

Participant number:	1	2	3	4
Age:	28	24	28	28
Gender:	Male	Female	Male	Female
Occupation:	Kandidat Musikvidenskab IKK	stud bachelor i bygningsdesign på dtu	Ph.d searching	Games Design Student
Mobile gaming/week:	30 minutes		0 1 hour	1,5 hour
CHOICES:				
Glue share:	Yes	Yes	YES	No
Name:	Andalucia	Lærke	Chris	Kim
Gringo or Dog Fight+Time:	Gringo 5 sec	Dog fight 1 min.	Dog fight 3 sek	Sexual favours 6 sec
Dog Type:	Husky	Boxer	Husky	Boxer
Dog Name:	Dog	Bobo	Carl	Dog
Leash:	No	No	No	No
	Laughed and had fun until blood spattered on one of the dogs. Then he bit his fist and made a hurtful sound.		Smiling. Fights were in first hit both.	Tried to Clicked to make it go faster. Long first match. Seemed uninvole. Laughed at item feedback. Long second match
Fight notes:			TRAIN /	AGG TRAINING /
Weekly Options:				
Q1. How would you Characterize the experience?	I liked it. Even though I hate dog fighting and violence against animals. I had it physically bad from it. I wish it was a game about prostitution I thought it was a street kid simulator	It was not nice. I felt really bad about it. It was entertaining and I would probably like to see if I could get a killer dog, but it was still horrible for the kid and the dogs. It was a bit comical, because it was so freaky and stylized, while still being very realistic.	Very strong narrative captured me. Exiting with no correct options for the glue situation for both you and the kid. Good for showing the context for the street. Not very nice, but engaging. Started reflecting.	It was uncomfortable. I felt like it was not meant to be a nice experience
Q2. How did you like your character?	I controlled him. I had no feelings towards him I had sympathy towards hi situation and choices. He picked sexual favors first. Because it was more extreme and I would like to see what happened.	Trapped in a situation with no options. had to hurt others or himself. But he was a good kid Believeable	He was a good kid. Not too described, so I was able to project my own story onto him.	It is just me making decions
Q3. Why did you pick dog fighting over sexual favours?	Wanted it to be a game about prostitution than dog fighting.	Liked the boy more than the dog. none of them were good options. Would probably try other option to test another time	Slum dog millionaire, How I could escape this setting. And sex with kids is not a moral choice.	Sexual favours picked, because noone dies, but when you have a dog fight something dies.
Q4. Did you feel uncomfortable making the choice?	It was first that it was when the dog fighting started I realized what was happening I felt very bad about it then. I was tense and felt about the matches		No. The glue was, I regreted it immediately	No. Because dog fighting is more uncorfortable.
Q5. Why did you pick the dog you picked?	Husky is cooler. And it would be ok for fighting. Wolf-like		It looked strongest from my lacking knowledge of dogs.	The most fighting capable I feel.
	Thought the boxer might be better for fighting. I would have felt it was more uncomfortable, if I had caught it instead of it following him. I would have liked to know more about it to begin with.	Boxer - It was the best for fighting		
Q6. Did you like your dog?	Named it "Dog". For humour reasons. Thought about "A boy and his dog" film. Began to like it (and the opponent) when it started bleeding.	She liked her dog. It helped her. She did have to force It was good for fighting Also after the fight.	Yes. Definitely. I chose a distancing name because it was too early for me. It would probably have been stronger if I had known it longer.	Yeah. I never wanted to do the dog fighting. So I was not in the mood for giving it a real. I would have stopped playing, if it was anot a test situation.
Q7. What would happen if you leashed it?	nothing. It was more a moral choice. No reason since it was following you. Maybe the leash would become an item. Maybe it would drop its affinity towards me	MAybe it would attack me. Not afraid that Bobo would run	It would be more loyal if it was not leash, greater bond.	That it can't run away.
Q8. Did you feel responsible for the dogs your dog killed?	Yeah. I considered and tried running a lot. I thought it was with the dog. Yeah. But not more than when the other dogs died. Felt like the dog was my character.	Yes. I could have run. But she chose not to.	No. I was happy it won. I also did not realize it died, also because it was like pokemon.	Not so much.
Q9. Did you feel sad when your dog died?	Not the great nessecsity to win the fight.	She would have been.	It was sad. I felt responsible. It went very quick. One-punch kill.	I accepted that it was going to happen at some point. It was inevitable. The moment you catch it, it will happen.
