



Norwegian University of  
Science and Technology

# Online Game Elements, Players and the Bond Between Them

**Sandra Schweizer**

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Supervisor: Pekka Abrahamsson, IDI

Co-supervisor: Anh Nguyen Duc, IDI

Norwegian University of Science and Technology  
Department of Computer Science



**Sandra Schweizer**

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the Bond Between Them*

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Supervisor: Prof. Pekka Abrahamsson  
Co-supervisor: Anh Nguyen Duc  
Former Co-supervisor: Prof. Juhani Risku

Norwegian University of Science and Technology

Faculty of Information Technology and Electrical Engineering

Department of Computer Science



**NTNU**

Norwegian University of  
Science and Technology



# Abstract

## English

In our modern life, playing games has become a common habit for almost everybody. Especially online games have experienced a big boom the last years, with millions of people playing each day. But what makes online games so successful? Why are they so popular? What it is that makes player passionate about gaming, even addicted? These are just a few questions which this research paper is trying to answer. This research is looking at the very components of each video game, dividing it into its essential game elements. At the same time, the player's emotions and experiences in gaming are analyzed, trying to find the reason behind the player's passion for games. Also, the effect of games on the player has been put into focus, finding the mechanisms which affect the player's experience of reality.

A theoretical framework has been created and validated through a case study. In total, 14 online video games players have been interviewed about their experiences in gaming. Additionally, five of all players have participated in further observations and follow-up interviews. The results have been analyzed in this research paper. The results are that socializing, achievements and immersion play a big role for players to feel motivated to play, as well as the way an online game stimulates a player's brain.

## Norwegian

I vårt nåværende liv kan dataspill ikke tenkes bort lenger. Dem har blitt til en viktig del av livet til de fleste, med mange millioner spillere i hele verden. Men hvorfor er spill så populært og suksessfulle? Hvordan gjør dem at gamerne mister følelse for tid og sted mens dem spiller? Hva gjør at folk utvikler en så stor lidenskap for spill at dem glemmer alt annet i livet deres? Disse spørsmålene og mange andre prøver dette studie å svare på. Oppbygning til ethvert dataspill har blitt analysert for å dele det opp i sine essensielle spill elementer. Samtidig ble det satt fokus på spillerens opplevelse og erfaringene for å forklare lidenskapen som ligger bak for dataspill. I tillegg har spillets effekt på 14 deltaker blitt undersøkt med både intervju og observasjoner, for å finne de mekanismene som påvirker spillerens opplevelse av realiteten.



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# Acronyms

Acronyms used in the thesis are listed here.

|               |                                               |
|---------------|-----------------------------------------------|
| <b>MMORPG</b> | Massive Multi-Player Online Role Playing Game |
| <b>WoW</b>    | World of Warcraft                             |
| <b>CS</b>     | Counter Strike                                |
| <b>FPS</b>    | First Person Shooter                          |
| <b>PC</b>     | Personal Computer                             |
| <b>NPC</b>    | Non-Playable Character                        |
| <b>PEC</b>    | Primary Empirical Conclusion                  |
| <b>HYP</b>    | Hypothesis                                    |

# 1 Introduction

This chapter first discusses the background of this research and then briefly describes the objectives and the scope of the study.

## 1.1 Background

More and more people recognize playing online games as a serious and time-consuming hobby or passion. Therefore, finding out why this is the case, will both help developers to make better games and ourselves to recognize addictive strategies in games.

The word “addiction” has become a rather general meaning in everyday speech. People would describe themselves as addicted to their own hobbies or passion. In this paper, it is necessary to distinguish between a harmless passion and a true, dangerous addiction. Therefore, the term addiction will only refer to a harmful addiction, which the player is incapable to heal solely by themselves.

So, how can players become addicted in the first place? Normally, it starts with an interest; a game with attractive graphics, or a fascinating trailer might make the average player want to try out a new game title. Once the player experienced their first reward, chances are they will look for another, either by playing more or continuing the game at a later point (Richter et al., 2015). Once the player has been hooked, the game has become their new hobby; a way to relax and make a quick escape from the real world (Yee, 2006). They start investing time and effort in the game, working on improving their skills and playing strategies. Soon the hobby turns into a new passion, consuming big parts of their free time.

This situation is what most game developers aim for; a loyal gamer who plays their video game frequently, highly enjoying it (Pfeiffer, 2012). The more time the player spends in the game, the better. But this could soon backfire; a few hours turn into a half a day, half day to spending the entire night playing. This might happen occasionally, and only within the available time frame of the player. As soon as this because a normal pattern however, the players is said to suffer from a “gaming disorder” (Young, 1998), (Petry et al., 2014). They have lost all control over their gaming habits, neglecting any other aspect of their life which was once important (Van Rooij and Prause, 2014). Other hobbies, passions, friends, partners and their family move to second place, with their chosen game on the top of the podium.



Nothing else in their lives provides them with the joy that comes from their new, virtual home.

An addicted gamer is not what an ethical programmer should be looking for. With an addicted player not being very profitable (most addicts quit playing completely once they understand the severity of their situation), it is the loyal, passionate player who will continue to play a healthy amount of their time over days, weeks, months or even years. They will also continue to recommend the game to others, while being able to provide valuable feedback to the programmer as well. Those players might become obsessed for a while; playing much longer as intended, neglecting their other hobbies, duties and friends (Vallerand, 2010). But their life provides enough other possibilities (and responsibilities) to achieve a feeling of joy and achievement, helping them back to a natural balance between work and inner recreation. This kind of relation that a player has towards his favourite game is known as *harmonious passionate* (Vallerand, 2010).

But how is it possible to assure that a player experience harmonious passion rather than obsessive passion or addiction? In order to answer this, the research questions in the following sections have been created.

## **1.2 Research Problem**

The main research question of the thesis is: *How do online game elements support players to experience harmonious passion and thus lose focus of reality?*

The sub-questions to the main research questions are:

1. How can we characterize a person with harmonious passion?
2. What game elements do online video games need to cause addiction among players?
3. How do rewards affect the player's motivation to continue playing video games?
4. What kinds of processes happen inside a player's brain when playing video games?

This paper will try to answer the main research questions through answers its sub-questions.

### **1.3 Scope of Research**

This thesis concentrates on impact of online game elements on the player. This involves all levels of engagement, including addiction (Internet Addiction). Excluded will be violence and crime caused by gaming addiction. The focus will be on online games, because of their additional social factor which offline games (often) lack.

### **1.4 Research Method**

A literature review was conducted to support answering both the main and sub-questions of the thesis. From this literature review, the framework was created. The framework summarizes the findings of the thesis and is created by the author. Case studies will help to determine the validity of the framework. To do so, structured and unstructured interviews as well observations of online video game players will take place to validate the framework. The interviews will start with a short questionnaire, containing behavioral questions to collect comparable data. The interviews will be used to collect qualitative data from each player. Afterwards, observations will take place, followed by interviews regarding key points from the observation. All data collected will be used to verify the hypothesis and framework, updating them according to the (empirical) data collected.

### **1.5 Structure of Thesis**

Chapter 2 introduces the related work and the key concepts used in this paper. It also holds a brief history of video games, their evolution over time and the main types of change over the last 50 years. In chapter 3, the meaning behind (online) game elements and their role in (online) video games is explained, along with the player experience while playing online video games. Furthermore, both the initial and updated framework will be presented. Chapter 4 explains the pre-empirical and empirical research and its data collecting methods and data analysis. Chapter 5 holds pre-empirical and empirical results which emerged after both case studies. Chapter 6 holds the discussion and implications based on the complete research conducted and its results. Eventually, Chapter 7 ends with a conclusion to the current research, as well as its limit and further research suggestions.

## 2 Related Work

In this section, the main terminology used in this paper will be explained. Also, the terms game elements and game mechanics will be defined and illustrated.

### 2.1 Key Concepts

Many of the following terms are used on a daily basis, often overlapping in meaning. To distinguish different levels of interest, passion and addiction, these terms will be defined in the following sections. They will be explained in increasing order of commitment, starting with interest and ending on Internet Addiction. Also, the main differences between terms be pointed out.

#### 2.1.1 Definition of Hobby and Habit

A hobby is defined as a pursuit outside one's regular occupation engaged in especially for relaxation<sup>1</sup>. As mentioned before, it's an activity for the sole purpose of fun and enjoyment.

A habit is an activity done by choice, leading to a repetitive pattern of a certain action<sup>2</sup>. A hobby is often considered a habit when it is performed on a daily basis. A habit can be hard to avoid or stop with, but successfully and easily achieved if desired (Nordqvist, 2009).

#### 2.1.2 Definition of Passion: The dualistic Model of Passion

Robert J. Vallerand defined passion as “a strong inclination toward a self-defining activity that people love, find important, and in which they invest time and energy.” (Vallerand, 2010), p.98. It often leads to the experience flow, an experience “so gratifying that people are willing to do it for its own sake, with little concern for what they will get out of it, even when it is difficult or dangerous” (Csikszentmihalyi, 1991), p.71. According to Vallerand, passion is split into two different types: harmonious and obsessive (Vallerand, 2010). Each type shows different signatures and leads to different outcomes. Harmonious passion leads to engaging in an activity that one loves, out of free will. It is easily integrated in a person's life and is associated with adaptive outcomes, which last through the activity and after (Vallerand,

---

<sup>1</sup> <https://www.merriam-webster.com/dictionary/hobby>

<sup>2</sup> <https://www.merriam-webster.com/dictionary/habit>

2010). Obsessive passion, on the other hand, leads to experiencing “an uncontrollable desire to engage in the activity” (Vallerand, 2010), p.98. Because of its uncontrollable nature, it often leads to less adaptive outcomes. A person will no longer be able to restrain themselves from an activity, although knowing it will lead to negative consequences or outcomes. This goes as far as not being able to enjoy the activity while engaging in it, even though it is considered an activity this person loves (Vallerand, 2010).

Additionally, obsessive passion is suggested to be “linked to low implicit self-esteem, namely addictive behavior”. (Lafrenière et al., 2011), p.9. It is stated that “past research has shown that obsessive, but not harmonious, passion is associated with addictive behavior such as pathological gambling, excessive online gaming, and online shopping dependency” (Lafrenière et al., 2011), p.9. Therefore, obsessive passion and addiction are assumed to be closely related.

Since obsessive passion and obsession are closely related in meaning, the term obsessive passion will be addressed as “obsession” for simplification sake.

### **2.1.3 Difference between hobby, habit and passion**

The main difference between hobby, habit and passion is the difference in how people manage their time: Hobbies may turn into habits or passion over time, but they don't have the same impact on our lives as the other two. Devoting time to a hobby is only done when having enough spare time to do so. A habit is something done on a regular, daily basis, with its own time slot. A habit is often done without thinking, and helps to achieve relaxation and stability in everyday life. For a passion however, big time slots are created and other activities cut short or even cancelled if needed. Passions will always be more significant than hobbies or habits. This can already be seen by comparing their definitions. A passion does not lead to relaxation; it is the desire to perform whatever activity, whether there is spare time available or not, and can cause both happiness and suffering (Vallerand, 2010). The desire to work with something truly enjoyed is strong enough to make people endure discomforts like lack of sleep, exhaustion and many hours of hard work.

#### 2.1.4 Definition of Internet Addiction

To be able to distinguish an addiction from normal or excessive internet use, it is necessary to create a definition for all kinds of user. One way to do so would be to divide users in “over-users”, “heavy-users” and addicted:

“(…) “over-users” who use it for common purposes that are related to better management of modern life; “heavy users” who over-use the Internet to achieve the positive purpose of approaching better ego-clarification; and those who over-use the Internet for other purposes and reasons, and might be labeled "addicted".“

(Israelashvili et al., 2012), p.422

Both over-users and heavy users are not considered addicted, but supposed to “use the internet for age-related and modern-life-related purposes” (Israelashvili et al., 2012), p.417. So, even though the term “over-user” might create the idea of over-consumption, it is merely used to define a person using the internet for personal improvement on a daily basis, regarding it as a habit.

But when does the daily use of internet turn into addiction? When does it stop to improve one’s life, and instead starts to dominate it? When looking at the medical definition of addiction, similarities to obsessive passion become obvious:

“**Addiction** - there is a psychological/physical component; the person is unable to control the aspects of the addiction without help because of the mental or physical conditions involved.”

(Nordqvist, 2009)

When devoting time to our interests or passion, a repetitive pattern will grow, making us spend time on these activities on a daily basis. But only an addiction causes lack of control over these actions and a negative outcome for the addict. An addict will therefore always

suffer from his addiction or “obsession”, while a harmonious passion or habit can have a positive effect to them.

But even today, where Internet Addiction has been recognized as a new phenomenon of modern times, no concept was found to give exact criteria to determine whether a person can be considered an internet addict or not. Until now, there exist three different criteria sets, created by Griffiths (2005), Young (1998) and Tao et. al (2010) respectively. Yet, when comparing those three approaches to each other, eight components can be found which together hold all criteria of all sets, created by (Van Rooij and Prause, 2014).

| <b>Components</b>                     | <b>Description</b>                                                                                                                                                                                               |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Saliency/<br>Preoccupation            | Obsessive and continuous thoughts about Internet activities that contribute to the negative outcomes associated with problem use. Seen as a part of self-regulation failure and primary indicator of withdrawal. |
| (Negative) Mood<br>Management         | Using the Internet to alleviate negative mood or to escape life's problems.                                                                                                                                      |
| Tolerance                             | Requiring more of the stimulus to get the same result; the player needs to play more and more to feel satisfied/ enjoyment.                                                                                      |
| Withdrawal                            | Experiencing negative consequences if player stops playing.                                                                                                                                                      |
| External<br>Consequences/<br>Conflict | Conflict caused by the activity of the addict; either between the addict and others, or as an inner conflict of the addict themselves.                                                                           |
| Relapse/ Control                      | Unsuccessful attempts to quit addicted behavior, even if a change is desired.                                                                                                                                    |
| Craving/<br>Anticipation              | Strong desire towards the addicted activity; a longing for relief by emerging into the activity again. Experienced as central to the feeling that one is addicted.                                               |
| Lying/ Hiding                         | Acting defensive/secretive when asked about actual time spend on addicting activity.                                                                                                                             |

***Table 2-1 Components defining Internet Addiction by (Van Rooij and Prause, 2014)***

The first six components are also known as “components model” (Van Rooij and Prause, 2014), and “posits that all addictions consist of six distinct and common components” (Van Rooij and Prause, 2014), p.204. This means that both substance addiction and behavioral addiction share those components, as well as both addictions sharing key elements of biopsychosocial processes (Van Rooij and Prause, 2014). In this research, an internet addict is defined to satisfy most of these components as defined in the table above.

