COGS 187 Interview Guide - Experienced Gamer

Thank you for agreeing to an interview! My group and I are working on a phone app which could allow gamers to coordinate matches for games like World of Warcraft and Destiny, which often require players to group with others. To learn more about how to design the app, I'd like to ask a few questions about your experience with gaming.

- <u>Question 1</u>: How long have you been a gamer? In that time, how do you think gaming has affected your life and your interactions with others?

- <u>Question 2</u>: What do you feel that you've learned from playing video games with others? Online? In person?

- <u>Question 3</u>: What common frustrations have you had to deal with when playing multiplayer games?

- <u>Question 4</u>: Which game's community have you found to be the most fun and welcoming? What about it made it so great to you?

- <u>Question 5</u>: (Follow-up to Q4) How did that community affect your perception of the game itself?

- <u>Question 6</u>: Who do you most often play multiplayer games with?

- <u>Question 7</u>: (Follow-up to Q6) How do you coordinate availability when you play with these partners? How effective are those strategies?

- Question 8: Do you have a favorite multiplayer game? What about it makes it your favorite?

- Question 9: On average, how many days per week do you play multiplayer games?

- Question 10: (For girls) As a girl in the gaming community, do you feel you are treated any differently? What is the current attitude towards females, in your experience?

- Question 11: (Follow-up to Q10) How do you think this aspect of the community can be addressed?

Now I'd like to ask a few questions about your experience with mobile apps.

- Question 1: What kind of phone do you use? How do you like its interface and selection of apps?

- Question 2: Which type of app do you tend to use the most? In terms of use: whether entertainment, practicality, learning, etc.

- Question 3: How do you learn about the apps that you use?

- Question 4: What specific feature from an app would you like to see integrated into others?

- <u>Question 5</u>: What features of an app might make you put it down for good?

- <u>Question 6</u>: Conversely, what aspects might sell you on an app?