		Yes, it would have been her choice. Maybe she could have used the dog for getting food and protection, instead of fighting. But it was realistic to have this possibility of fighting and it is a good option for the kids, even if it is bad for the dogs. Getting the dog to catch and kill other animals for her, would probably also be immoral		
Q10. Did you feel responsible for the death of your dog?	yeah. thought 'Dog' meant stats, because I named it dog. 'Run', it did not do anything when I tried it. It became more unbearable, because the character tried to run without the dog	Would think it would have gone bad for both the dog and the kid, if she tried to run.	Yes.	I decided that I was not feel anything for it. Normally I would feel very strong about dogs. I would chose a lot over having a dog fight. So this was just an experiment for me, that I did not want to feel anything about. Have dogs.
	4-5 attack options, did not figure out which once Mislicked because of screen changing automatically.	Can the stats of the dogs Can select item you probably can find later or change between dogs you 4 different kinds of attacks	I needed some feedback on what the options did. I also think I made the wrong choice choosing what I chose in the first mathc. Needs more tactical choice.	I had a long time figuring out whether I should click to continue. It seemed some time things continue. A time out but no feedback.
Q11. How does the battle system work?		It seemed like it had no effect and the dog was still fighting any way. To begin it lost a lot of health, and hard to finish	No. But I did not want to pick throat bite, so that the other dog would die. I picked scratch to frighten it.	
Q12. Which options were most effective?	don't know. I only tried two and did not see how much it affected the result.			Different for different enemy I think.
		No. It is ethical, because it puts you in the situation that you do not normally want to think about. It is worse that it really happens, so it is an important game in that sense.	No. On the contrary. I think it is a very hard line to walk, when you are playing this very harsh role. I think it is important how much the developers has researched and taken the ethical responsibility. It is a game that can actually create empathy, by placing the player in an unknown world and situation. There is no right options, which makes it ethical.	No. If the point is trying to make people think about this, there is not something wrong in showing it. But I think there should be a warning for the blood. I used to be someone that had a hard time killing someone in games. Logically these are just games and actions can mean a lot fo things. The context still makes me uncomfortable and reluctant.
Q13. Did you think it was an unethical game?	no. Because the game made me aware about how brutal and horrible it is. Also there was a option.	No. There are some situations that are bad situations and options, but the game does not tell you what you should think about it. You also have the possibility to say "Wow that's cool I love dog fighting". Some would probably just like it as a game.	No. Then there would need to be more info about the conditions, or more info about how you could support. This would not be appealing to me. The narrative makes you think about the situation, while the combat more engages. Not telling me how to think about the situation, not moralizing.	Yes. It is trying to hint something. I put really cute dog photos to make me feel. It has to be bloody and dismembering. So you are supposed to feel bad. And it stresses the conditions of Mexico.
Q14. Is it moralizing?	no. but it had a moral. I was having moral considerations. But it did not force me to think something.			I think all fighting is pointless. It is hard to just have just one view on it. It is not justified just for entertainment. If you can just give sexual favours, then you shouldn't do dog fighting. If you are saying cut off my legs it is something else. There is not a victim in doing sexual favours. Also dog fighting does not mean that it betters his situation. There is also not a difference in rewards it seem. I think my mental health in that situation would be a lot worse with witnessing dogs die, I would go crazy.Hard to imagine of course. My parents generation were very poor, there were still stuff they would not consider. In asia if you are female you would also consider violent situations, while sexual favours seems closer. Sexual favours are daily business for women anyway in war and when you are poor. I would be too depressed anyway. I think it is very cultural. I think in general chinese would rather cheat or something easy, massage or sex, than trying something as dangerous as dog fighting, which would involve gangsters and bad people. WE got dominated easily in history and have that mentality. The game is trying to tell you how horrible this is and is trying to get people to help these poor and stop dog fighting, without trying to point out people as bad guys.
Q15. What do you think about dog fighting?	Does really not like. desperate times call for desperate measures, but intelligence commands compassion. So ideally I would rather sell my own body than turn to dog fighting.	I have never really thought about but I think it is very bad, because the dogs do not have a choice and the injured and tormented.	Not something I have thought about a lot. It is wrong, like bull fighting. It is hard to say. The setting hit me more , than the dog fighting did. It was more a tool to get out of the situation. More challenging to chose whether to give the girl glue.	No. I think there is nothing to do about. I would never understand these people that do this. People that arrange it might be in trouble, but I don't understand the people that watch it. Thinking about it would just make me depressed. Also in this place it would not matter, if you have a law against it. Shit happens everywhere.
Q16. Has this made you think more about dog fighting?	I felt, but not a lot of time to think. Pokemon-like. Even if I have not played it. Felt like a take on that.	Yeah I think they could have in the beginning, but it would probably be too tough if they continued with it some and some not		
Q17. Do dog fighters love their dogs?	Yes. Not like someone that has a Golden Retriever. But I think they feel with them. Some of them probably, some not. I can imagine a situation, where they would put them in fight and still care for them.	The spectators just think that it is nice I can't believe that noone loves those dogs.	Yes, I think they do. I did not understand training. Very interesting games and very unique. You are so used to someone from the slum who can easily get out of the situation. I think it has a huge potential and can trascend simple entertainment. It is easy to understand and empathize with people close to you, and this makes you empathize with someone I never meet. I did not see it as fiction, but thought of the character as real.	They could. That they are a team and they are fighting together. Back in Guanjo, they would eat dogs.
