**Video Game Choice Study Protocol**

Pre-Study Checklist:

* Have multiple copies of the study protocol and consent form.
* Prepare and double check audio equipment for recording the interview.
* Note down contact information of interviewee, in case the back-up recording is needed or to notify the individual if there was a data leak.

Study Protocol:

* Introduce yourself.
* Go over the consent form with the interviewee, answering any questions they may have, and having them sign the consent form.
* Ask for permission to record the interview and begin the recording
* Start the interview:

**Part 1: Understanding participant’s gaming background (~10 minutes)**

* What types of games (and game modes within those games) do you play?
  + What games do you play most often?
  + What games (recently) are your favorite games?
    - Had the most fun, was impressed with, etc?
  + What devices do you use to game?
    - Are some of these devices portable? (nintendo switch or smartphone, for example?)
    - Are some of these devices locked to one place (desktop computer or console, for example?)
    - Are there any specific game launchers you use or like to use?
  + Amongst those games and game modes, you mentioned, are there any that you prefer playing when in a certain mood?
  + Do the games you play change if you are playing with other people?
    - Do you play games more by yourself or with other people?
      * If you play with others, how do you communicate with your friends you game with (Discord, Xbox chat, in-game chat, etc.)
        + Are you more likely to play a game if your friends are online and available on those services?
  + Amongst those games and game modes you mentioned, are there any that you prefer playing when you have a certain amount of free time?
    - When you have only a half hour before bed or work?
    - When you have a whole weekend to yourself?

**Part 2: Understanding gaming and time management (~5 minutes)**

* How much time do you spend searching for a game to play versus actually playing a game?
  + Is choosing a game something you think about, or do you choose a game that looks fun to play at a given time?
  + What are some reasons you spend as long as you do finding a game to play?
* Long or Quick
* When do you usually play games?
  + Why do you play at that time and not other times of the day?
* How do you navigate when you should stop gaming for the day?

**Part 3: Finding New Games (~10 minutes)**

* How often do you find yourself playing the same game over again?
  + Why do you play the same game?
  + Do you find yourself losing interest in a game? Burnout?
    - What stops you from playing a different game instead in that case?
* When do you look to download a new game, if ever?
* What attracts you the most when searching for a new game?
  + Do you want to find new games altogether or new ways to play games you already own?
  + Do you look for new games similar to the ones you played recently, or do you look for new games that are different and unique from past experiences?
* Do you play different game modes within games you already play?
  + - Are there any game modes or minigames in games you play that you feel may be hidden?
    - Do you want this inorder want to get more value for your money from the games you already own?

**Part 4: Mood and Thought Process (~5 minutes/Remaining Time)**

* Certain people feel more in the mood for certain games and game activities at certain times. Is there ever a time where you prefer a certain genre of game or a certain activity within a game based on mood?
* What type of situations makes you anticipate gaming the most (after a long day of work, weekends, etc.)?
* Thank the participant for their time; ask them if they would like a paper draft.
* (Optional) Ask the participant to put you in contact with other potential interviewees.
* Give the participant the opportunity to contact you later if they have any additional questions they would like to ask or information they would like to share.

Post-Study Checklist:

* Send the participant a thank you email/message.
* Review transcripts of audio files; make sure there are no glitches or mistakes.
* Upload transcripts to shared Google Drive.

**Consent Form** **to Participate in a Research Study**

Video Game Choice

You are invited to be in class project investigation of video game choices. We ask that you read this form and ask any questions you may have before agreeing to take part. This class project is being conducted by: Zachary Benson, Wil Bishop, Todd Nathan, Garrett Abou-Zeid, Trey Taylor, and Bashar Mandily. User Interface and Computer Science Departments, of the University of Minnesota.

Procedures:

1. You shall be given this consent form. Upon agreeing and signing this consent form, the interviewer shall continue according to the rest of this procedure. At any time you may opt out of the interview process, and are not required to answer any questions you do not wish to.
2. The interviewer shall interview you for approximately 25 minutes on the subject of how you choose a video game (or activity within a video game) to play, and related questions. This interview will be recorded and transcribed for project usage. The transcript shall be turned in to the class.
3. On conclusion of the interview, the interviewer will leave their contact info (seen below in this consent form. You are free to contact the interviewer to expand on, retract, or modify anything that was previously said.

Risks and Benefits of Being in the Study:

Benefits:

* “You will not receive direct benefit from participation, but your responses will be used to inform our class project and may in the future help technologists build better systems for people like you.”

Risks:

* There is a potential risk that data you share may be leaked in the case of a data breach.
* Beyond a potential leak of data or personal information there is no greater risk than performing this activity in a non–research environment.

Compensation:

* There is no compensation for this study.

Confidentiality:

We will not collect any information that will make it possible to trace your participation back to you and will not share your participation with anybody outside of the student project team. We will keep your participation private to the extent allowable by law.

Voluntary Nature of Project Participation:

Participation in this project is voluntary. Your decision whether or not to participate will not affect

your current or future relations with the University of Minnesota. If you decide to participate, you are free to not answer any question or withdraw at any time without affecting those relationships.

Contacts and Questions:

The students conducting this project are: Zachary Benson, Wil Bishop, Todd Nathan, Garrett Abou-Zeid, Trey Taylor, and Bashar Mandily. The faculty member supervising this class project is: Dr. Lana Yarosh. You may ask any questions you have now. If you have questions later, you are encouraged to contact her at Keller Hall (Office 5-187), 443-622-4020, lana@umn.edu.

You may keep this page for your records after signing and returning the attached sheet.

Statement of Consent:

I have read the attached information regarding the class project Video Game Choice. I have asked questions and have received answers. I consent to participate in this class project.

Signature:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature of Investigator:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_