### **2.1.5 Correlations between Internet Addiction and Online Video Game Addiction**

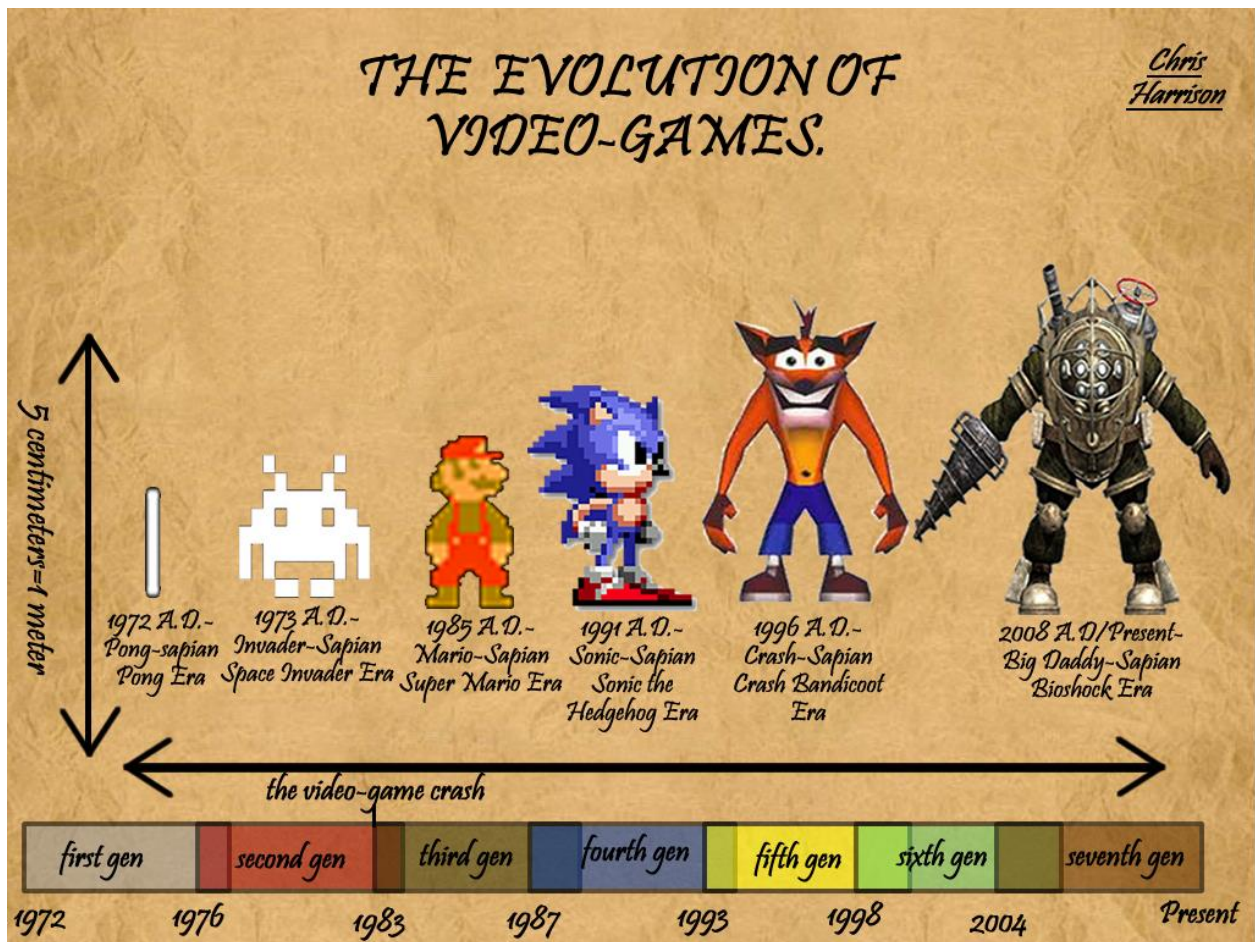
In one of their earlier studies, Van Rooij et. al were able to “established cross-sectional and longitudinal relationships between online gaming and internet addiction, referred to as Compulsive Internet Use” (Van Rooij et al., 2011), p.206. This means, that online video game addiction and internet addiction show the same (dangerous) traits. In another study, online games were shown to have the “strongest association with Compulsive Internet Use” (Van Rooij et al., 2010), p.51. This is important, as it shows the strong influence which online games can have on the player.

In the next section, computer and video games will be presented, starting with the first game in 1958, to the games of today.

## **2.2 History of gaming**

With the first game created in 1958, video games have come a long way. Being rather nondescript in the very early phase of game development, they had soon made their way into everybody’s homes. Countless hours of game play are part of many people’s childhood memories. The following section describes the evolution of video games and some reasons for their early popularity.





**Figure 2-1<sup>1</sup> The Evolution of Video Games**

## 2.2.1 Arcade Games

*Examples: Pong, Pinball, Space Invaders, Asteroids, Pac Man*

Although not being the first interactive computer game, *Tennis for Two* is considered to be the very first video game created (Overmars, 2012). Today, it is widely known as *Pong*. It was developed by nuclear physicist William Higginbotham in 1958 as a university project (Overmars, 2012). Originally invented in the Brookhaven National Laboratory, it was meant to teach visitors the effects of gravity (Overmars, 2012).

<sup>1</sup> Source: <https://www.slideshare.net/senthil23051987/history-of-video-games-25234347>



*Figure 2-2<sup>1</sup> Tennis for Two and Space Invaders*

The first virtual games available for everyone were played on coin-based “entertainment machines” (Messinger et al., 2008). These were easily accessible in business establishments like bars, hotels, restaurants, or, as the name suggests, arcades<sup>2</sup>. The games had simple designs and goals, easy controls and short levels. This was useful considering that several people would stand in line for one machine or game. They would require good hand-eye coordination skills and reflexes. Also, this was making it more attractive to play on a short visit. After a while games would also offer high scores, which made it possible for players to compete against each other and motivate for further playing. Most machines were single player games, making them play against the computer (Messinger et al., 2008).

Even though those games were designed rather simply, most arcade games were extremely popular (and are still today). *Pac-Man* (1980) led to a coin shortage in Japan, while the game *Asteroids* (1979) had the biggest success with 50.000 entertainment machines sold worldwide (Overmars, 2012). This time period is referred to as “The Golden Area of Arcade Games”, which lasted for about a decade (1970-1979) (Overmars, 2012). The popularity of Arcade games stagnated when Home Gaming Systems became affordable for everyone.

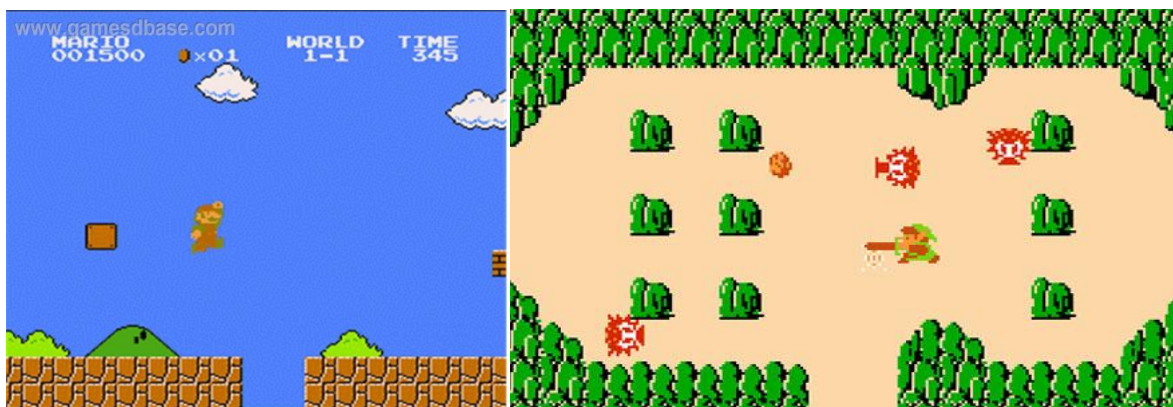
<sup>1</sup> Sources: [https://en.wikipedia.org/wiki/Tennis\\_for\\_Two](https://en.wikipedia.org/wiki/Tennis_for_Two), <http://spaceinvaders.mosaic.free.fr/>

<sup>2</sup> [http://www.webopedia.com/TERM/A/arcade\\_game.html](http://www.webopedia.com/TERM/A/arcade_game.html)

## 2.2.2 Console systems

*Examples: Super Mario Bros., The Legend of Zelda, Crash Bandicoot, Mega Man*

Console Systems are also known as Home Gaming Systems, which allow users to play video games on demand. While the very first Console System was the *Odyssey* (1972), it wasn't until the Channel F system appeared (1976) that console gaming became more popular (Overmars, 2012). The reason for that the first use of cartridges; each cartridge was a game on its own, making it possible to play many different games on the same Console System. Now, it would also be possible to save the game, allowing for bigger games and game worlds. This innovation made console gaming much more attractive for users. When Atari introduced the VCS system bundled with *Space Invaders* (1980), over 30 million systems were sold (Overmars, 2012). The VCS eventually offered about 1000 different game cartridges, which was an immense amount of games to choose from (Overmars, 2012). Initially, the Console System was sold alone, but due to its expensive price it sold poorly. Once the bundle was out, the sales increased abruptly (Overmars, 2012). This clearly shows that players are not as interested in owning a new Console System as they are interested in the games themselves.



*Figure 2-3<sup>1</sup> Super Mario Bros. and the Legend of Zelda for NES*

In 1986 gaming industry experienced a big success when the *Nintendo Entertainment System* (NES) was released (Messinger et al., 2008), especially when it was bundled with *Super Mario Bros.* Another successful system was the *Sega Master System*, following one year later. Many games now offered both single- and multiplayer game play as well, making it possible to socialize while playing. Technologically, it was more advanced than the NES, but it was

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<sup>1</sup> Source: <https://motherboard.vice.com/nl/article/xyagg7/mario-is-zelbwust-ge worden>,  
<https://www.taringa.net/posts/juegos/19793161/Evolucion-de-los-videojuegos-Antes-y-despues-Parte-1.html>

still not as popular (Overmars, 2012). The reason for that was that the games for the NES were considered both high quality and unique (Overmars, 2012). As before, it is clear that the quality of video games mattered the most to be successful, not the actual Gaming System.

Another important invention was the portable *Game Boy*. Unlike the other Console Systems before, it was now possible to play anywhere at any time. The maybe most famous games are *Tetris* (which is considered the most addictive games of all time (Overmars, 2012) ) and *Pokémon*.

The mentioned Console Systems paved the way for the many famous console systems (Wii, Playstation 2, XBOX 360) that we are using today. Since then, hardware, software and game design have been improved immense. Nowadays, Console Gaming is as well established as PC gaming. But at first, it looked like the personal computer would take over video game business.

### **2.2.3 Home computers/ LAN Games**

*Examples: Counter Strike, Civilization, Tomb Raider, Grand Theft Auto*

While Console Systems came out, cheap Personal Computers (PC) entered the game market as well. Players started to prefer PCs because of their better hardware and flexibility. They had more memory, both better graphics and sound, and much higher processor speed; giving them a big advantage over Console Systems (Overmars, 2012). PC games were easier to copy since they were saved on floppy disks or cassette tapes. Just as with console games, it was possible to create a save state, giving way for more complex games, which thus would take much longer to play through. That way, players could continue from their last save state instead of having to finish the game in one session.



*Figure 2-4<sup>1</sup> Tomb Raider and Civilization*

With the personal home computer, the era of LAN parties began. Local Area Network (LAN) added the experience of social interaction to the traditional video game. Unlike before, where the number of players was often restricted to two or four people at maximum, the number of players using LAN were unlimited (Messinger et al., 2008). FPS's were among the most played games, which would now lay their foundation for the future.

## 2.2.4 Internet Connectivity

### *The beginning of online gaming*

Internet Connectivity allowed for the kind of gaming that countless players are still enjoying today. Owning a PC had become very common over time, and together with the internet players could play with anyone, at any place, at any time. Both hardware and software would continuously become more powerful and offer better performance. Additionally, computers were (and still are) much easier to modify and “enhance” than most other gaming systems. The selection of computer games increased to grow, soon offering countless different types of genres.

Microsoft Xbox was one of the first successful Console Systems offering both offline and online game play. Instead of playing the game alone, one could let other players join in, this way expanding the game, making it more entertaining in adding new ways of game play.

<sup>1</sup> Sources: <http://www.shortlist.com/entertainment/20-things-you-didnt-know-about-lara-croft#gallery-3>, <https://www.geek.com/games/the-23-year-history-of-sid-meiers-civilization-1600739/>

(Messinger et al., 2008). That way, one can say that the internet created the basis for all MMORPGs (Overmars, 2012).

### 2.2.5 Unstructured Games

*Examples: Grand Theft Auto series, Gothic series*

Unstructured Games let players experience the world freely, without given a chosen path or sequence to follow (Messinger et al., 2008). To support the free choice of game play, the game worlds will be large and open, without restrictions like fences or sudden invisible walls. The “freedom of movement” works as an own game element which is missing in structured gaming (Messinger et al., 2008).



*Figure 2-5<sup>1</sup> Grand Theft Auto: San Andreas and Gothic 1*

### 2.2.6 Games with Player Generation of Content

*Examples: The Sims, Spore, Minecraft*

In this kind of genre, players become the very creators of the game world. The player can define themselves how the environment looks like and control the goals and meaning of the game. This way, the player feel nearly omnipotent (Messinger et al., 2008). The players themselves decide how their world will look like, and what the main goal of the game is. Those games create a lot of space to unfold the player’s creativity and independence.

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<sup>1</sup> Sources: [https://en.wikipedia.org/wiki/Grand Theft Auto: San Andreas](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_San_Andreas), <http://addictedgamewise.com/gothic-14-the-plot-resolves/>



*Figure 2-6<sup>1</sup> Minecraft and Spore*

## 2.2.7 Massive Multi-Player Online Role Playing Games (MMORPG)

*Examples: World of Warcraft, EverQuest*

The origin of MMORPGs goes back to multi-user dungeons (MUD) and computer role-playing (Achterbosch et al., 2008). Both genres supported single and multiplayer game-play, and became quite popular. Those were again based on concepts used in pen-and-paper games such as *Dungeons & Dragons* (Achterbosch et al., 2008).



*Figure 2-7<sup>2</sup> World of Warcraft and EverQuest*

The game world in MMORPGs is known to be rather large with an attractive design, appealing many kinds of players. Each player has their own avatar, which the player can choose and design themselves. This avatar gains skills and strength through earning

<sup>1</sup> Sources: <https://www.gameskinny.com/dlzf/why-our-schools-and-students-need-minecraft>, <http://www.shacknews.com/game/spore/screenshots>

<sup>2</sup> <https://www.polygon.com/2016/4/11/11409436/world-of-warcraft-nostalrius-shutdown-legacy-servers-final-hours>, <https://en.wikipedia.org/wiki/EverQuest>

experience points, developing itself and increasing the player's possibilities inside the game with each level (Messinger et al., 2008). They offer free game play, but also quests and other achievements, which give the player advantages or valuable in-game items. The quests and achievements work as own, smaller, easily completed games inside a large multi-player game (Song and Lee, 2007).

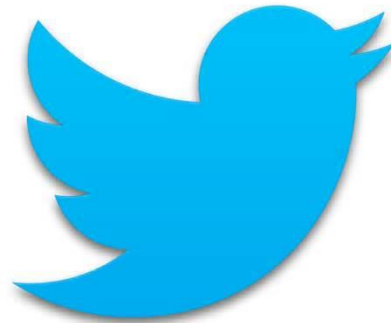
According to Korean and Western researchers, MMORPGs seem to be considered the most addictive gaming genre when it comes to online gaming addiction (Van Rooij et al., 2011), (Wan and Chiou, 2006). One reason why MMORPGs experience this success among players might be that they are able to appeal and adapt to all kinds of players and playing styles (Yee, 2006). One example is the rewarding mechanism specifically made for casual players in WoW. When players log out, their avatar is set to a 'rest'. Once the player logs back into the game, they will receive 50% more experience for as long as the player has spent offline (Ducheneaut et al., 2006). This mechanism gives casual players the chance to make as much progress as loyal players who play for many hours a day.

### **2.2.8 Social networking sites**

*Examples: Facebook (Games: Farmville, Candy Crush), Twitter*

Although the focus of social networking sites is not providing games, they are known to cause addictive behaviour as well (Van Rooij et al., 2010). Users often find their own objectives and ways to socialize, this way creating their own, self-defined kind of game (Messinger et al., 2008). Besides the self-created purposes, social networking sites like *Facebook* created their own set of social games, which can be played and shared with friends. Just as arcade games, they provide a simple, quick game play, without an actual ending to prevent players from quitting a game. People do not need to spend money on gaming consoles or special gaming computers, but are instead able to connect with other people or their friends via the games they play. This can be done at any time or place, as long as the players have access to a device connected to the internet, making it an attractive leisure activity.





*Figure 2-8<sup>1</sup> Candy Crush (by Facebook) and Twitter Logo*

## 2.2.9 Open virtual worlds

*Examples: Second Life*

Open virtual worlds are games which are meant for education, working as an “educational tool” (Warburton, 2009). Unlike many MMORPGs, they recreate a realistic structure of the real world, providing avatars, social interaction and a “3D immersive shared” environment (Messinger et al., 2008).



