must've been playing a really long time.

3:30 JT: I've been playing it for over a year now [Nice]

3:40 E: So it looks like there's a lot of things going on in the screen. How d- What's going on here?

3:52 JT: We're back on adds. And now he's doing more moves that attacks over a huge area, and if you get caught in that area you instantly die. @

4:09 E: What are adds?

4:11 JT: They're extra monsters that pop up aside from the boss? That all the attacking classes have to focus on.

4:27 E: You mention class, what determines this role?

4:30 JT: When you first start the game you get to choose.. uhh what kind of mm let's say role your character plays, and.. these roles differ in abilities they offer and this could range from being a class solely for attacking, being a class that leads the party, and being a class that heals your party members. @

5:10 E: Wow that sounds really fun, I wanna play now.

5:17 JT: Yes. really uh recommend this game.. especially to those uh- [Woah woah that fireball! [laughter]

5:33 JT: It was the boss' last attempt to defeat us before we ended it

5:38 E: nice! It looks like you killed him!

5:40 JT: Indeed we did. [Laughter]

5:45 E: Woah your whole chat screen just popped up!

5:56 JT: I missed a couple.... of- .. I missed part of the conversation I had to catch up what they were tryin to say. @

5:57 E: Woah it looks like you're able to move without even touching the controller.

6:13 JT: Yes. This game offers the ability to autorun.

6:23 E: Wow the scenery looks really great. What do you think [Laughter]
[Laughter]

6:40 JT: Yes the scenery's beauti- [Laughter]

6:56 E: Wow looks like you're gonna fight this next boss thing.

7:04 JT: It's a miniboss that I have to do after each main bosses of this dungeon. Uh with the minibosses, its full with weaker monsters that everyone as to get through. It's more of a refresher really from the last main boss that you had to fight before tackling another main one. @

7:45 E: Woah looks like you're unable to switch there.

7:59 E: Oh man that guy's name is Thor. What's up with that?

8:06 JT: I kinda thought the same

8:24 E: Oh man how are you able to even keep track of your character on the screen there's so many things. How do you know which one's yours?

8:36 JT: The game's camera makes it easy to focus on your character... It's always behind your character so you know who you are. @

8:55 E: It looks like you're able to dodge those light up backgrounds. Are those the Boss' attacks?

9:03 JT: Yes. The Boss' attacks are in red.

9:13 E: Cool.

9:25 E: So it seems like your- your friends are making jokes. How are they able to talk to you when they're not even near you? [Laughter]

9:40 JT: Yes. In the game, we have something called free companies.. like guilds found in another games, and you can talk to your friends through these free companies at any given time. @

10:06 E: Ahh Looks like- [laughter] @

10:25 E: Looks like your friends are making pretty funny jokes. [Laughter] What's this about skim milk?

10:42 JT: Yes. This guild is full of a bunch of jokesters. Hhheheh @

[Laughter]

11:00 E: hhhe hah hah.

[Laughter]

11:17 E: Wow that joke was pretty funny.

11:35 E: Wow it always looks like your camera's rotating everywhere. What's happening here?

11:45 JT: Yes. My character- [laughter] My character always to be on the move
[laughter]

12:25 E: Gotta go fast right? [Laughter]

12:30 JT: Yes. We definitely have to be fast, so we don't get hit, and we survive.

12:45 E: Woah it looks like the boss monster even talks to you. That's cool!

12:58 JT: Yes. (Grrr)

13:10 JT: Monsters do indeed talk. I believe it adds immersion to the game. @

13:30 E: Woah it looks like there's this crazy reticle at the center of your screen.

13:43 JT: This boss called Hydra... he targets you and tries to single you out to do a lot of damage. @

14:21 E: Wow it looks like your friends are making what are those? Emoticons?

14:36 JT: Yes. They're ju- ch- they're just trying to add expression in their text in the game @

14:53 E: That's true. Pretty hard to convey tone of voice.

14:59 JT: It sure is.

[Laughter]

15:20 E: Man you really switch between playing and typing really quickly. You're a pro!

15:28 JT: It isn't that hard once you're used to it.

15:30 E: Oh yeah that's true you said that before. Hhhhehehe

15:47 JT: Hhhehhehe

[Laughter]

Index

Index organized by related categories.

:00 - :05 Introductions

:05 - :21 JT Describes what he's currently doing in the game

How does JT gain this knowledge and coordinate this knowledge with his group and apply it in real time? Could be a cultural model of learning.

:21 – 1:00 JT Describes a fight within the particular “raid” and gives a tip on how to avoid death.

1:00-1:52 JT describes how he learned how to defeat the boss and the different attacks the boss possesses.

13:30-13:43 JT describes Hydra's boss mechanic by targeting you which is cued by a reticle.

7:04-8:06 JT Describes the miniboss that is another type of monster found in the raid.

8:24-9:16 JT describes how he deals with the overwhelming visual information being displayed on the screen in real time using camera tricks and his user interface.

3:40 – 4:11 JT describes a particular type of monster called adds which are extra monsters that pop up other than the boss.

2:00-3:30 JT Describes how he manages to switch tasks quickly between chatting and fighting monsters.

How does JT and party organize the group to take on particular tasks in the face other many individuals who share the same goal? Could be a cultural model for organization.

4:11 – 5:17 JT Describes the notion of a role players take on and choose for themselves within the game which determine how they act within a party.

5:33-5:40 JT and his party kills a boss.

5:56- 6:40 JT talks about the chat log displaying past conversations. The ability move your character automatically without directing it actively. And finally, the scenery.

How do JT and friends communicate and have quality conversation only through means of onscreen text? How does this influence JT's experience within the game? Might be a cultural model for expression.

9:24-11:16 JT talks about how him and his friends are always connected to talk with each other no matter where any of them are because of this thing called a free company.

12:45-13:10 JT describes the added immersion the game provides with monster dialogue

14:21-14:59 JT describes his experience talking with his friends solely through typing.

11:35-12:30 JT Describes working the camera and his own character.

15:20-15:47 JT describes his quick task switching between using the controller and using the keyboard.