

# Round 1 interviews:

## Interview 1:

1. How familiar were you with Mexican food before the game?
  - a. I have been exposed to it through friends.
2. Do you feel like you learned something new about Mexican culture? If so, what was it?
  - a. I did not know about this recipe in specific. I knew about nopales but I guess I never thought about how they were eaten.
3. Did this change your perspective on Mexican culture?
  - a. I had never thought about salad being a part of Mexican cuisine, I guess I had a more narrow view.
4. Would you be interested in making this recipe?
  - a. Yes.
5. Do you feel more confident that you would be able to make this recipe?
  - a. I am not very good at cooking but I feel like I would make this, it doesn't seem to be very hard.
6. Did you experience motion sickness while playing the game?
  - a. No, there was no dizziness or motion sickness.
7. How immersive was this game compared to other roleplaying games?
  - a. I was not very immersed in the story. I didn't really follow what the messages were saying. I think it was in part because I couldn't really read in VR. (Note: this interviewee had to take off their glasses to play the game and couldn't see the small details.)
  - b. I didn't really realize that I was playing as someone in specific, I thought I was just supposed to cook.
8. Would you be interested in trying more recipes using this game in VR?
  - a. Yes, I would be interested in trying more recipes.
9. How would you describe your overall experience?
  - a. It was really good at simulating the cooking environment. I definitely felt like I was trying to cook something and when I accidentally spilled the nopales over I felt that dread like "damn now I have to clean that up".

## Interview 2:

1. How familiar were you with Mexican food before the game?
  - a. I have eaten Mexican food but I wouldn't say I know what Mexican food is.
2. Do you feel like you learned something new about Mexican culture? If so, what was it?
  - a. This was definitely a new dish for me, I didn't know that it existed. Also, for the nopales, I didn't know that they helped with diabetes.
3. Did this change your perspective on Mexican culture?

- a. Since most of the Mexican food I've eaten are the tacos from the taco trucks I just assumed that was what Mexican food was. I had never seen a salad at those places.
- 4. Would you be interested in making this recipe?
  - a. I don't really like onions but maybe without them it could be interesting.
- 5. Do you feel more confident that you would be able to make this recipe?
  - a. Yeah, I think I could make this.
- 6. Did you experience motion sickness while playing the game?
  - a. I did experience a little motion sickness.
- 7. How immersive was this game compared to other roleplaying games?
  - a. I don't really play videogames so I wouldn't really know but I really got into this one. You saw how I tried to move around by walking instead of using the controllers. I also liked the cutting part, it was fun just to chop a whole bunch of vegetables.
- 8. Would you be interested in trying more recipes using this game in VR?
  - a. I would be interested in seeing other recipes.
- 9. How would you describe your overall experience?
  - a. It was a fun game to play. I felt like I was actually in a kitchen having to do stuff and I liked the just chill vibe.

## Interview 3:

- 1. How familiar were you with Mexican **culture** before the game?
  - a. I've eaten food from food from Mexican restaurants, my mom has tried to make Mexican recipes but I haven't had close Mexican people who have made food for us.
- 2. Do you feel like you learned something new about Mexican culture? If so, what was it?
  - a. Yeah, when the game explained how a nopal would be used in other recipes and how the mom would prepare nopales back in Mexico, the amount of work it was. It was new and interesting.
- 3. **How** did this change your perspective on Mexican culture?
  - a. I don't have a lot of personal experience of Mexican culture, so rather than having a preconceived idea, it was all new information that I now consider to be a part of Mexican culture.
- 4. **How (if at all) did this change your perspective on the healthiness of Mexican food?**
  - a. I personally don't try to get my idea of Mexican food from fast food but since I am not Mexican that's what I see the most. This was a big difference to see from the fast food restaurants like taco bell and what they present as Mexican food, this salad is not something I've seen.
- 5. Would you be interested in making this recipe?
  - a. Yes, it seems like a simple recipe and it's easy to follow for people who aren't good at cooking.
- ~~6. Do you feel more confident that you would be able to make this recipe?~~

**7. What part of the game did you enjoy the most?**

- a. The experience of the environment and being in the kitchen. The music definitely had some great choices. It made the environment feel more homey and authentic.
8. Did you experience motion sickness while playing the game?
- a. No, I don't think so.
9. How immersive was this game compared to other roleplaying games?
- a. I don't play a lot of other role playing games. I like that it's you mom just telling you what to do. It's easy to put yourself in that mindset.
10. Would you be interested in trying more recipes using this game in VR?
- a. Yes.
11. How would you describe your overall experience?
- a. It was a really cool experience. It felt very natural, the experience of cooking was well replicated in all the tedious tasks that you sometimes have to do.