*Figure 2-9<sup>2</sup> Second life*

<sup>1</sup> Sources: <https://www.forbes.com/sites/johngaudiosi/2013/01/17/king-com-exec-alex-dale-explains-how-they-dethroned-zynga-in-facebook-games/#22b894512a88>, <https://en.wikipedia.org/wiki/Twitter>

<sup>2</sup> [https://en.wikipedia.org/wiki/Second\\_Life](https://en.wikipedia.org/wiki/Second_Life)

Again, there is no higher goal, allowing the users to define their own objectives and content. The possibilities given by open virtual worlds can be summarized as follows:

“In these worlds, people can form relationships as friends, romantic partners, virtual family members, business partners, team members, group members, and online community members. They can also create things, and save, give, or sell what they created to other people. And, as the objects that are created might be desired by others, they suddenly have value in the real-world economy.”

(Messinger et al., 2008), p.5

Because their serious and realistic approach are open virtual worlds considered to be very immersive and well designed for education purposes (Warburton, 2009).

### 2.2.10 Summary

In order to summarize the overall change in games of the past fifty years, Overmars distinguished seven different types of change in video games in the following table (Overmars, 2012).

| <b>Type of change</b>                     | <b>Description</b>                                                                                                                                                                                                                |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Changes in the hardware for playing games | Devices with minimal computing power, memory, and graphics, changed over time to special 3D graphics cards, DVD disks to store game data, and Internet connectivity. Made bigger and more fascinating games possible.             |
| Changes in interaction devices            | Early game controllers with special rotating knobs or simple joysticks with a few buttons. New game controllers have multiple joysticks with many buttons, with measure movement (Wii/ Kinect). Introduced new kind of game play. |

|                                            |                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Changes in the software tools available    | Game developers wrote every line of code themselves (often in assembly language) and drew every pixel of the artwork. Now extensive game engines and other middleware packages are available. Led to more sophisticated games. Artist, animators, and level designers use advanced tools to create complicated artwork.                                                                                          |
| Changes in the game business               | Games primarily developed by individuals, now huge teams of specialists work on a single game. Development budgets have grown: few thousand dollars, now to tens of millions of dollars per game. Also, new educational programs to train professionals needed by the game industry.                                                                                                                             |
| Changed in the demographics of the players | Initially played by mainly young males, now numbers of female and male players almost equal. Age of players ranges from 4 to 100. Led to new genres of games.                                                                                                                                                                                                                                                    |
| Diversification                            | Initially games played on arcade machines. Then variety of platforms increased considerably. Now games are played on consoles, personal computers, handheld devices, telephones, TV set-top boxes, etc. Also, the type of players has diversified, as has the ways people like to play (for example casual, online, or hardcore). All devices and ways of play have own business models and development budgets. |
| Changes in the design of games             | Game designers used new hardware and interaction devices to create new forms of immersive gameplay, creating games that attracted different demographics. Started to understand better what makes an interesting game.                                                                                                                                                                                           |

*Table 2-2 Types of changes in video games by (Overmars, 2012)*

## **3 Framework**

In this chapter, the different factors affecting the player affection for online games will be discussed. With these factors as a foundation, a framework will be set up to show both player and online game characteristics and their correlations.

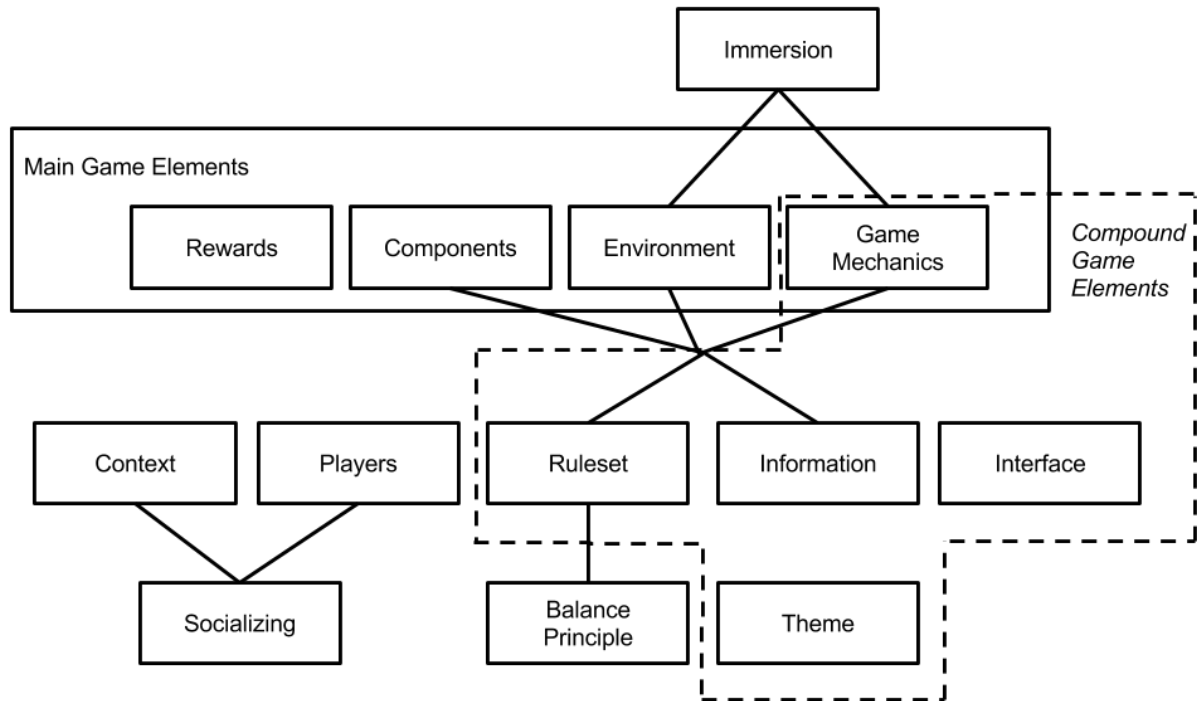
### **3.1 Game Elements**

In the following sections, the definition of game elements found in the basic structure of each video game will be provided, as well as a table of all essential online game elements.

### **3.2 General Definition**

Game elements are structural features which define a game (Järvinen, 2007). They define how the different parts of a game system interact and how the game displays game behavior, which is supposed to be the essence of games as entertainment (Hunicke et al., 2004).

In order to be able to analyze game elements, Järvinen created a tool named "Rapid analysis methods" (short: RAM) for practical game analyses, paraphrasing the methods of "rapid prototyping" (Järvinen, 2007). This method is used for identifying aspects of gaming encounters. A gaming encounter is seen as a concept to emphasize the behavior of the player and the context where the game takes place, rather than the inner workings of the system or game (Järvinen, 2007). It consists of seven different tools where each has its own role, as for example identifying and analyzing game elements or identifying game mechanics and the goals they relate to (Järvinen, 2007).



*Figure 3-1 Game Elements by (Järvinen, 2007), improved version*

### 3.3 List of Game Elements

All in all, Järvinen claims that all games consist of nine game elements, with three main elements seen as essential to every game (Järvinen, 2007). Although this list holds the most important elements in gaming, one of the most important game elements seems to be missing: the element of reward. Having a player start a game without expecting any kind of reward seems very unlikely. Because of this, rewards are considered as an essential part of all game genres found and are added to the list of game elements.

Furthermore, the social component in games should be an own game element, as well. The success which online video games still experience today cannot be declined, where the main key to this success seems to lie in its social component. Social interaction is not needed to make or play a game, but it makes games more appealing by adding an extra dimension to it. Therefore, ‘socializing’ will be added as an optional game element, as being an essential element for online games.

To keep the player interested in the game, it is important to constantly readjust the balance between the strength of the player and the obstacles the player is meeting. This balance will from this point on be referred to as “Balance Principle”. It will be added to the game elements

table as an optional game element and further explained in section 3.3.4, “Balance Principle - An Addictive Game Element”.

The final optional game element to be added is the game’s ability to create and support immersion. Immersion draws the player into the game, making them unaware of their surroundings while exploring the game (world). It lets the player escape reality and enter a state of flow, which is desired by most players. It also allows to the player to influence and customize both their avatar as well as the game itself.

The complete table of game element is shown below.

| <b>Game Elements</b>  | <b>Essential</b> | <b>Definition</b>                                                                                                                                                                                                                            |
|-----------------------|------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Components</b>     | Yes              | The resources for play; what is being moved or modified -- physically, virtually, in transactions -- in the game, between players and the system. Tokens, tiles, balls, characters, points, vehicles are common examples of game components. |
| <b>Environment</b>    | Yes              | The space for play – boards, grids, mazes, levels, worlds.                                                                                                                                                                                   |
| <b>Game Mechanics</b> | Yes              | What actions the players take as means to attain goals when playing. Placing, shooting, maneuvering are examples of what players are put to perform in many games.                                                                           |
| <b>Rewards</b>        | Yes              | Bonus or benefit given to the player when achieving goals or performing certain actions.                                                                                                                                                     |
| <b>Ruleset</b>        | No               | The procedures with which the game system constrains and moderates play, with goal hierarchy as an especially important subset.                                                                                                              |
| <b>Information</b>    | No               | What the players need to know and what the game system stores and presents in game states: Points, clues, time limits, etc.                                                                                                                  |

|                          |    |                                                                                                                           |
|--------------------------|----|---------------------------------------------------------------------------------------------------------------------------|
| <b>Players</b>           | No | Those who play, in various formations and with various motivations, by performing game mechanics to attain goals.         |
| <b>Contexts</b>          | No | Where, when, and why the gaming encounter takes place                                                                     |
| <b>Theme</b>             | No | The subject matter of the game which functions as a metaphor for the system and the ruleset.                              |
| <b>Interface</b>         | No | In case there are no direct, physical means for the player to access game elements, interface provides a tool to do that. |
| <b>Balance Principle</b> | No | Game difficulty increase in relation to player progress.                                                                  |
| <b>Immersion</b>         | No | Game can be explored as the player wishes and leads to flow.                                                              |
| <b>Socializing</b>       | No | Contact to other players or opponents in the game.                                                                        |

*Table 3-1 Modified Game Elements and their definitions by (Järvinen, 2007)*

The first three game elements, *Components*, *Environment* and *Game mechanics*, are considered to be the very minimum needed for a game (Järvinen, 2007). The *Ruleset* and *Information* game elements emerge from those three game elements (Järvinen, 2007).

Most games which exist today have at least one or several *Players*. Various *Contexts* come from gaming encounters, since they give the answer to when, how and why something happens in a video game. *Ruleset*, *Game mechanics*, *Theme*, *Interface*, and *Information* are “compound game elements”, which seldom exist as such, but they exist as embodied into other elements (Järvinen, 2007). Same goes for rules/goal rules, which can be an own game element as well as being embodied into other game elements (Järvinen, 2007). All game elements together form the dynamics of a game. Additionally, the game elements *rewards*, *socializing*, *balance principle* and *immersion* have been added to the list to complete it.

All game elements, besides socializing and immersion, will be explained in detail in the following sections. The other two will be explained further in chapter 3.4, “Player Experience”.

### **3.3.1 Components**

Components are defined as any resources of the player inside the game, as well as anything that can be moved by either the player or the game itself (Järvinen, 2007). Resources of the player can be points collected throughout the game or items the player has picked up.

Anything that the player owns is part of their resources.

Movable objects can be anything found in the game: chests, chairs, boxes, as well as the cursor, arrows, or points, but also animals or NPCs. Anything that can be moved by either one of the player or the game itself is included in this list.

### **3.3.2 Environment**

The environment describes what the game locations and the game itself looks like. It is the “space for play” given by the game, which the player can use and explore (Järvinen, 2007).

Environment elements can be in-game objects like tables, living rooms or houses. It also defines the general structure of the game. The environment can be split up in grids, for example when it is a board game, but it can also be several mazes or levels on a world map which can be chosen by the player.

Often the player has to move to a certain location in the game environment to do tasks or trigger game-related actions (Järvinen, 2007).

### **3.3.3 Game Mechanics**

Game mechanics are an essential game element needed to give the player the ability to act in a game. A game mechanic is any part of the rule system of a game that covers only one possible kind of interaction that takes place during the game, be it general or specific (Lundgren and Björk, 2003).

It can be regarded as a way to summarize game rules, and are often used to categorize games, e.g. a “trading game” or a “bidding game” (Lundgren and Björk, 2003). They describe an action inside the game, and performing game mechanics is what playing a game is about (Järvinen, 2007). According to Järvinen, game mechanics are one of three essential game elements in video games (Järvinen, 2007).



### **3.3.3.1 Hierarchy of Game Mechanics**

Game mechanics can be divided into three different specifications, depending on their influence on the game flow: *primary*, *submechanic* and *modifier game mechanic*, where the first stands for the essential mechanic of a game. A First Person Shooter will always have ‘shooting’ as its primary mechanic, while moving/maneuvering the avatar will be its submechanic, supporting it (Järvinen, 2007). Both kinds are available globally, which means they are present throughout the whole game and at any given time. The modifier game mechanic is available locally, present only at a certain place or certain duration of time, like a speed boost or temporary invincibility (Järvinen, 2007).

The combinations of game mechanics form the core mechanic. This is the game mechanic which is used revealingly throughout the whole game by the player (Järvinen, 2007).

The game mechanics which a player is able to perform does not only have consequences of the outcome of the game, but might come to define the game experience for a player as well (Järvinen, 2007).

### **3.3.4 Balance Principle - An Addictive Game Element**

An addictive game element used in all successful games is balancing player progression with increasing game difficulty. This is described as an internal game element which makes many MMORPGs addictive (Ducheneaut et al., 2006). According to Ducheneaut et al., it works the same as Skinner’s concept of operant conditioning. This is a well-known concept by both game programmers and designers, but can be hard to implement successfully (Ducheneaut et al., 2006).

### **3.3.5 Game Rewards**

Game rewards are another essential game element in video games. In this section, how and why they are important will be explained to the reader. What follows is a list of common rewards in games, and their influence on the player’s motivation.

### 3.3.5.1 The importance of Game Rewards

Game rewards often determine the success of a video game. One component of the formula of success of WoW is the access to easy achievable, reliable rewards (Pfeiffer, 2012). The opportunity to achieve rewards tends to become more random later in most games, but the first impression makes the player hope and wish for more, making them continue engaging in the game (Cheung et al., 2014).

Whether a player is going to continue playing a game or not is determined in the first few minutes to hours the player spends playing (Cheung et al., 2014). Already the first 15 minutes seem to be crucial. Within this short time-range, the player needs to feel the desire to further engage in the game (Cheung et al., 2014). The player must be given compelling rewards, giving them a reason to continue playing. At this point, the player cannot be rewarded enough, or they will turn away from the game - permanently (Cheung et al., 2014).

### 3.3.5.2 List of Game Rewards

The following are just a few common rewards used in video games to make the player engage themselves more into the game. Many of them are frequently used in video games, having proved themselves as an important and attractive game element.

**Points.** Points are given when the player performs an action considered ‘good’, given them direct feedback which is very accurate because of its quantitative nature.

**Badges.** Badges “advertise one’s achievements and past accomplishments” (Richter et al., 2015), p.35. They are used to show the player’s progression in the game, since they are given after completing distinct goals. This way, they also function as a “goal-setting device” (Richter et al., 2015).

**Achievements/Quests.** The more achievements a player has collected, or the more quests they have completed, the better. Achievements work as badges; they show past accomplishments, while also often rewarding the player with in-game items or other gifts once completed. They encourage investing more time in a game, while also making it a subtle way to compete with other players.

**Gifting.** Gifts are often handed to the player at the very beginning of the game; it is rare for a player to start their gaming adventure completely empty handed. When receiving a gift, people feel compelled to give something back; even if this would be something as simple as investing more time in a game. But gifting can also be used by the player to foster relationships to others, rewarding them with new social contacts and supporters inside the game.