				I think it is really nice, that there is an option for not doing it. It depends whether you know what the game is about. If you know it, then I would not play it. It is unpleasant. It was able to distance myself from the game and would be able to do that, if I experienced it in a museum or in class. I don't see pokemon as anything better than a dog fighting game. I was detailed enough that I could not just experience it. More detail would make it extremely unpleasant. Not describing how the boy is feeling, like with the hunger could help.
Comments				

	5	6	7	8	9
	27	31	24	29	26
Male	Female	Female	Male	Male	
Unemployed ma Landskabsarkitekt	Documentary Film director & multi-artist	ITU DDK	Film director	ITU GAMES	
	0 none now. But used to play Wordfeud	??	0. Has done before	??	
YES	Yes	no	Yes	no	
Thomas	Paulo	Nina	Pawe	Kong Karsten	
Dog Fighting 6 sec	Sexual Favours 9 seconds	Dog fighting 5 sec	Dog fighting 5 sec	Dog Fight 3 sec	
Boxer	Boxer	Golden Retriever	Husky	Boxer	
Fiddu	Hans	Max	Daggy	Shitlord	
NO	Yes	no	Yes	No	
Smiling. Seems Tense.Hard to understand the controls. Mostly autoplayed.Better understanding in second fight. Surprised a lot and made startled sounds.	Seemed happy when the dog did good. Seemed like it was kind of cute. Had it easy with the control. Sad when the dog died	Was not happy during fights. She was relieved when her dog won but she was clearly uncomfortable with either dog being blod spattered. She even said that the blood was too vivid.			
STR TRAINING/BIT TRAINING	BIT Training /	speed, strength	Bite	speed, bite	
I took some time to understand. It was fun. Very engaging.	Too much text. It took time for the game to respond in the fights	Bizar and unpleasant	Facinerende at være en dreng i mexico city. Simple gode virkemidler. Shaken by the brutality, since I love dogs. It is horrible to listen to them whine.	Fun but boring towards the end. Repetitive - fight training loop.	
Very realistic. I liked him.	I did not find out a lot about him. But his setting was interesting	Do not like him, but understand his struggles. He is unpleasant but in survivor mode and his actions are understandable. I identified myself with the dog not the boy.	He was sweet. I want to follow him around	He was ok cool. Did not identify himself w/with the character. 'I played the character, I did not project myself into the character'. It was a conscious decision to give him an unlikely name. To survive you have to put yourself first(glue).	
I was realistic, so it was too weird to pick sexual favours, that would not have been nice gaming. I picked sexual favours off, not dog fighting on.	I was curious what would happen. Maybe because I was sitting at a test. I was missing some reaction from my choice	A dog is just a dog. Weights humans over dogs. Also because he was ugly!!!	I felt it was what the game wanted me to.	The man was too ugly.	
No. Because it was a game.	no	A bit, but not in doubt about the choice. GLUE: Did not share because I thought about myself first.	No. It was the betterchoice	Plague or cholera. It was actually a tough decision. His ugliness was the deciding factor.	
No relationship to the dogs, so I just picked one. I knew a husky once, and I would not be able to control it. The other I had no feelings towards.	I thought it was the strongest and the most aggressive, so I could get some moneys. I wanted to win.	Very loyal race. I thought I could actual catch it. Afraid of not catching a dog.	I like boxers a lot, so I would not have been able to handle it. I also think The husky would be able to handle it.	It had boxer in the name. Thought it was best fit for dogfighting.	
I had no real relationship to it. I chose a distancing name, so it would not get to close.	Yes. I did not feel too much towards it. There was too much text for me to get into it. It was a bit too slow for me too engage in it.	Yes. It smiled to me. I trusted it.	Sort of. I got owner relations for it quickly. The story made me think it was my only friend	Yes I liked it. I gave it a funny name. I never considered giving it a real name. I think I distanced myself by giving it a funny name.	
Maybe it would be easier to train.	Maybe I would restart, if i did not leash. Trying to pick the correct option. No. It's a game. It's like counter-strike. Not that I play CS. But if I did. Games are games. It is not really empathy, like playing with a ball.	Bond better with the dog without the leash. A bit afraid of not leashing it. Build on trust.	Then it becomes my dog. But it still liked. I pressed what I think I was supposed to press.	Because I liked my dog. No reason to punish it. I didn't think there would be any consequences.	