## Interview 4:

1. How familiar were you with Mexican **culture** before the game?
- a. Growing up in southern california, I was exposed to alot of Mexican culture but I'm not Mexican so I don't have that intimate experience with the culture. I have a lot of friends who know more about that.
2. Do you feel like you learned something new about Mexican culture? If so, what was it?
- a. I didn't know about these recipes. I thought it was interesting and fun to learn about that.
3. **How** did this change your perspective on Mexican culture?
- a. It didn't change my perspective because I am familiar with aspects of it, but I can see how it can change it for someone who doesn't know much. I have a deep appreciation for the culture and I've been to Mexico so I know how what we see in the US is different from what it really is. It doesn't even touch the surface.
4. **How (if at all) did this change your perspective on the healthiness of Mexican food?**
- a. I didn't think about if Mexican food is healthy but I was enlightened into the health benefits of the foods mentioned. Specifically with the benefits of the nopales with things like diabetes and things like that.
5. Would you be interested in making this recipe?
- a. Yes, it seems like something I would try to make. I didn't know you could cook nopales in that way. I had tried them in smoothies before.
- ~~6. Do you feel more confident that you would be able to make this recipe?~~
7. **What part of the game did you enjoy the most?**
- a. I liked how it was so hands on, every step I had a goal to it. The ding gave me serotonin, like yes I did that. I didn't want it to stop. I also enjoyed the space that was created, the kitchen made it feel like you were really there.
8. Did you experience motion sickness while playing the game?

- a. I did experience some motion sickness, especially when I was moving fast in the forward motion. It was mostly contained to a smaller space so I didn't have to move around much.
- 9. How immersive was this game compared to other roleplaying games?
  - a. The VR element made it a lot more immersive than other games because you felt like you were in the kitchen, however, I didn't feel much in terms of
- 10. Would you be interested in trying more recipes using this game in VR?
  - a. I would be interested.
- 11. How would you describe your overall experience?
  - a. I had a great time, going through the recipe, I feel like I learned something from it. It was a good time.

## Interview 5:

- 1. How familiar were you with Mexican **culture** before the game?
  - a. I am Mexican American so I grew up immersed in Mexican culture, I would say I have a good understanding of it.
- 2. Do you feel like you learned something new about Mexican culture? If so, what was it?
  - a. I knew about the nopales being used in a salad but my family boils them instead of frying them. But the tepache is not something I knew about.
- 3. **How** did this change your perspective on Mexican culture?
  - a. I don't think it changed my perspective on Mexican culture much but more added to my knowledge about Mexican food.
- 4. **How (if at all) did this change your perspective on the healthiness of Mexican food?**
  - a. I know that Mexican food isn't all super unhealthy so it didn't change my perspective on that.
- 5. Would you be interested in making this recipe?
  - a. I think that the
- ~~6. Do you feel more confident that you would be able to make this recipe?~~
- 7. **What part of the game did you enjoy the most?**
  - a. I really enjoyed the music and taking the thorns off the nopales, I think it gave a good view of how labor intensive it can be do
- 8. Did you experience motion sickness while playing the game?
  - a. No.
- 9. How immersive was this game compared to other roleplaying games?
  - a. I think because it's in VR it automatically makes me feel like I'm a part of the game but I guess I didn't really get into the character that much.
- 10. Would you be interested in trying more recipes using this game in VR?
  - a. Yes of course, I'm excited to see what you make next.
- 11. How would you describe your overall experience?
  - a. It was a great experience, I really liked the Oye song, it always makes me feel happy, good choice.