**Levels.** Though often working as an essential game mechanism (levels help sorting the players by experience/time spend playing the game), levels can be a big reward players, as they often give access to bigger choice of actions within the game. The higher the level, the more possibilities the player has. Rare items, valuable skills and appealing quests often require a certain level, making the player work harder. They also reflect status inside the game, given the player a better reputation among fellow players.

Richter et. al. have tied both game rewards and incentives into motivation theory, showing their effect in regards of player motivation (Richter et al., 2015).

| <b>Motivation theory</b>                                                   | <b>Incentives/ rewards</b>                   | <b>Role</b>                                                                           |
|----------------------------------------------------------------------------|----------------------------------------------|---------------------------------------------------------------------------------------|
| Self-efficacy                                                              | Audio/ verbal/<br>visual/music/sounds effect | Feedback                                                                              |
|                                                                            | Progress bar                                 | Feedback, achievements                                                                |
| Self-efficacy, goal-setting,<br>PIT, expectancy value, need<br>achievement | Points/ bonus/ dividend                      | Feedback, rewards, status,<br>achievements,<br>competition, progression,<br>ownership |
|                                                                            | Mini games/ challenges/ quests               | Reward, status,<br>competition,<br>achievements                                       |
|                                                                            | Badges                                       | Status and reputation,<br>achievements and past<br>accomplishments,                   |

|                                                                                         |                                |                                                                                |
|-----------------------------------------------------------------------------------------|--------------------------------|--------------------------------------------------------------------------------|
| Self-efficacy, goal-setting, PIT, expectancy value, social comparison                   |                                | collection, competition, ownership                                             |
|                                                                                         | Virtual goods                  | Reward, social, status, achievements, ownership, self-expression               |
|                                                                                         | Leaderboard                    | Status and reputation, achievements, competition                               |
|                                                                                         | Rewards-choosing colors, power | Achievements                                                                   |
| Self-efficacy, goal-setting, PIT, expectancy value, need achievement, social comparison | Achievements                   | Collection, status, competition, discovering, progression                      |
|                                                                                         | Levels                         | Feedback, status and reputation, achievements, competition, moderate challenge |
| Social comparison, personal investment theory, expectancy value                         | Avatar                         | Social, self-expression, ownership                                             |

*Table 3-2 Lists of rewards by (Richter et al., 2015)*

### 3.3.6 Game Goals

Also, game goals can work as rewards and increase the players' enjoyment and motivation to play. Games offers many goals throughout the game, both small and big, to keep the player motivated. The main, big goal, is achieved through many, smaller goals throughout the game. Järvinen divides goals into three different types: *Global*, *local*, and "*glocal*" (Järvinen, 2007). *Global goals* are the main goal in the game, often impossible to complete until the very end of the game. *Local goals* only exist for a period of time and are always smaller than the global

goal (Järvinen, 2007). They show up frequently, without given the player further progress towards the global goal. *Glocal goals* “represent a goal hierarchy that is nested within higher order goals” (Järvinen, 2007), p.137. They represent essential local goals needed to reach the global goal.

Reaching goals throughout the game, as small as they may be, give the player a feeling of accomplishment. Both global, local and glocal goals enhance the player experience, the very reason they started playing to begin with.

The next section will dig deeper into what players undergo when playing video games.

### **3.4 Player Experience**

This section will be used to describe how the player experiences online games and how it alters their perspective on reality.

#### **3.4.1 Brain Activity while Playing Games**

Since internet addiction emerged as a new phenomenon in our modern time, scientists wondered about the correlations between a person addicted to substances and a person addicted to online games. Studies by Hong et al. seem to indicate that there are indeed shared neurobiological characteristics between addictive disorders and internet addiction (Hong et al., 2013). The most interesting finding seems to be the strong involvement of the putamen:

“This brain structure [the putamen] is known to modulate several neurotransmitters including dopamine, and blunted striatal dopaminergic function has been strongly implicated as one of the key biological mechanisms of addiction disorders.”

(Hong et al., 2013), p.5

In other words, playing online games stimulates the brain in a way that makes players want to play more. The neurotransmitter dopamine plays an important role considering this addictive mechanism, and has been seen as a key factor regarding addiction to substances for a long

time (Kipke et al., 2010). The reason for this is the fact that all known addiction-causing substances cause a release of dopamine inside of the brain's own reward center, reinforcing the need for the substance and therefore the actual drug consumption (Kipke et al., 2010). This makes it easy to see why Internet Addiction shares a lot of symptoms as an addiction to substances.

### **3.4.1.1 The Role of Sequences of Motor Activities (Repetitive finger movements)**

Another reason why the high activity of the putamen is considered interesting is its actual function. The putamen is mainly considered “a brain region associated with motor activity” (Hong et al., 2013), p.6, making it less likely to be involved in the addiction mechanisms of the brain. But playing gaming often requires well-learned sequences of motor activities. Those can be repetitive finger movements, which have been associated with the activation of the putamen (Hong et al., 2013). This insight led to a suggestion considering the characteristics of internet addiction:

“People suffering from internet addiction may undergo a far higher frequency of certain behaviors over a long period of time, which include repetitive manipulation of the mouse and keyboard, and these experiences can affect their brain. Therefore, aberrant connectivity stemming from the putamen perhaps indicates a specific characteristic of internet addiction.”

(Hong et al., 2013), p.6

In other words, playing a game will lead to a motorized sequence of actions, which again will affect the brain. The brain might associate those sequences with the activation of the reward system, leading to positive emotions each time a player starts physically playing on their keyboard or controller. This would lead to the hypothesis that a player not only gets addicted to the actual game, but also to the physical activity that goes along with playing. If this would prove itself to be true, could this finding be used for creating a well-working treatment of

Internet Addiction, given an activity demanding the same sequences of actions without the addictive video game content.

Another interesting study showed the intensive activation of the brain area responsible for “motivation-related brain circuits” (Cole et al., 2012). Scientists from Stanford University conducted an experiment involving 57 participants, analyzing their brain activity while playing the video game *Re-Mission2*. Their subjects were young adults with an average age of 25 years, with 48% female and 52% male gamers (Cole et al., 2012). Originally, they expected the brain areas for logical thinking and future planning to be activated among all gamers<sup>1</sup>. But the main activity was caused in the center for motivation, which gets activated when a person is longing for a certain object or action. Cole also conducted tests where the game would suddenly turn off and restarted, without letting the players know when this would be. The moment the game was shut off, the center for frustration was highly activated in the brain, while when the game was restarted, the motivation center was highly activated (Cole et al., 2012). This again proves how the brain itself encourages the player to continue to engage in the video game.

When summarizing these results, it seems very likely that developing an Internet Addiction leads to altered brain functionality (Hong et al., 2013). Before being dangerously addicted to internet or online games, the brain seems to be stimulated positively, as areas like the motivation center are highly activated. As Cole mentioned in an interview<sup>13</sup> over, stimulated motivation caused by playing games leads to an enhancement in the player’s ability to change their behavior in real life, too. On the other hand, online game addicts will suffer from the associations caused by their brain activity; those associations connect feelings of stress relief and rewarding to the act of playing video games, making it hard for addicts to quit engaging in online games.

### **3.4.2 Personality of the Player**

The characteristics of a person are important in keeping the fine line between engaging in video games and becoming addicted to them. Three main characteristics seem to emerge themselves as important in order to not become addicted: The social competences (the ability to connect with others) (Waters and Sroufe, 1983), mood management (the ability to handle

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<sup>1</sup> <http://www.aftonbladet.se/partnerstudio/digitalalivet/article21636655.ab>

life's problems) (Wegener and Petty, 1994) and self-regulation (ability to restrain oneself) (Fritz et al., 2011).

Social competences describe the motivation and ability to react and respond to a given situation or person (Waters and Sroufe, 1983). It allows a person to be able to recognize a situation or opportunity they can respond to. This is needed when trying to connect to others; not being able to know when or how to respond to another person's action or situation which involves several people, will make it hard for the person to build a connection to the other.

Mood management is an important factor when it comes to dealing with everyday situations. People with good mood management are capable to decide how they will react to situations, whether they are positive or negative. One of those decisions can determine which activity people choose when trying to manage their own mood (Wegener and Petty, 1994). Therefore, mood management is one of the main reasons to play games, because many players wish to feel relaxed or simply get into a better mood through playing (Fritz et al., 2011). This kind of mood management is not considered negative, though the background behind this mood management is important. Hellström suggested that playing for enjoyment and socialize does not lead to negative consequences, while playing for the sake of escapism does (Hellström, 2015). A study which supports this suggestion was conducted by (Van Rooij et al., 2011). When comparing non-addicted heavy players to addicted players, only one significant difference was found: The addicted heavy gamers were more depressed than the non-addicted heavy gamers (Van Rooij et al., 2011). Therefore, the way a person is coping with their own mood determines the chances of being harmonious passionate about video games or obsessed. For the same reason, mood management is also closely related to self-regulation.

Self-regulation gives people the ability to observe and judge their own behavior and act according to it (Bandura, 1991). This allows people to start or stop an activity when they experience it as unproductive or non-efficient.

Video games are constructed to lead the player to feel connected to the game (Fritz et al., 2011). This makes it hard for players to stop playing once they started, because stopping the game play can lead to dissatisfaction, especially when addicted to gaming (Wan and Chiou, 2006). It depends on the player's self-regulation abilities whether they can readjust their playing behavior before (or once) computer games start to affect the player's life negatively.

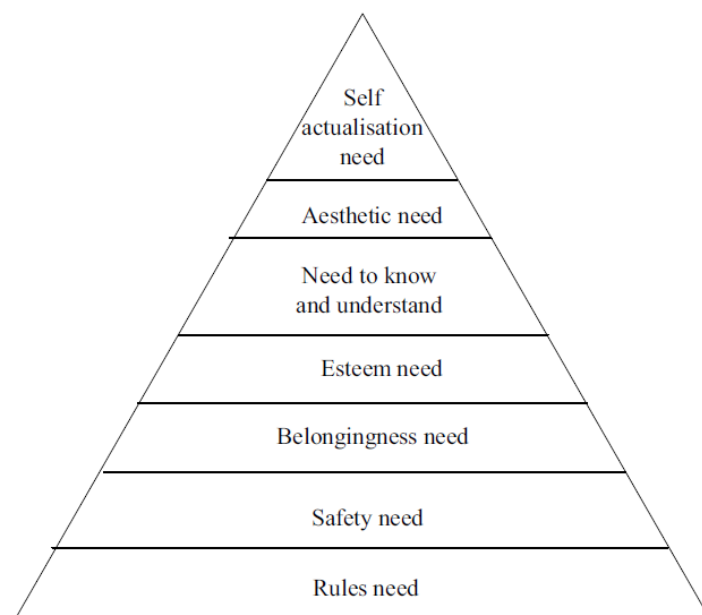


### 3.4.3 Gender Differences and Similarities in Socializing

The empirical model of player motivations created by Nick Yee showed that both women and men scored high on social components as motivational factors for online playing (Yee, 2006). There was no gender difference regarding the socializing subcomponent, while the relationship subcomponent showed clearer gender differences. Nick argued from this that female and male players socialize just as much as the other, while male players were “looking for very different things in those relationships” (Yee, 2006), p.3. While female players scored higher on the relationship subcomponent as male players, male players scored higher on the achievement components. Although this may seem stereotypical, Nick explains that this result was more influenced by age as by gender (Yee, 2006).

### 3.4.4 Motivation

Motivation is an essential factor, both leading to and supporting engagement in video games. It is the key to a game’s success, as well as making the player stay loyal to the game. Siang summarized the players’ basic needs required to make them feel motivated to play a game. Forming the structure of a pyramid, the players’ need ranges from the lowest, most essential levels to the highest levels (Siang and Rao, 2003). Siang claimed that the lowest levels must be fulfilled first, before any of the higher levels can be accessed and fulfilled. The following pyramid illustrates the basic needs of player’s needs in games (Wan and Chiou, 2006).



*Figure 3-2 Pyramid of players’ needs by (Siang and Rao, 2003)*

Instead of finding the basic needs, other scientists have tried to divide players and their motivation into separate, equal groups. Hellström divides the motivation to play into three different groups: The first group plays to experience enjoyment and to socialize, the second for status, and the third in order to escape problems (Hellström, 2015). Additionally, Hellström claims that playing for the sake of enjoyment and socializing held no negative consequences, while playing in order to escape problems does (Hellström, 2015).

Bartle divides the motivation behind playing into four different types: Achievers, who are seeking treasures; Explorers, who collect information; Socializers, who empathize with others; and Killers, who impose themselves on others (Bartle, 1996). As their names suggest, each group has their own, primary interest, rarely drifting between different types (Bartle, 1996).

Yee on the other hand, named ten motivation subcomponents which group into three overarching components: achievement, social, immersion (Yee, 2006). Unlike Bartle's four player types which dominate and suppress each other (Bartle, 1996), Yee claims that a player can combine several playing preferences in their motivation to play online games. Yee's components also hold the groups given by Hellström, both distinguishing them in three different main groups; The achievement component holds the sub-component for status, the social component for socializing, and the immersion component to escape problems.

To find the motivations for play, players answered a list of 40 questions using a five-point scale. From this list the ten (sub-)components emerged, which were again grouped in three main components. Those three principle components and their subcomponents as given by Yee are listed in the following table (Yee, 2006):

| <b>Achievement component</b>                                                                                            | <b>Social component</b>                                                                   | <b>Immersion component</b>                                                                                                          |
|-------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| <b>Advancement:</b><br>The desire to gain power, progress rapidly, and accumulate in-game symbols of wealth or status   | <b>Socializing:</b><br>Having an interest in helping and chatting with other players      | <b>Discovery:</b><br>Finding and knowing things that most other players don't know about                                            |
| <b>Mechanics:</b><br>Having an interest in analyzing the underlying rules and systems to optimize character performance | <b>Relationship:</b><br>The desire to form long-term meaningful relationships with others | <b>Role-Playing:</b><br>Creating a persona with a background story and interacting with other players to create an improvised story |
| <b>Competition:</b><br>The desire to challenge and compete with others                                                  | <b>Teamwork:</b><br>Deriving satisfaction from being part of a group                      | <b>Customization:</b><br>Having an interest in customizing the appearance of their character                                        |
|                                                                                                                         |                                                                                           | <b>Escapism:</b><br>Using the online environment to avoid thinking about real life problems                                         |

*Table 3-3 The Motivation Components found by (Yee, 2006)*

This analysis shows the connection between different motivational aspects of playing online games. It also proved that different kinds of player motivations do not suppress each other as suggested by Bartle, since the correlations between the three main components are weak (Yee, 2006). Players would score high on several main components, instead of scoring high on one and low on another.

### 3.4.5 The Impact of flow

The feeling of flow is often considered to be a key factor for creating appealing games. As mentioned before, engaging passionately in an activity will make the participant encounter a feeling of flow. Flow stands for the experience “so gratifying that people are willing to do it for its own sake, with little concern for what they will get out of it, even when it is difficult or dangerous”(Csikszentmihalyi, 1991). During flow, people typically experience deep enjoyment, creativity, and a total involvement with life (Csikszentmihalyi, 1991). In order to relate this to computer games, a GameFlow model has been created by Penelope Sweetser and Peta Wyeth (Sweetser and Wyeth, 2005). Here, the eight foundations of flow are compared to video game properties.

| Games Literature           | Flow                                                                               |
|----------------------------|------------------------------------------------------------------------------------|
| The Game                   | A task that can be completed                                                       |
| Concentration              | Ability to concentrate on the task                                                 |
| Challenge<br>Player Skills | Perceived skills should match challenges and both must exceed a certain threshold. |
| Control                    | Allowed to exercise a sense of control over actions                                |
| Clear goals                | The task has clear goals                                                           |
| Feedback                   | The task provides immediate feedback                                               |
| Immersion                  | Deep but effortless involvement, reduced concern for self and sense of time        |
| Social Interaction         | n/a                                                                                |

*Table 3-4 Mapping the Elements from Game Literature to the Elements of Flow, by (Sweetser and Wyeth, 2005)*

Although Social Interaction is not an element of flow, it is considered an important aspect of the gaming experience (Sweetser and Wyeth, 2005).

