

### **Start with**

- Get them to read information sheet and get them to fill out consent form
- Tell them about the think aloud protocol, and ensure this is encouraged throughout the interview
- Tasks:
  - Start a new game
  - Familiarise with controls
  - Turn down the music volume
  - Perform all 4 task types
  - Find 3 different recreational activities
  - Talk to the tree
  - Perform activity while energy is low
  - View score breakdown
  - View achievements (tree)
  - View leaderboard (cannot go back to the game over screen)
  - Exit the game
- Atomic hypotheses
  - Player entered a correctly formatted name
  - Player was able to control the game
  - Player found out how to sprint
  - Player found all activity types without much difficulty/getting lost
  - Player used up all energy and slept without prompts
  - Player found achievements system
  - Player looked at leaderboard
  - Player exited game successfully
- Final Interview:
  - Did you have any trouble navigating the map?

- Does the map layout resemble campus to you?
- Did you read the “how to play” box?
- Did you realise you could sprint?
- Did you feel frustrated or bored when playing the game?
- Did you feel lost?
- Did you enjoy your time playing the game?
- Did you have any other problems while playing the game?

**Finally**

- Debrief them on how the data will be used.
- Thank them for their participation.