

Research Study Instruments

Our interviews will be conducted through a call/video call platform and on a date arranged by the interviewee beforehand. We will each cover a type of person important to the viewership of gaming content.

Broad Questions:

Questions for both:

- what kind of games do you play?
- What kind of content do you most enjoy (making/watching)?
- How often do you watch/create videos?
- What platforms do you use?

Questions for content creators:

- why they stream or create videos/what they enjoy about it
- Current trends/what they have been playing recently
 - What seems to be pulling more/less viewership (popularity of content)
- When they stream (is it based on them or is there a time that is more popular for people to watch)

Questions for an average viewer:

- On what platform do you generally view gaming content on?
- Are there any specific content creators you enjoy the most?
 - What about them do you enjoy?
 - How often do you interact with the community surrounding that content?

Detailed:

Questions for both

- Describe an instance where you thoroughly enjoyed watching/creating videos

Questions for content creators

- The process they take both before and after (editing or preparing)
- Is it to psych yourself up (like pregames for sports) or for more viewers (like applying makeup/dressing a certain way)
- What parts of it is complicated/easy (editing? Starting a stream? Getting content?)
- Have you ever made mistakes starting up streams/creating videos and what were they?
- Do you usually have to do this with other people or just on your own?

Questions for an average viewer:

- Describe the most recent video game content you have watched. What was it about? Why did you watch it? Was there anything you liked/disliked about the content?
- Describe in detail an instance when you were annoyed with and/or unable to view a certain kind of gaming content.

Object related Qs:

Questions for both

- What is your setup/devices used to watch/create content?

Questions for content creators

- What programs/software do you use to create/start videos/streams
- Guide me through an example of how they would start a stream/record a video?
- What objects are used for what (for me to group objects into categories)

Questions for an average viewer:

- Has there been any recent instances where your device and/or your connection has affected your viewing of content?
 - If so, describe what happened.
- Have you wished to upgrade your device for viewing content?
 - If so, which device do you have in mind? What about it appeals to you?

Research Protocol

1. **Project Title:** e.g., “Interviews of <video gaming viewership>”.

2. **Investigators:** Isaac Ng <isaac.ng@mail.utoronto.ca> Gabriel Anover
<gabriel.anover@mail.utoronto.ca>

3. **Purpose:** The purpose of our research is to understand <everyone related to the viewing experience> to help us derive requirements for the design of novel interactive computational media that are intended to be useful to <people who provide, the people who watch, and the platforms through which esports viewership is provided>. A brief description of our design concept is: <We aim to further understand the viewership of esports and to see, in detail, what people use to create/watch esports in hopes to make the process simpler and/or aesthetically pleasing to users.>

4. **Process to be followed:** We will brief the participants about the purpose of the study, explain the consent form to them, and ensure that they sign the consent form. We will then engage the participants in <an hour-long semi-structured interview — 15 minutes for class but an hour for participants?>.

[If inside your quarantine, add: We will also with their permission make observations as follows: <description of observation procedures to be used and the workplace or living space or environment in which the study will be conducted>.]

5. **Participant selection:** Participants will be chosen from <content creators and everyday viewers>. They will be identified via <emails/colleagues> and selected according to <interest in video game viewership, and content creation>. In general, they will be characterized by <characteristics such as age(young adults), gender, occupation(viewer/creator), industry>.

6. **Relationships:** Our relationship to the participants may be described as follows: <friends, friends of friends, even people we have heard of but do not know personally>.

7. **Risk and benefit:** There will be minimal risk to the participants, for example that they feel that they have wasted their time. The only benefit will be to contribute to the education of the investigators. Participants are free to withdraw before or at any time during the study without the need to give any explanation.

8. **Consent details:** We will brief the participants about the purpose of the study, and explain the **attached consent form** to them, and ensure that they consent to participate and sign the consent form.

9. **Compensation:** Participants will receive no compensation.

10. **Information sought:** The information to be sought is described in the attached <protocol for asking questions in a semi-structured interview>.

11. **Confidentiality:** Information will be kept confidential by the investigators. Names or other identifying or identified information will not be kept with the data. The only other use will be to include excerpts or copies in the assignment submitted, but names and other identifying or identified information will not be submitted.

Consent Form – Template

Consent Form: <Video game viewership>

I hereby consent to participate in a research study conducted by <Isaac Ng and Gabriel Anover> for an assignment in University of Toronto Computer Science course *CSC318 The Design of Interactive Computational Media*.

I agree to participate in this study the purpose of which is <to identify issues related to the viewership of video games>.

I understand that

- The procedures to be used are <a semi-structured interview>.
- I will receive <new friendships> for my participation.
- I am free to withdraw before or any time during the study without the need to give any explanation.
- All materials and results will be kept confidential, and, in particular, that my name and any identifying or identified information will not be associated with the data.

PARTICIPANT

Name (please print)_____

Signature_____

Date_____

INVESTIGATORS

Name_____Isaac Ng_____Signature_____IN_____

Name_____Gabriel Anover_____Signature_____GA_____

Isaac Rough Draft Interview Research Instrument

My part will be focussed on people who stream/create content for others to view

Start Broad:

Discussion topics:

- why they stream or create videos/what they enjoy about it
- Current trends/what they have been playing recently
 - What seems to be pulling more/less viewership (popularity of content)
- What they stream (anything in specific/many other things)
- When they stream (is it based on them or is there a time that is more popular for people to watch)
- What platforms do you use to show your videos/streams?

Detailed:

Discussion topics:

- How much they stream/create videos
- The process they take both before and after (editing or preparing)
 - Is it to psych yourself up (like pregames for sports) or for more viewers (like applying makeup/dressing a certain way)
- What parts of it is complicated (editing? Starting a stream? Getting content?)
- What parts of it is easy
- Have you ever made mistakes starting up streams/creating videos and what were they?
- Do you usually have to do this with other people or just on your own?

Object related Qs:

- What programs/software do you use to create/start videos/streams
- What is their setup? (Monitors? Consoles? Pc? Mouse/keyboard/chair?)
 - Expenses?
- Guide me through an example of how they would start a stream/record a video?
- What objects are used for what (for me to group objects into categories)

Broad Starting Questions

- What kind of video games do you play?
- Do you watch any content regarding video games (e.g. YouTube videos streams, etc)?
 - If so, what kind of content do you most enjoy (e.g. casual streams, let's play's, eSports streams)?
- How often do you watch video game content?
- On what platform do you generally view gaming content on?
- Are there any specific content creators you enjoy the most?
 - What about them do you enjoy?
 - How often do you interact with the community surrounding that content?

More Detailed Discussion Questions

- Describe the most recent video game content you have watched. What was it about? Why did you watch it? Was there anything you liked/disliked about the content?
- Describe in detail an instance when you were annoyed with and/or unable to view a certain kind of gaming content.
- Describe in detail an instance where you thoroughly enjoyed a piece of gaming content.

Object Related Questions

- What kind of device do you use to watch content?
- Has there been any recent instances where your device and/or your connection has affected your viewing of content?
 - If so, describe what happened.
- Have you wished to upgrade your device for viewing content?
 - If so, which device do you have in mind? What about it appeals to you?