### 3.4.5.1 Critiques on the impact of flow

Though being considered as a key element in regards of causing both passion and addiction towards video games, there is evidence that its actual impact is much smaller as expected. In a study conducted on 1000 Taiwanese players, no correlation between flow and addiction was found (Wan and Chiou, 2006). Their research was focused on Taiwanese which were addicted to online game. They investigated the relation between flow and online game addiction, as well as how addictions experienced flow compared to non-addicts. They found that inline game addicts would experience a relief of dissatisfaction when playing games, while not experiencing (positive) satisfaction in itself (Wan and Chiou, 2006). On the other hand, non-addicted players would experience additional satisfaction through playing, while not experiencing dissatisfaction when having to stop playing. Also, the flow state of the addicted players was significantly lower than the flow state of the players who were not addicted (Wan and Chiou, 2006). Therefore, it is suggested that the state of flow is not one of the main reasons for players, and especially game addicts, for playing computer games. This phenomenon of flow in games even seems to a paradox. The more often players experience flow, the more they are willing to play. Seeking more flow through playing more can lead to a gaming addiction, which again will lead to dissatisfaction and less flow (Wan and Chiou, 2006).

Although flow has impact on consumer loyalty, flow alone does not cause gaming addiction (Wan and Chiou, 2006), (Pfeiffer, 2012). The game element which seems to have a bigger impact on the player is the *socializing* with other players.

### 3.4.6 Immersion

Weibel divides immersion into two different components: flow and presence (Weibel and Wissmath, 2011). Therefore, immersion is seen similar to the feeling of flow; while players are involved in their in-game activities, they immerse into the game, soon forgetting about the outside world around them (Wu et al., 2013). Additionally, it includes the feeling of spatial presence, which is the feeling of being spatially present in a mediated environment, as for example a computer game (Weibel and Wissmath, 2011).

Another essential emotion related to immersion seems to be suspense, which consists of a mixture of hope, fear and uncertainty (Järvinen, 2007). Being uncertain whether the next event in the game is good or bad for the player, leaves the player in a constant state between

hope and fear. Also, there's a danger of in-game loss when not being present, like the theft of property, or missed chances (Pfeiffer, 2012). This leaves the player with a feeling of uncertainty, which makes them play more often and longer as they would without this feeling. By avoiding players to ever experience boredom in the game, they immerse more into the game, never being able to tell what happens next (Järvinen, 2007). This variety of emotions, often compared to a roller-coaster experience, is what many players made seek, since it provides a welcomed change from everyday life (Vorderer et al., 2004).

### **3.4.7 Social interaction**

Social interaction gives video games an additional dimension which appeals to many players. In addition to be rewarded through the game itself, the player has an own online community to return to; this community works then as an own "social reward", which makes the player feel a sense of belongingness and recognition (Seay and Kraut, 2007). This powerful connection is often cutting both ways; the social bonds formed in games can increase the self-confidence of the player through the social support, yet, precisely this bond can cause the player might lose interest in getting involved in the real world (Seay and Kraut, 2007). Former game addicts mentioned the experiences shared with the entire gaming group as the main reason for their addiction to games (Pfeiffer, 2012). This means that social interaction can turn out as own element the player can grow addicted too, besides the game and its content itself (Ducheneaut et al., 2006). The player receives their own role in a social community, which comes along with social obligations and duties to other players. Such bonds can give the player the feeling of responsibility about tasks or other players (Ducheneaut et al., 2006).

Those kinds of social interactions are based on making the player take an active role in the game and community. Interestingly, Ducheneaut et al. suggested another kind of social interaction; a more passive side of gaming. Players would not only enjoy owning a positive reputation and receiving recognition from others the whole time. Contradictory to the general cliché of players seeking to be the hero respected by all, many players can be found to travel through the game world alone. Hereby, they are taking the role of a bystander, only watching others without feeling the need to interact with them (Ducheneaut et al., 2006). It is proposed that players enjoy the presence of other players, without having to contribute anything to the conversations or the activities taken place. It seems to be comparable to the more common

phenomenon of leaving the TV on one is feeling lonely (Moore and Schultz Jr, 1983). Although knowing that the people shown in the TV shows are not present, it gives a “fake” feeling of social presence, which is experienced as comforting for people. This can be explained through gratification theory, which states that when human desires or needs are not being satisfied, people often turn to media to find satisfaction there (Katz and Foulkes, 1962).

Both active and passive social interaction are an attempt to escape from real life. Although this escape has often been perceived as negative (Seay and Kraut, 2007), it is suggested that this must not be true in all cases. Katz and Foulkes suggested that a withdrawal from real world interaction can leave the person with more energy and contribution to the real world the next day (Katz and Foulkes, 1962). This is the case when using the tool to escape to relax and gather new energy, as well as achieving self-confidence through identifying oneself with idols or desirable features of other people.

#### **3.4.8 Experiences: Comparison of Boredom and Frustration**

Most people might suggest that frustration is the main reason for people to stop an activity. However, this does not seem to apply to video games. While conducting an experiment, Chumbley and Griffith found out that the players would terminate the game when they felt bored, though not when they felt frustrated by it (Chumbley and Griffiths, 2006). Therefore, it seems likely that boredom is the main reason for players to stop playing, not frustration

This result aligns well with the aspect of flow. Flow requires the game to create challenges in line with the skills of the player. When the player’s skills are better than the challenges provided, player experience boredom and the feeling of flow disappears (Wan and Chiou, 2006).

Additionally, it is not just computer games shrink in interest when causing boredom. Learning environments, which make use of the computer experience, lead to poorer learning and problem behavior when the student is feeling bored throughout the exercises (Baker et al., 2010). This state is most likely hard to change, too. According to Baker, there’s a high probability for a bored learner to stay bored as an persistent mood state (Baker et al., 2010). When applying this to video games, this would mean that a game which is perceived as boring to begin with, will leave the player bored throughout the game and make them stop playing soon after.

Further, Baker suggests that frustration, even though mostly negatively correlated, may enhance enjoyment in games when experienced at a small degree (Baker et al., 2010). This goes well with the proposal of Järvinen, who claimed frustration to be an important part of player experience and enjoyment (Järvinen, 2007). Frustration is a part of suspense, which can be seen as the opposite of boredom.

### **3.5 Empirical Data**

A lot of studies have been conducted to find and describe the average player, but computer science has often proven itself as rapidly changing over time. Still, it is possible to define a general profile of a traditional video game player, as well as other interesting aspects regarding online gaming.

#### **3.5.1 General Statistics of the Average Gamer**

The average time each player plays varies a lot. Both age, sex and game genre seem to be the main factors determine the number of hours which players spend inside their favourite online game. In general, the average time playing appears to range from 15 hours to 30 hours a week (Seay and Kraut, 2007), (Kratzer et al., 2007). MMORPG players spend about 22 hours per week playing, being on average 26 years old (Yee, 2006). The gaming population is expanding though, making it difficult to determine a lasting player profile, even for just a few years. Already two years can create a different picture; in 2004, the average age of gamers was 29, with 39% of gamers being female (Seay and Kraut, 2007). This makes a difference of three whole years regarding the age of the player, in the short period of 2004-2006.

The actual time spent playing games does not seem to determine the actual severity of internet addiction. An example supporting this hypothesis, are professional online game players. These professionals seem to spend the same amount of hours practicing their skills with online gaming, possibly engaging in internet activities as much as people suffering from internet addiction (Hong et al., 2013). Being professionals, they might even perform better while playing games than others, increasing their chance of experiencing a more intense feeling of flow (Wu et al., 2013). However, they seem to have a significantly lower YIAS score, a score used to measure internet addiction (Hong et al., 2013). This suggests that the



chances of becoming addicted depend mainly on the actual individual, not on the quantitative playing time.

Having the psychosocial health being the main factor of chances of addiction seems a logical assumption to make. A study conducted by Van Rooij does not support this, though. Players who were considered “addicted heavy online gamers” would show only small differences in psychosocial health compared to non-addicted heavy gamers and the other groups (Van Rooij et al., 2011). Nevertheless did the group of addicted online players show persistence over time, by still being addicted to online games one year later (Van Rooij et al., 2011).

### **3.5.2 Disposition of Addicted and Passionate Players**

As mentioned in the previous section, many studies have been conducted to find empirical numbers which would give an overall picture of the video game player community. Most researchers were interested in playing time, age and game genre preference. Sample sizes would range from very small numbers of a several hundred participants (Fritz et al., 2011) to large groups of several thousand (Van Rooij et al., 2011). Average age ranged from 14 years to 30 (Fritz et al., 2011). Most players would show playing hours and attitudes towards video gaming which were considered healthy. This proves that biggest group of players are those who have developed a harmonious passion for video games.

One of the few factors which would emerge from these studies was that only a small percentage is considered addicted to video games. Here, actual playing hours were used to determine excessive or addicted behavior. Those would lie between at least 90 minutes a day (Fritz et al., 2011) up to about 8 hours a day (Van Rooij et al., 2011).

Fritz’s research held 600 participants with an average age of 14. It resulted in 3% of the boys and 0.3% of the girls to be found addicted to games (Fritz et al., 2011). Together, this made a total of 1,3% of all participants. Similar numbers were found in a research conducted by Dreier, with 1,6% of all participants addicted to online gaming (Dreier et al., 2013). The sample size held 13284 participants, maximum 2000 from the same nation, but all with European origin.

Van Rooij divided the players into six different groups, divided in four groups with common characteristics and two individual groups breaking this trend (Van Rooij et al., 2011). The four groups showed addiction towards gaming according to their playing hours, following a

linear increase; the more a player would play, the more signs of addictive behavior would show (Van Rooij et al., 2011). They formed the majority with 95%. The fifth group would have many playing hours, but at the same time show “stability or even a drop in addiction” compared the other four groups (Van Rooij et al., 2011). The sixth group would show the most symptoms of a video game addiction. This group represented 3% of all participants (Test group 1: 4559, Test group 2: 3740) (Van Rooij et al., 2011).

The adolescent students, in particular, are the highest at risk group; A significant percentage of teenage online game enthusiasts spent much more time in cyber cafés than they did in school or on school-related activities (Wan and Chiou, 2006).

Another factor which came forth was that the small group of addicted players consists mainly of male young adults, between the ages of 14 - 29. This was consistent in all researches mentioned in this section (Van Rooij et al., 2011), (Fritz et al., 2011), (Dreier et al., 2013).

### **3.6 Theoretical Framework and Improvements**

From the literal review, the initial framework was created to summarize the main characteristics and connections between the player and online games. This framework was updated after the pre-study and used to make a test plan and conduct the main study. Afterwards, the framework was updated again conforming to the results from the main study.

#### **3.6.1 The Initial Framework**

The framework is divided in a player side, an online game side and the correlations of both. The player side holds the features the player owns or has control over. Those are personality, experience, motivation and resources. The online game side holds the game elements which it can offer to the player. The game elements chosen for the framework are those which have been proven to have the biggest influence on the player per the literal review. Those were rewards, socializing and the balance principle, which was here referred to as “Game mechanics”. The name “Game Mechanics” was changed later on as it seemed confusing and not describing the feature well. Thus, it was renamed to balance principle, as defined in the game elements table in chapter 3.

The Online Games side also contains the “Brain Stimulation” characteristic, which can also be found on the player’s side (as part of their experiences).

The correlations column in the middle of the framework hold the features found in both sides, showing the connection or bridge between player and online game. The features in the correlation column are the ones which are both owned/wanted by the player and offered by the online game. This leans towards the hypothesis that for a player to develop a passion for a specific game, the game’s features must correspond to the player’s features and wishes. In the initial framework, those were socializing, rewards and brain stimulation.

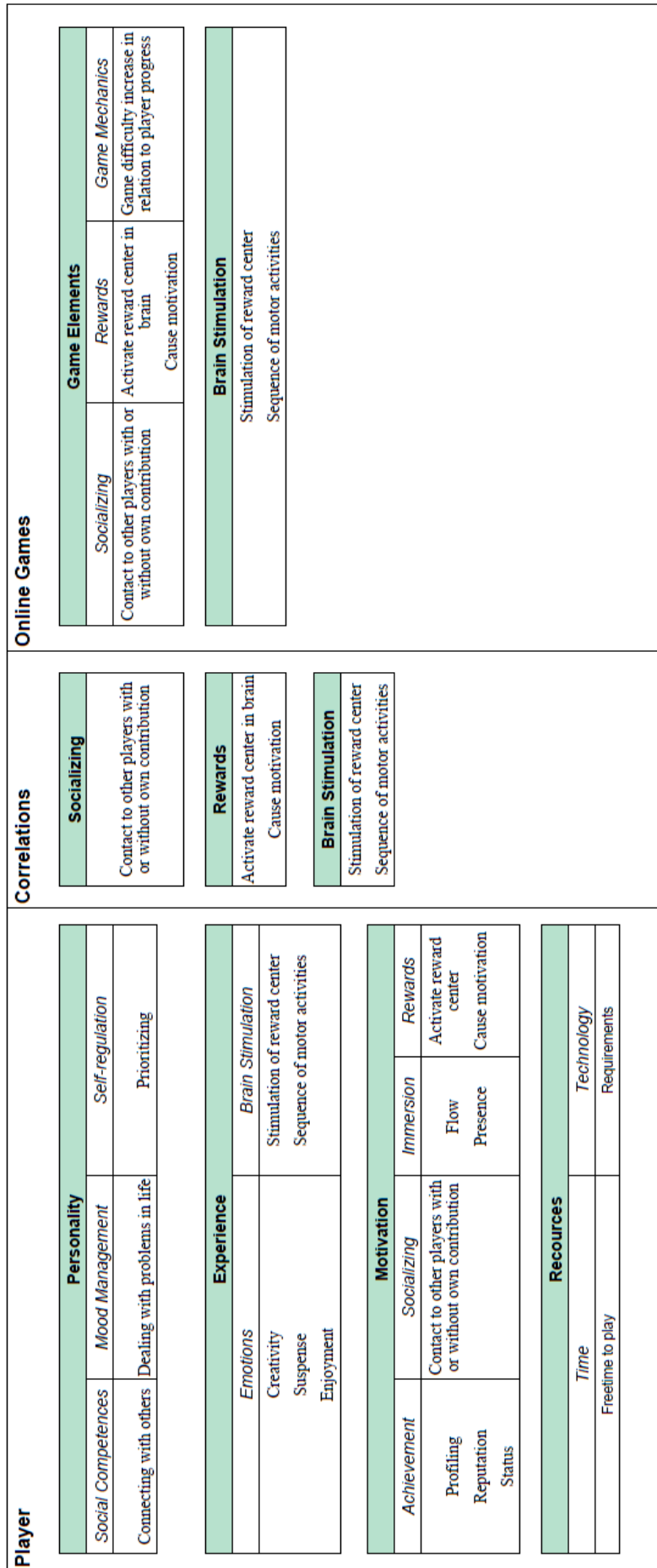


Figure 3-3 Initial Framework

### **3.6.2 The Updated Framework**

After the pre-study, the framework was updated in line with the information provided by the participants/players.

All sides still exist as before: a player's side, an online games side and the correlations in between. On the player's side, there are still the four characteristics personality, experience, motivation and resources. Now, the motivation characteristic is described as put by (Yee, 2006) in components, making it clearer and more detailed. This has also been done since players would describe interest which align with the single features described by Yee (such as discovery, competition etc.).

The online game side holds the game elements which it can offer to the player. Now, the game elements listed are rewards, socializing, immersion and balance principle (former "Game Mechanics"). So, the immersion game element as it is essential to make an online game attractive for the player and as well as satisfy their motivational needs/wants.

The correlations column in the middle of the framework still holds the characteristics found in both sides, showing the connection or bridge between player and online game. Those characteristics have changed to Achievement component/Rewards, Social component/Socializing, Immersion component/Immersion and as before Brain Stimulation. Here, it is clear to see how the online game elements correspond to the motivation of the player.