No	Yes. You are always sad when you lose, especially when you have a character. But the others are bad dogs. Mine is good dog.	A bit. But it was okay. It is not something you just do. But rather that than my own dog.	No. I don't know why. Because it was better than my dog dying. I made me afraid to put the dog into the next match.	No. That is the responsibility of the dogs owner not me.	
No		Yes. Both because of the loss of the dog and because of your return to the bad lifestyle.	Yes.	Yes it was annoying. Annoyed and angry. Not sad. Angry at the opponents dog.	
No, because I tried to run. So then it was not my fault.	Sort of. I felt like I was cheated to pick item and then died. I otherwise went for the throat, which was working. I would like more agency over the outcome of the battle.	Yes. I put it in the situation it was in. My responsibility.	Yes.	Yes. I brought it to the fight.	
I don't really know. You train some different skills and then chose how to fight, but I did not really understand which was most effective. But I was often to slow to pick, so it just continued.	Too much text. Too slow.	I give a command and it reacts. Pokemon alike. Standard dog fighting. Really annoying you cannot use the other options. It freezes you in your position. It is hard to watch the bloody dogs.	It seemed brutal and intimidating. I just pressed Throat bite every time, because I thought it was the most effective. I did not want to use a round on scratch or Lock Bite. I think Throat bite was the most efficient. I would like some possibilities for only doing it some times. I would like some feedback for the actual attack.	Like pokemon, but then not at all. It doesn't make a difference what you do. I found out in 2nd round. I dont feel it is unfair. I feel it gave me a spectator role. It becomes boring but it enhance the message(ME: "what message?"), dogfighting is not good, or more that the whole situation is shit. Awareness of poverty and what they have to do to survive.	
Yes. I thought that mexicans would not think it was so nice. I creates some debate. So yes I thought it was unethical, but so is a lot of games. But it is more realistic than shooting people in Iraq, also because it was children. Humans fighting would be more unethical.	Lock Bite! (or maybe it was tackle) Was the best. Item was bad because I did not have any, so I died. It was paws fault	Lock bite. Scratch was not good. Throat was not as effective as lock bite. But I am unsure of the differences.	Yes. Very! It reminds of how horrible a conditions, but because there is humour in it, it becomes very unethical. It is bad for dogs. It should still be allowed to exist as a game. It is perverse though. Nothing is sacred. The good thing is that no dog is hurt in reality, but my fantasy that it could happen in real life is very unpleasant. It puts me in a situation where I have to take part in something I am against. I picked dog fighting, because I still put his life a lot over dogs. Dog fighting could have been a way out of that life.	Null	
	It does not matter. It is satire.	No. It creates awareness about other ways of living. It is bizarre.	No. If the game had a moral, it would be a game where everything ends well, and the dog survives. Maybe the moral is that he has to pick brutality.	No but it is provoking.	
No, rather the opposite. It creates a debate, but it does not say what is correct.	No. To start with it was kind of serious, but it became more jokelle. So it seemed Charicated, like I was play ing a game. I liked that	I am unsure. I dont know exactly what it is you are trying to convey. I feel you try to provoke me by forcing me to be in a position I dont want to be in. I think it is hard that you make me downprioritize my dog.		Not moralising but creating awareness.	
I think should not happen and should be illegal.	It is very horrible. I have a friend who made a documentary about dog fighting in Tunisia, which was horrible.	I dont like it. I think it should be extinct. I think the same of human boxing.	Against it. It is horrible.	I dont think it is super great. But on the other hand I wouldn't be able to get the dog I intent to buy because it once was breeder for dog fighting but has been domesticated again.	
While I was playing the game, but not afterwards.	No	I am touched by playing the game. But I will forget about it soon again.	A lot. It has made me sad. I knew it existed, but I had happily forgotten it. It is overwhelming.	Only today. Tomorrow everything will be the same again.	
Yes, in some way.	No. Yes, but in a cynical. You can have a emotional relationship to someone, but if you take advantage of it, it is cynical love.	They become immune to the love of their dogs. They have to not love their dogs. But they come from a long background.	I can not imagine something else. I think they would be very sad, when their good dog dies. It is poverty that makes them use the dogs. I don't think the spectators love dogs.	Yes I think so. Some dont some do.	
It was realistic and engaging, but never more than I always thought that it was just a game. But more important than playing tetris. I might also be more superficial, because I don't play games. I don't need to win. I just try some stuff.	I think there are games with moral consequences with ethical dilemmas, like in some fantasy games. I did not feel like this created moral dilemmas. It might be the test situation I am in. It did not put me enough into the situation. Everything is unethical, so I don't think the game wants to teach me something. It is not political correct. I would cut down on the narrative.		I did not understand the narrative when he fell and then blacked out and then the dog wants to be his friend. How did the dog pick him?		