**P1**

Recall prompt: Aspects of the game --> what do you enjoy about the game? What, if anything, do you not like about the game or the experience of playing it?

“I could play in the way I wanted”/”I could make choices regarding how to play” --> tension between high in-game autonomy, but feelings of low extra-game autonomy (compulsive play)

Explore --> lots of resources for learning, improving

Direct own play experience --> “the problem with chess is the other guy’s always up to something”. A low score might be given for highly uncertain outcomes

Too often felt forced to take certain actions **in chess**  - this blocked the “meta-reading”, extra-game interpretation

Use of abilities is limited by the need to study to get past a certain level

Failing to accomplish tasks --> moment of hesitation about whether this includes tasks outside of the game, hindered because of gaming

Interaction with players, back-and-forth contributes to sense of having a relationship with other players

One memorable toxic interaction was enough to answer a 5

**What was unclear?**

- First couple autonomy satisfaction items were ambiguous in- or extra-game

- Accomplish tasks was difficult in the context of chess, but he could imagine that this would be easier for other, more traditionally structured games

- Maybe replace “task” with “goals”?

- “Fully use abilities”; what would it mean to fully use one’s abilities? Sci-fi trope of using 100% of your brain

**What was difficult to answer?**

- RS items; this required applying a very different lens to a game that often time feels like you’re playing against yourself

- “Felt forced to take actions” – difficult to answer because by their vary nature, games enforce certain actions

**P2**

Direct – “do I have control over the game?” Multiplayer game, so not straightforward – depends on team, many factors

Choices – in a team, you tend to play the same positions, same roles – switching roles may cause you to play badly

Toxicity – very session dependent,

Too difficult to make progress – what do you mean by progress? There’s no story – so skill-wise, rank-wise? Chose to answer it skill-wise

Getting better – similar to previous question

Cared about me and cared about others – by virtue of playing in a team, “caring about” is nearly always applicable, but forming relationships is rarer

Many actions were boring – what is meant by “actions”? Pressing a button? A round? --> Decisions? Activities?

Progress --> separate into skill vs story-wise progress?

Some elements more present in one session vs another, challenge in responding overall

Fully use abilities – very situational, so sometimes

Accomplish what I wanted to – could be missing shots, winning

Exploring – keep playing the same map, so in exploring the game world is very low – at higher levels, there may be more strategy to explore, but not at this level

Progression – being happy with shots, aims

Doing something else – changes to the game? Adding new features? Because generally happy with the game, mostly disagrees

Interactions – a subset of all encounters, as you have to actively unmute toxic players in CSGO

At times difficult to decide agreement with negatively words (even if they’re not negatively-worded)

Forced to take certain actions – e.g., can’t y the things you want to, to save up for future rounds

Disagreement with negative words

Obvious differences for single-player games

**P3**

Kept failing – objectively failing at the goal in the game didn’t necessarily feel like failing relative to player’s own expectation

Unclear how virtual world would make player feel unwelcome – maybe uncomfortable instead?

Skills necessary for game – player lacked skills to succeed at the highest level, but not to succeed at all, was inclined therefore to pick in the middle

“I felt I formed relationships” – player did definitely form relationships, but some were perceived as negative (e.g., a friend of a friend who often player together but was rude), item might not always measure relatedness satisfaction

**What was unclear?**

* What does it mean to be unwelcome in a single-player game
* Nothing else

**What was difficult to answer?**

* (Player describes overthinking the item at this point), being unwelcome in a single-player game might refer to the experience of the player character, and be a desired quality, or the human player, which would be less desired
* Nothing else of note