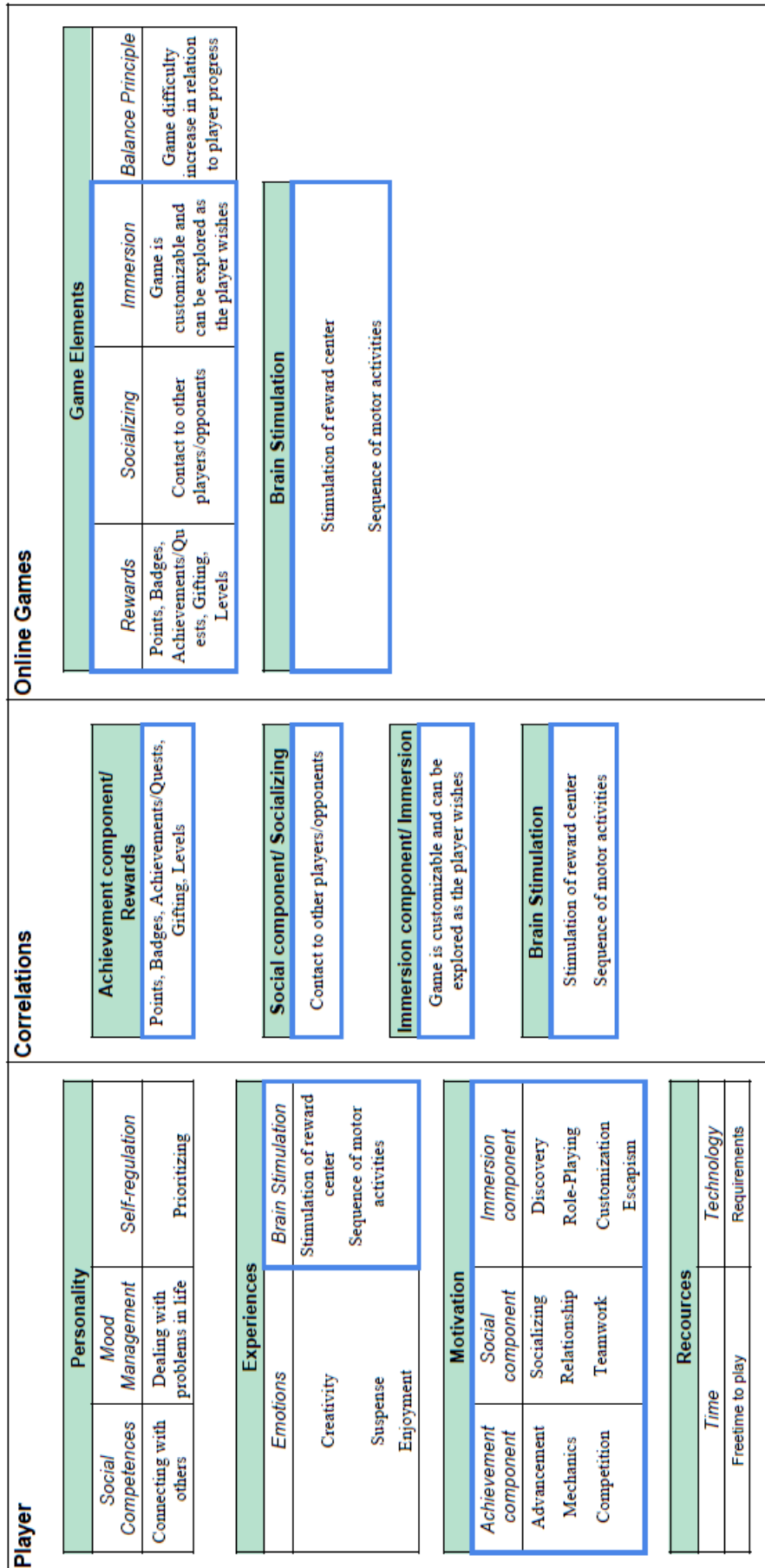


Figure 3-4 Updated Framework

### **3.6.3 The Final Framework**

The final framework is the framework which emerged from putting both the results of the pre-study and main study into the theoretical framework.

The final framework holds the same main characteristics as the initial framework; a player's side, an online games side and the correlations of both. The player's side has the same characteristics as before, just as the online games side. (A small difference is the in the emotions table, as curiosity was not significant as expected). In the updated framework, it is clear to see that the characteristics defining the motivation of the player are in line with the three important game elements of online games, shown with arrows. The achievement component corresponds to the rewards game element, the social component to the socializing game element and the immersion component to the immersion game element.

The brain stimulation is part of the correlations and is part of both sides; the player experiences the stimulation, while the game influences the stimulation. Depending how the game elements are implemented in the online game, the stimulation varies, influencing the player either less or more.

In summary, to make an addictive game, game designers use the human weaknesses which most people naturally own (Pfeiffer, 2012). Many game developers use the player's frustration in order to trigger impulse buys (Pfeiffer, 2012). Programmers offer free-to-play games, but the players grow impatient with the progress they make inside the game. This makes them consider purchasing premium accounts or other items which will help them to finally advance in the game, soon being caught in a compulsion loop (Pfeiffer, 2012).

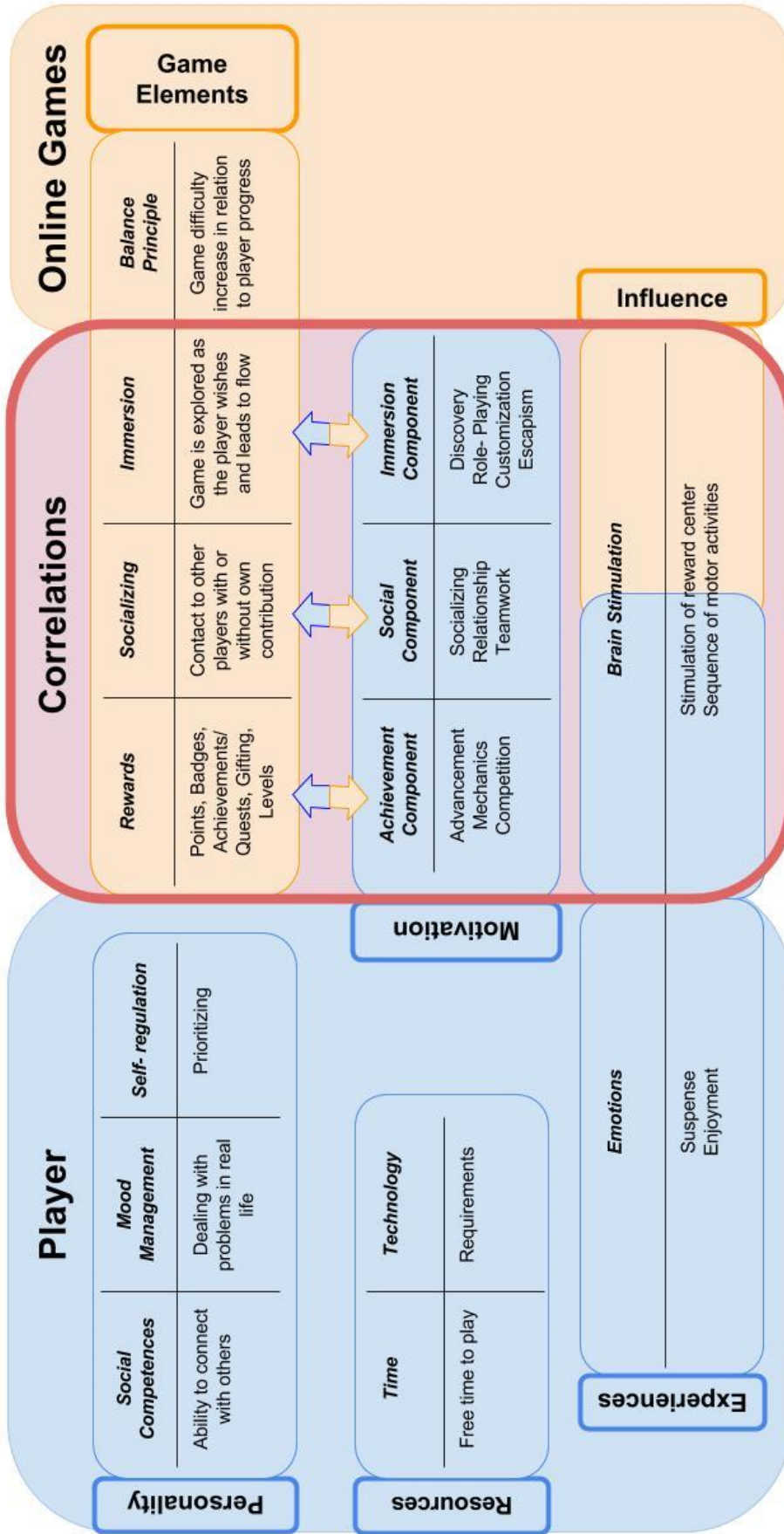


Figure 3-5 Final Framework



## **4 Research Methods**

In this section the methods used in the pre-study and the main study will be presented.

The purpose of the pre-empirical and main empirical research of the paper is to validate and improve the (initial) theoretical framework. It describes the context behind the case, the research strategy used and the general data analysis.

For the pre-empirical research, a questionnaire was created and answered by the participants, followed by a structured interview. The main empirical research consisted of an observation, which was also followed by a structured interview.

### **4.1 Data Analysis**

Data analysis is divided into quantitative and qualitative data. Quantitative data is comparable or countable data, which is “static, objective, and independent” (Kaplan and Duchon, 1988). Qualitative data defines data which is not measurable or countable, like perspectives, statements or reports. It provided insights of the researched phenomenon and the meaning it has to the people affected by it (Leech and Onwuegbuzie, 2007). Quantitative data was collected through the questionnaire, while qualitative data was collected through the interview. Therefore, mainly qualitative data was collected, with only a small portion of quantitative data. The analysis of both will be explained in the following sections.

#### **4.1.1 Quantitative Analysis**

Quantitative analysis is needed to create statistics analysis (Caracelli and Greene, 1993). It is often used for behavioral research (Kaplan and Duchon, 1988), which is why it has been used to analyze the behavioral questions of the questionnaire in this study. Although only little quantitative data was gathered during this study, it was useful for comparing the general playing behaviors (e.g. hours per day) against each other.

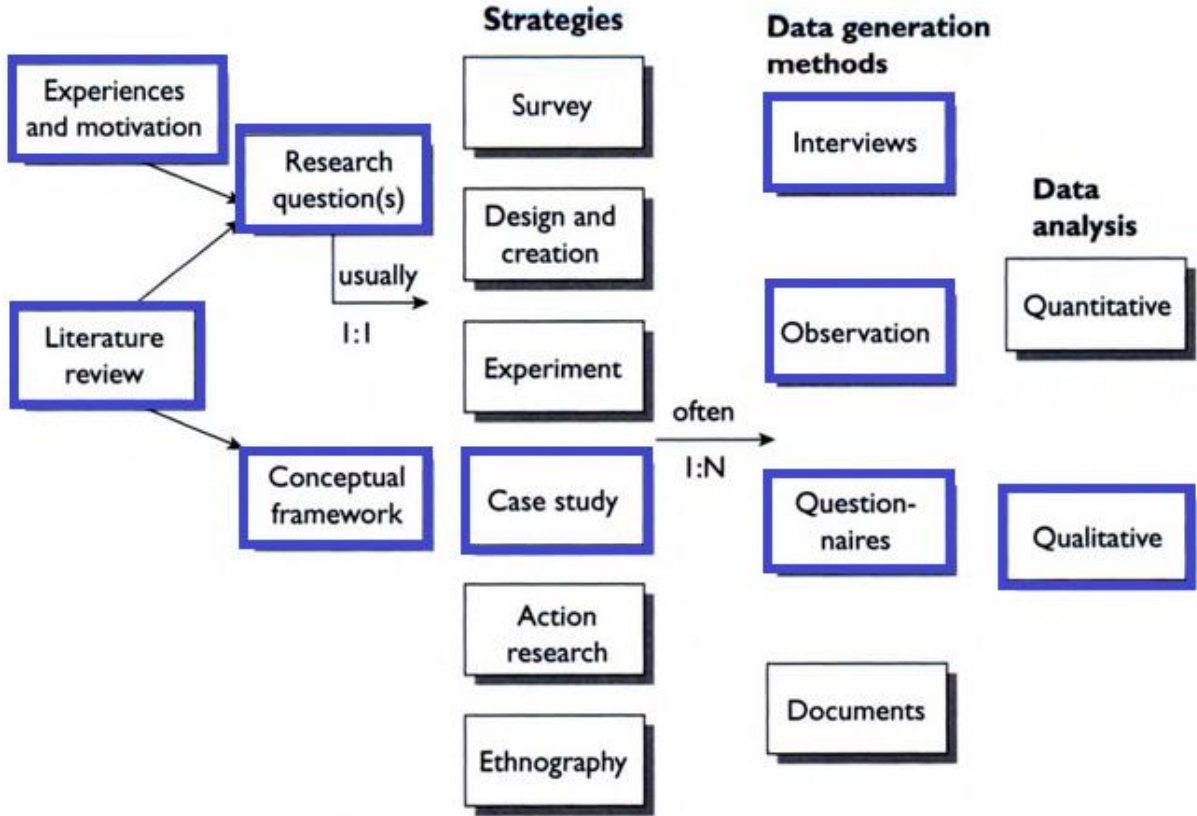
#### **4.1.2 Qualitative Analysis**

Qualitative analysis is used to find patterns or often reappearing themes inside the field of interest (Caracelli and Greene, 1993). It explains “complex phenomena”, which hold a lot of

variety and cannot be explained by simple statistics (Baxter and Jack, 2008). In this case study, the different perspectives of the players have been used to find patterns and topics which align with the theoretical framework created. Using many different perspectives give a better overall picture of the research and provide a better understanding of the research in general.

**4.2 Data Collection Methods**

The case study has been chosen as one of many research strategies for this thesis. It is used within a single setting, providing an outcome which can be generalized on a wider perspective (Oates, 2005). It concentrates on the dynamics of the single setting chosen for the research (Eisenhardt, 1989). It is suited best to cover and prove the contextual conditions of the created framework, which is as one of the main reasons to consider using a case study (Eisenhardt, 1989).



*Figure 4-1 Research process by (Oates, 2005). The process undertaken in this thesis is highlighted in blue*

The framework created summarizes the findings of the literature review. The case study will determine the validity of the framework. To do so, both questionnaires, structured interviews and observations of video game players have been conducted. The outcome of these questionnaires in combination with interviews are preliminary empirical conclusions, the outcome of the observations in combination with interviews primary empirical conclusions. Both the pre-study and the main study are used to support and improve the framework.

### **4.3 Data Generation Methods**

As described before, the methods used to generate the data are questionnaires, structured interviews and observations. Each method will be explained in detail here.

#### **4.3.1 Questionnaire**

The questionnaire was used to collect comparable data of all participants (Oates, 2005). It used to gather quantitative data.

#### **4.3.2 Structured Interview**

A structured interview uses a structured approach where the interviewer asks the same, structured list of questions in each session (Oates, 2005). They have been used to deal with the research in depth, using the various gaming experiences provided by many interviewees.

#### **4.3.3 Unstructured Interview**

Unstructured interviews are more open than structured interviews, as they do not follow a fixed set of questions. Unstructured interviews are often used in combination with observations, since interesting keywords or actions seen in the observations can later be asked about in the interview, making them adjust to the situation (DiCicco-Bloom and Crabtree, 2006). The unstructured interviews conducted in this case study used most question from the structured interview, plus open questions based on the observation and playing session before.

