1. Have any of you participated in any activities related to cultural heritage exploration or learning in the past?
2. Have you played location-based or augmented reality games? If yes, can you provide examples?
3. Share your thoughts and feelings during the AR gaming session. What aspects did you find most engaging or challenging?
4. Do you feel that your interest in cultural heritage has changed after the AR gaming experience? In what ways?
5. Did the AR elements impact your perception of the cultural heritage site? (Did you have fun? Why was it interesting? Other follow up questions)
6. How does the experience of an AR cultural heritage game compare to traditional methods, such as guided tours or informational sessions? (How does it compare to the ways you usually approach new spaces?)
7. Do you believe participating in AR cultural heritage games could have a long-term impact on your interest in cultural heritage? Why or why not? (Would you open to do it more in the future if more locations become available?)
   * Are there specific cultural heritage topics or elements you would like to see incorporated in future AR games?
   * Can you name a few examples where this might work well?
8. What suggestions do you have for improving the AR cultural heritage game to make it more engaging or informative?
9. Is there anything else you would like to share about your experience or thoughts on the intersection of AR and cultural heritage exploration?

(Check if they are using their phone check how much usage and compare)

(Check if they know each other, do they engage more with each other)

(Issues and challenges regarding software and hardware)

(Make note of other questions on location)

Control group Questions:

Can you imagine...

How can technology enhance the experience….

(Check if they know each other, do they engage more with each other)

(Check if they are using their phone check how much usage and compare)