#### **4.3.4 Observation**

Observations are used to watch others in their natural ways of working or acting (Oates, 2005). In this case, the player was asked to play, while the observer was looking over their shoulder. The observation was divided in three parts: Warm-up, mid-game and end-game. This was done to see differences between the different playing phases. However, little differences were found. The warm-up phase would be around 10-15 minutes for all players, with no observable difference between the mid-game phase and end-game phase. The warm-up phase was more essential though, as players need time to build up focus on the game. One player (player 2 of the main study) explained that he would need some time to get into the game. This makes sense, as he probably needed time to both reach his full potential regarding his gaming skills, as well as experiencing flow.

The observations lasted between 60-70 minutes.

#### **4.4 Pre-study**

The pre-study was used to get an overall picture of players, their habits, and their interests. The pre-study methods used will be explained and a list of all players who participated will be given.

##### **4.4.1 Pre-study Methods**

In the pre-study, the participants would first answer a questionnaire, either individually or with the help of the examiner of the case study. Afterwards, a structured interview would take place to receive in depth knowledge about the research topic.

The questionnaire consisted of five behavioral questions regarding the player's gaming habits. The first three were general questions about favourite games and overall playing time. The last two were listing reasons to either start or stop playing video games, which had to be prioritized by the participants.

The interview used in the pre-study consisted of 13 questions regarding the player's mood, feelings and experienced through playing video games. They covered the concept expressed in the framework.

Both questionnaire and interview would last 20 to 30 minutes, taking place face-to-face or via skype when needed. Fourteen online video game players were interviewed, both frequent and infrequent players, within the range of 16 to 29 years.

#### 4.4.2 Pre-study Distribution

There were 14 interviewees participating in this pre-study. Most players played both online games as well as offline games (their favourite game listed below can be either). The players have been summarized in the table below. Frequent players play two or more hours a day, while infrequent players play about 1 hour a week. Besides one player are all players in this case study frequent players. Most players started playing when they were children (between 4-12 years old), while the few others when they were young teenagers (about 15 years old).

| Interviewee number | Sex | Age | Hours of daily play | Hours of weekend play | Average gaming session | Favourite game             | Expertise level in favourite game |
|--------------------|-----|-----|---------------------|-----------------------|------------------------|----------------------------|-----------------------------------|
| 1                  | F   | 16  | 2-4 h               | 6 h                   | 0,5 h                  | 2048                       | Expert (world rank: 78. place)    |
| 2                  | F   | 20  | < 1 h               | 1 h                   | 0,5 h                  | Online Tetris              | Expert (lvl 100)                  |
| 3                  | F   | 20  | 1-2 h               | 3 h                   | 1 h                    | Zelda: Link between worlds | Expert (beaten the game)          |
| 4                  | F   | 21  | 2 h                 | 5 h                   | 2-3 h                  | Guild Wars                 | Expert (lvl. 71 of 80)            |
| 5                  | F   | 21  | < 1h                | 1 h                   | 0,5 h                  | Ori and the blind forest   | Expert (beaten the game)          |
| 6                  | F   | 23  | 3 h                 | 3 h                   | 3 h                    | Okami                      | Expert (beaten the game)          |
| 7                  | F   | 23  | 2-3 h               | 3 h                   | 2 h                    | Skyrim                     | Expert (lvl 50 of 81)             |

|    |   |    |                    |            |         |                 |                                 |
|----|---|----|--------------------|------------|---------|-----------------|---------------------------------|
| 8  | F | 24 | 0,5 h              | 3-4 h      | 0,5 h   | SM Town         | Expert<br>(platinum league)     |
| 9  | F | 29 | 6 h                | 8 h        | 2-3 h   | WoW             | Expert (max lvl. )              |
| 10 | M | 20 | 1- 3 h             | 4-12 h     | 1 – 8 h | Skyrim          | Expert (beaten the game)        |
| 11 | M | 21 | 2 h                | 3 h        | 3-8 h   | Legend of Zelda | Expert (Beaten the game)        |
| 12 | M | 23 | < 1h               | 2 h        | 2- 4h   | Rome Total War  | Expert (126 hours of game play) |
| 13 | M | 24 | Plays once a month |            | 5-8 h   | Age of Empires  | Expert (120 hours of game play) |
| 14 | M | 26 | 3 hours            | 4- 6 hours | 2-5 h   | The Witcher 3   | Expert (Beaten the game)        |

*Table 4-1 List of interviewees*

The summary of all interviewees looks as following:

| Interviewees | Quantity | Age Range | Average hours of play (daily) | Average hours of play (weekend) |
|--------------|----------|-----------|-------------------------------|---------------------------------|
| Female       | 9        | 16-29     | 1,5h                          | 4 h                             |
| Male         | 5        | 20-24     | 1,3h                          | 6,2 h                           |

*Table 4-2 Summary of interviewees*

## **4.5 Main Study**

The main study was used to study chosen player in-depth. Just as in the pre-study, the main study methods will be explained and a list of all players who participated will be given.

### **4.5.1 Main Study Methods**

The empirical research was conducted by observations and structured interviews. First the observation took place, which lasted between 60 – 70 minutes. After the observation, a structured interview about the former gaming session was undertaken with the participant.

To analyze the players' body language throughout the observations, the knowledge shared by EX-FBI Agent Joe Navarro was used as a guide (Navarro, 2011, Navarro et al., 2008).

However, using both common sense as well as a body language guide cannot guarantee 100% correctness regarding the body language analysis. Everybody is individual in their way of reacting, so setting an absolute conclusion fitting each single player is not feasible. Apart from that, the analysis has been done to the best of the observer's abilities and always with the goal of full objectivity and reliability.

### **4.5.2 Coding System**

The codes used in this study to study and summarize the results of the main study will be explained here.

The codes chosen were based on the framework which emerged from the literal review. To analyze the body language of players, extra codes have been made to dissect the body language and put them into context along with the framework. All in all, 41 codes were used.

| Type of code  | Codes                                                                                         | Subcodes                                                                                      |
|---------------|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| Motivation    | Immersion                                                                                     | Customization, Discovery, Role-Playing                                                        |
|               | Social                                                                                        | Teamwork, Relationship, Socializing                                                           |
|               | Achievement                                                                                   | Mechanics: <i>Usage of controls, easiness of controls</i><br>Quests, Advancement, Competition |
|               | Rewards                                                                                       | Receiving in-game rewards, Feelings of rewards                                                |
|               | Balance                                                                                       |                                                                                               |
| Experiences   | Excitement, Enjoyment, Surprise, Self-regulation, Curiosity, Boredom, Frustration, Motivation |                                                                                               |
|               | Insecurity                                                                                    | Thinking                                                                                      |
| Body Language | Pacifying Behaviors, Disapproval, Focus, Impatience, Relaxation, Tension                      |                                                                                               |
| Resources     | Time                                                                                          |                                                                                               |

*Table 4-3 Code system*

### 4.5.3 Code Matrix

Here, the code matrix is presented. It shows the distribution of the codes among all players in both the observations and interviews.



| Code        | Subcode level 1           | Subcode level 2    | Subcode level 3      | Observation P1    | Observation P2      | Observation P3 | Observation P4 | Observation P5 | Interview P1 | Interview P2 | Interview P3 | Interview P4 | Interview P5 |    |    |    |   |   |   |   |
|-------------|---------------------------|--------------------|----------------------|-------------------|---------------------|----------------|----------------|----------------|--------------|--------------|--------------|--------------|--------------|----|----|----|---|---|---|---|
| Motivation  | Immersion                 | Customization      |                      | 0                 | 0                   | 0              | 1              | 0              | 3            | 2            | 0            | 0            | 0            | 1  |    |    |   |   |   |   |
|             |                           |                    |                      | 21                | 18                  | 3              | 20             | 27             | 0            | 2            | 0            | 0            | 0            | 0  |    |    |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 4            | 0            | 19           | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | 21                | 0                   | 1              | 0              | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 2  |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 4            | 1            | 10           | 6  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | 40                | 8                   | 102            | 12             | 0              | 0            | 0            | 0            | 0            | 0            | 3  | 5  | 9  |   |   |   |   |
|             |                           |                    |                      | 39                | 5                   | 51             | 0              | 0              | 0            | 0            | 0            | 2            | 2            | 0  | 0  | 9  |   |   |   |   |
|             |                           |                    |                      | 12                | 10                  | 32             | 2              | 13             | 7            | 6            | 19           | 7            | 6            | 19 | 7  | 16 |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 1              | 0              | 0            | 0            | 0            | 0            | 1            | 0  | 0  | 2  |   |   |   |   |
|             | Achievement               | Quests             | Mechanics            | Usage of controls | 3                   | 0              | 0              | 0              | 0            | 1            | 0            | 0            | 8            | 0  | 1  |    |   |   |   |   |
|             |                           |                    |                      |                   | 0                   | 0              | 0              | 4              | 0            | 0            | 0            | 0            | 3            | 0  | 1  | 1  |   |   |   |   |
|             |                           |                    |                      |                   | 40                  | 38             | 40             | 44             | 26           | 1            | 0            | 8            | 0            | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      |                   | 35                  | 6              | 0              | 42             | 0            | 1            | 0            | 0            | 0            | 0  | 2  | 0  | 4 |   |   |   |
|             |                           |                    |                      |                   | 0                   | 0              | 1              | 8              | 0            | 0            | 0            | 4            | 7            | 0  | 4  | 2  | 0 |   |   |   |
|             |                           |                    |                      |                   | 0                   | 0              | 1              | 1              | 0            | 0            | 0            | 0            | 6            | 0  | 0  | 2  | 0 |   |   |   |
|             |                           |                    |                      |                   | 0                   | 0              | 0              | 0              | 0            | 0            | 0            | 0            | 4            | 4  | 1  | 0  | 0 |   |   |   |
| Rewards     | Receiving in-game rewards | Feelings of reward | Easiness of controls | 22                | 2                   | 3              | 9              | 0              | 3            | 0            | 4            | 4            | 0            | 14 |    |    |   |   |   |   |
|             |                           |                    |                      | 4                 | 1                   | 18             | 3              | 0              | 18           | 7            | 0            | 6            | 2            | 7  |    |    |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 2              | 4              | 0              | 2            | 0            | 8            | 2            | 9            | 8  | 2  | 3  |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 0  |   |   |   |   |
| Experiences | Excitement                | Enjoyment          | Surprise             | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 0            | 0            | 0            | 0  |    |    |   |   |   |   |
|             |                           |                    |                      | 51                | 18                  | 58             | 2              | 8              | 4            | 2            | 3            | 9            | 2            | 2  | 2  |    |   |   |   |   |
|             |                           |                    |                      | 98                | 61                  | 144            | 37             | 13             | 8            | 9            | 18           | 8            | 9            | 18 | 15 | 11 |   |   |   |   |
|             |                           |                    |                      | 48                | 60                  | 39             | 9              | 3              | 0            | 4            | 0            | 0            | 4            | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 1              | 2              | 0              | 0            | 2            | 12           | 0            | 2            | 0  | 0  | 3  |   |   |   |   |
|             |                           |                    |                      | 1                 | 10                  | 0              | 0              | 2              | 0            | 6            | 1            | 0            | 6            | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | 0                 | 9                   | 15             | 4              | 27             | 3            | 7            | 14           | 3            | 7            | 14 | 3  | 4  |   |   |   |   |
|             |                           |                    |                      | 17                | 28                  | 87             | 21             | 12             | 3            | 4            | 1            | 4            | 4            | 1  | 4  | 6  |   |   |   |   |
|             |                           |                    |                      | 4                 | 8                   | 9              | 0              | 0              | 4            | 3            | 1            | 4            | 0            | 1  | 0  | 5  |   |   |   |   |
|             |                           |                    |                      | 7                 | 43                  | 30             | 15             | 9              | 0            | 0            | 3            | 0            | 0            | 3  | 0  | 2  |   |   |   |   |
|             |                           |                    |                      | 91                | 66                  | 55             | 12             | 2              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 0  |   |   |   |   |
|             |                           |                    |                      | Body language     | Pacifying Behaviors | Disapproval    | Focus          | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 0  | 0 | 0 | 0 |   |
|             |                           |                    |                      |                   |                     |                |                | 106            | 192          | 269          | 103          | 262          | 0            | 0  | 0  | 0  | 9 | 1 | 3 |   |
|             |                           |                    |                      |                   |                     |                |                | 4              | 43           | 40           | 45           | 47           | 0            | 0  | 0  | 0  | 0 | 0 | 0 | 0 |
|             |                           |                    |                      |                   |                     |                |                | 59             | 144          | 57           | 72           | 63           | 0            | 0  | 0  | 0  | 0 | 0 | 0 | 0 |
|             |                           |                    |                      |                   |                     |                |                | 1              | 12           | 5            | 2            | 4            | 0            | 2  | 2  | 0  | 2 | 0 | 0 | 0 |
|             |                           |                    |                      |                   |                     |                |                | 27             | 32           | 30           | 45           | 79           | 0            | 2  | 3  | 2  | 2 | 3 | 2 | 0 |
| 71          | 81                        | 97                 | 87                   |                   |                     |                |                | 127            | 0            | 2            | 0            | 1            | 2            | 0  | 1  | 0  |   |   |   |   |
| 0           | 0                         | 0                  | 1                    |                   |                     |                |                | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 2  |   |   |   |   |
| 0           | 0                         | 0                  | 3                    |                   |                     |                |                | 0              | 0            | 0            | 0            | 0            | 14           | 6  | 1  | 6  |   |   |   |   |
| Resources   | Time                      |                    |                      |                   |                     |                |                | 0              | 0            | 0            | 0            | 0            | 0            | 0  | 0  | 0  | 0 |   |   |   |
|             |                           |                    |                      | 0                 | 0                   | 0              | 0              | 0              | 0            | 0            | 0            | 0            | 0            | 0  |    |    |   |   |   |   |

Table 4-4 Code distribution in observations and interviews

#### 4.5.4 Main Study Distribution

Five of the interviewees, who were before part of the pre-empirical research, participated in this research. They were renumbered from one to five and are listed in following table:

| Player Nr. | Interviewee Nr. | Sex | Age | Hours of daily play | Hours of weekend play | Game played                | Expertise in game |
|------------|-----------------|-----|-----|---------------------|-----------------------|----------------------------|-------------------|
| 1          | 14              | M   | 26  | 3 hours             | 4- 6 hours            | Dying Light                | Beginner          |
| 2          | 11              | M   | 21  | 2 h                 | 3 h                   | Overwatch                  | Beginner          |
| 3          | 9               | F   | 29  | 6 h                 | 8 h                   | League, Elvenar            | Expert            |
| 4          | 10              | M   | 20  | 1- 3 h              | 4-12 h                | Guild Wars, Counter Strike | Expert            |
| 5          | 3               | F   | 20  | 1-2 h               | 3 h                   | Overwatch                  | Expert            |

*Table 4-5 List of empirical research participants*

#### 4.6 Ethical considerations

Before participating in the either or both case studies, all players have been informed in person about their right of having their personal data kept anonymous, as well as having the right to quit the interviews or observations anytime they wish. They were also offered to read through the thesis before publication. Considering the nature of the qualitative research and per the Norwegian Center for Research Data test<sup>1</sup>, it was not necessary to report the research project to the Data Protection Office.

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<sup>1</sup> <http://www.nsd.uib.no/personvernombud>

## 5 Empirical Results

In this chapter, the results of the pre-study and main study will be laid out. The results are sorted after the form of the framework, divided in three main categories: Online Games, Player and Correlations. The perspectives overlapping several categories will be explained per the category they are assigned to. The interviewee(s) will be referred to as player(s) for simplicity sake. When several players have chosen the same options, or have shared opinions, this will be shown with brackets behind the given statement (e.g. “(2)” when two players have chosen this option). Some aspects are divided into female and male player’s experiences. The general player experience was summarized briefly at the end of each section.

**Note regarding the *Brain Stimulation* category:** Naturally, without the necessary equipment and sensors, no data could be collected regarding the *stimulation of reward center* of the player’s brain through the interviews. However, the general aspects of stimulation through rewards through gaming were put into consideration.

### 5.1 Pre- study

In the pre-study, players had to answer both a questionnaire and questions during a personal interview. Here, the findings are listed in the order described above. They are sorted in keeping with the initial framework as shown in chapter 3.

#### 5.1.1 Online Games

Online games are based on thirteen game elements. Assuming environment and components are already given in any game, the three main essential game elements for online games are socializing, rewards and balance principle. The participants were interviewed in regards of these elements.

##### 5.1.1.1 Game Elements

Game elements contain of socializing, rewards and balance principle. The player’s perspective of these game elements is explained in the following sections.

**Socializing:** Socializing plays an important role in both reality as in the virtual world.

Talking, working and experiencing adventures together is one of the main reason players are enjoying the game world. Socializing in online games also regards to contact to other players with or without own contribution. That is why players have been asked whether they would rather take a more active or passive role when playing video games.

Female players: Most players would take a more passive role when being new to a game, while becoming more active when gotten used to the community and game play (6). All players would prefer to talk to their friends than approaching or talking to strangers. Most players participate actively when playing with people they knew, with only one who prefers playing all for herself in all cases. Only one player would particularly enjoy helping new players to get along in the game, even though they were strangers. Besides this one player, all other players would be more active when playing together with friends as with strangers. Two players would not even talk to the people they had grouped with when they were strangers, unless absolutely necessary. One of those players said this could be different when she felt that the community was very social.

Male players: All players would take a passive role when new to a game or being with strangers, while taking a more active role when playing with friends or knowing the game. Most players claimed their involvement would depend on the group they were with (4), with one player defining himself as shy around people he does not know well. One player mentioned the possibility of “stranger danger”, meaning that a stranger might harm him verbally or physically when being asked a question. Most players defined themselves as generally more passive, with only one who claimed to get very involved with others each time he plays.

**Summary:** Both female and male players take a more passive role when new to the game or fellow players, while becoming more active over time. This seems logical, considering that one’s self-confidence rises when becoming better at the game one is playing. All gamers enjoyed playing with their friends and taking active roles when playing together with them.

|                                                                              |
|------------------------------------------------------------------------------|
| <b>HYP1:</b> Players enjoy sharing gaming experiences with people they know. |
|------------------------------------------------------------------------------|

**HYP2:** Players take a more passive role when new to a game, while taking a more active role when used to a game.

**HYP3:** Players take a more active role around people they know.

**HYP4:** Players take a more passive role around strangers.

**Rewards:** Here, rewards are used to describe the positive feeling a player experiences when having received or achieved something in a game. Explicit lists of rewards provided by the respective online video game are also included here as own kind of reward.

All players said rewards were motivating, since receiving a reward once would make them expect to be able to receive another reward again soon. This was emphasized even more in regards of (rare) in-game items, since they would make the player stronger as well as enhance his status among other players. On the other hand, game specific lists of rewards were never said to be the main reason for playing, neither being an essential goal of playing games. However, players would common enjoy in-game rewards, such as chests, weapons or other in-game items. There was one player who would especially enjoy receiving chests, badges and general rewards, making him get excited while increasing his motivation greatly.

For all players, receiving any kind of reward in a game would increase their motivation. Especially when having put a lot of work into a quest or task, the rewards received afterwards would be even more satisfying. Nevertheless, it seems that achieving (self-created) goals inside games more than valued than rewards provided by the game. This does not mean that rewards are not important. It only shows that the player themselves decides what a reward looks like to them in video games, giving them their own personal value.

**Game Mechanics:** Game Mechanics describes the way the video game is build up. It described how the game changes while the player makes progression. Part of the game mechanics are also particular difficult situations the player must conquer occasionally.

For all players, it was important that the game would change in keeping to their level of skill and strength. If a game would not become more challenging as they become stronger, it would turn boring eventually. It had to be easy enough to avoid frustration, while at the same

time be challenging enough to not turn boring. Generally, players enjoy challenges, as long as there is the slightest chance of winning. Some players were worried to end up with a true impossible game, which would never let them win, no matter the effort they would put into it (F: 2, M: 1). That is why it was important to them that challenges would increase slowly but surely. Only one player preferred easy games to anything else.

Besides one player, all players felt more rewarded after having conquered frustrating or difficult quests instead of their game play running smoothly. Even though having both easy and difficult periods in gaming was important for many (5), having passed discouraging tasks left players with a bigger feeling of accomplishment and relief. One player would not always experience this kind of relief, therefore preferring smooth play. However, these impossible looking quests or fights would always be what players remember the best from their gaming experiences. There, one can generally say that overcoming difficult situations are more rewarding than overcoming simple ones.

**HYP5:** The balance of increasing challenges and in-game progression is important for all players.

**HYP6:** Passing frustrating situations are more rewarding than passing easy situations.

### 5.1.1.2 Brain Stimulation

It has been proven that both the reward as well as the motivational center of the brain gets stimulated when playing games (Cole et al., 2012). The center for motor activities gets stimulated among gaming addicts as well.

**Sequences of motor activities:** Regarding physical activities, players have been asked about their opinion and preferences regarding game controls.

Female players: All players have chosen their game controls because they were used to it. Most played on keyboard and mouse, with one player preferring console controllers. Half of the players had gotten used to their controls (4), making them stick to them while playing computer games. Many would also use the controls which would work best for the games

they wanted to play (5). Three players found it easier to use a keyboard because one could use both hands equally much, instead of moving only a few fingers as it is the case with console controllers. One player, who would use the smart phone to play games too, would still prefer the keyboard for the same games. The reason would be that on a keyboard one can be sure to always hit the right button, while playing on the small touch screen of the smart phone could not guarantee this.

*Male players:* All players have chosen their game controls, keyboard and mouse, because they were used to it. The majority enjoyed having more possibilities with using keyboards than with controls because of the number of buttons available. Two players would also use it because the game demands it. One player pointed out that he depended on the keyboard to communicate. Since he would not own a headset, the only way to communicate with others would be by using the keyboard (socializing being the main reason for him to play as well). Another player claimed that there is no better solution than keyboard and mouse, even though it is not the best possible in regards of ergonomics and future game play. If there would be a controller providing the same advantages as keyboards, he would switch controls.

**Summary:** With only one exception, all players preferred using the keyboard and mouse to play video games. All players stayed with the controls they were used to, while also playing games which were the easiest to play with these controls.

|                                                                        |
|------------------------------------------------------------------------|
| <b>HYP7:</b> Players chose their controls after what they are used to. |
|------------------------------------------------------------------------|

## 5.1.2 Player

The player decides on the success or failure of each game. Therefore, it is important to know what the player is looking for in games and what they experience while playing them.

### 5.1.2.1 Personality

The personality of the player plays a big role in how they are playing and perceiving the video games they play.

**Social Competences:** This describes the ability to connect with others.

Female players: Most players desired to connect to others to make the game more fun (6). Two players would only play in order to connect/play with others since playing alone seems monotone. Two other players played more often alone as with others, with one player preferring being completely alone at all times. Even though players would prefer connecting with others, half of them would often feel more stressed compared to playing alone (4). Therefore, they prefer to play games alone when they want to relax (4), while playing with others when they want to socialize or have more fun playing.

Male players: All players desired to connect to others while playing because it would make the game more fun. Two players would mainly play to connect to others, since it mattered more than playing alone. They would feel less guilty about the time they spent play, as well as valuing the time more when shared with others. Three players would feel more pressure from connecting to others, since they could not decide when to quit just by themselves. They would often continue playing because the other wanted to continue. Many players preferred playing alone for the sake of relaxation (3), while the others could achieve relaxation by playing with others too (2).

**Summary:** Both female and male players desire to connect to other players and do so often while playing games. Many prefer playing alone when trying to relax, while they receive more enjoyment when connecting to others while playing.

|                                                                                  |
|----------------------------------------------------------------------------------|
| <b>HYP8:</b> Players play in groups for fun, while playing alone for relaxation. |
|----------------------------------------------------------------------------------|

**Mood Management:** Mood Management described the ability to be able to deal with problems in real life.

Both female and male players said that playing video games would make them forget about their problems for a while, whether they were playing alone or together. However, this was never mentioned as a main reason for playing in the first place. Neither did any of the players say that playing video games ever prevented them from solving problems of real life. More



often did they claim that an accomplishment inside the video game would make them feel like they can make accomplishments in real life too. This suggests that playing video games did not affect the player's mood management negatively, but rather positively. This applies to both genders in this study.

**Self-regulation:** Self-regulation describes the ability to prioritize activities. Therefore, the players were asked about the last time they could not stop playing even though they wanted to. As well does self-regulation affect both the reasons for playing, as the reasons to stop playing, which will be explained here as well.

*Female players:* Quests or fights were the main reason most players could not stop playing even though they had planned to do so (5). They had to finish their task before being able to stop the game, even though doing so would demand a lot of additional time. The need to complete the task was stronger than their intention to stop. The players said this kind of situation occurred often while playing games. One player said to have only continued because there was no safe point available, else it would not be a problem to stop.

Another reason why players continued was that no harm was done by doing so (2). Both said that there was no other activity or obligations due while they were playing, so they decided they could continue without any consequences. One player said that social pressure kept her playing longer as she had wanted. While she was playing online with others, she continued playing because her group wanted to continue and needed her to do so. Even though she was enjoying playing with the others, she was growing tired and had preferred ending the game a while ago.

The three most chosen reasons to start playing games were boredom (7), curiosity (7), and relaxation (6). This shows that, although boredom seems to be the main reason for players to stop playing (Chumbley and Griffiths, 2006), it plays an important role in order to make players start playing.

Among the three main reasons to stop playing were obligations of real life (5), feeling tired (5) and loosing (3). In most cases the players continued to play until they had to return to their "real-life" duties or were too tired to continue. One player claimed to have never encountered this situation though, since she would take care of any obligations first and then start playing. Being able to stop playing to take care of other obligations is a sign of existing self-

regulation. The players are capable of prioritizing task instead of doing what they want the most. Loosing and being interrupted by others were chosen equally much by the participants. Considering their answers later on in the interview, having loosing as one of the main reasons to stop does not seem to fit well with their attitudes towards gaming. Most players claimed losing would only increase their desire to play, to overcome a difficult quest or finally conquer a powerful opponent/boss. Whether they would stop when feeling frustrated (here caused by losing) or continue playing would depend on their mood. When they stopped enjoying the game at this point, they would tend to stop. When they instead would experience the situation as a competitive challenge, their enjoyment wouldn't drop, making them continue until they finally were successful. Other reasons mentioned as main reason were boredom (1) and restlessness (1), an additional reason given to the list.

*Male players:* The main reason to continue playing was socializing; either through social pressure or the wish to be with others (3). Generally, the reasons to continue playing were very mixed though. Several players said that there were always more goals or things to do inside the game which kept them from stopping (3). Another wanted to stretch the gaming session as long as possible. He tried to avoid going to bed while trying to get the most enjoyment out of the game before had to start working again the next day. Naturally he could not play while being at work, so he meant to play as much as possible before. This is not exactly a sign of bad mood management, since he claimed that he deals with real life obligations when needed. Nevertheless, the player was trying to avoid unwanted tasks if possible, even though it came along with a desirable state (sleeping).

One player had just purchased and started the game, getting “addicted” (as used in daily speech and not as defined in this study) to it right away. He continues playing even though he was not in the right condition to play. He had suffered from a very painful headache since several hours, but still he continued playing because it was too enjoyable. This shows the affect playing games can have on the player, making them even endure pain to keep playing.

The three most chosen reasons to start playing were relaxation (5), curiosity (4) and boredom (3). Having relaxation stand on first place indicates that playing is a hobby; something done on a regular basis to relax. No other reasons were mentioned as the main reason for playing.

Among the three main reasons to stop playing were obligations of real life (5), feeling tired (3) and being interrupted by others (3). Prioritizing obligations over gaming is a sign of existing self-regulation, making the player capable to choose more important tasks at hand.

Another reason, which made a player stop playing, were games which would not work properly because of bugs or other technical weaknesses.

**Summary:** Both genders have the same reason for playing a video game, just attaching different value to each reason. The reasons to stop are similar too, but not as identical as the reasons to start playing.

**HYP9:** Players start playing because of curiosity, relaxation or boredom.

**HYP10:** Players stop their playing session because of obligations of real life.

### 5.1.2.2 Experience

This section describes how the player experiences the game.

**Emotions:** This described the emotions a player feels while playing. From the literal review, it comes clear that the most common associated emotions are curiosity, suspense and enjoyment.

*Female players:* One of the main emotions felt while playing was excitement (5) as well as fun or happiness (5). One said she would experience and enjoy the feeling of flow while playing. Many players were also looking forward to experiencing or receiving rewards (3), which would make them feel suspense. Suspense has been named as one of the essential emotions for players to enjoy a game, because it prevents the player from feeling bored (Järvinen, 2007). One player said she was feeling skilled while playing, making her feel good about her own abilities, while another said she can feel herself escaping from reality through playing games.

In one case, the player described the whole range of emotions she could feel while playing: Excitement, fun, being upset, pressure, stress, shame, frustration, and even small “heart attacks” when almost dying. She claimed that a good game would make her experience a whole “roller-coaster” of emotions. Whenever she would start to relax, the game would bore her. This goes well with the theories of (Järvinen, 2007) and (Baker et al., 2010), which

suggest that suspense and even frustration are needed to make the player continue, while boredom is the killer of all games (Chumbley and Griffiths, 2006).

*Male Players:* All players would feel fun or happiness at some point while playing, and said this feeling would increase by playing together with others (5). One player stated that through playing, he would feel a link towards the other person, which would make him engage in games in the first place.

Two players claimed they mainly felt relaxed while playing (2), while one said he would experience a feeling of being completely focused and flow.

**Summary:** Both female and male players named fun as the main emotions while playing games. Also, all players would quit playing a game as soon as they would experience boredom while playing. Female players felt mostly excited, while male players felt most often relaxed.

|                                                               |
|---------------------------------------------------------------|
| <b>HYP11:</b> Players quit games as soon as they turn boring. |
|---------------------------------------------------------------|

**Brain stimulation:** It has been proven that both the reward as well as the motivational center of the brain gets stimulated when playing games (Cole et al., 2012). The center for motor activities gets stimulated among gaming addicts as well.

*Sequence of motor activities:* Regarding physical activities, players have been asked about to describe their preferences about repetition/sequences of actions regarding their controls.

*Female players:* The majority of players would try to time their actions right (7). They would often end up pushing the buttons more often as necessary (7), but preferred to control and plan their actions well (5). The reason for pushing a lot would be that it feels more effective. One claimed that stamping the buttons too often would be exhausting the fingers, though it would depend on the mood while playing what her playing style would look like. Another said she even enjoyed the sound the buttons made when being pushed, therefore pushing them repeatedly. Many would feel skilled when they could create combos while playing (5), giving

them a feeling of mastery and competence. However, having too complicated combos would be distracting them from the actual game, making them prefer simple controls in general.

*Male players:* All players enjoyed controlling their actions well, with the majority enjoying combos as well (4). One player claimed that winning the game through using combinations would feel more “elegant” and skilled as through pushing buttons at random. Three players would push the buttons repeatedly, since it would feel more effective. One player claimed that short cuts and reacting quickly would determine whether one would win the game or lose when playing strategy games. Therefore, it was important to have controls which are easy to use (3), with one player preferring to use the controls as little as possible. On the other hand, another player suggested that having more buttons being added over time could increase the fun and possibilities of a game. Having them add over time, one would have the time to get used to them.

*Summary:* Many players admitted to push buttons more often as necessary, although preferring a more controlled approach. Players would feel more satisfied when winning their games through controlled actions instead of having pushed buttons randomly.

### **5.1.2.3 Motivation**

Here, all factors which influence a player’s motivation will be listed.

**Achievement:** Describes the state of having reached a desirable goal or state. It includes profiling, reputation and status.

When being asked to describe their best achievement, almost every player would not know what to answer. Only a short moment after, all of them had found a moment in gaming which they were proud of.

*Female players:* Completing a difficult task or beating the game itself were the achievements mentioned the most among all players (7). The tasks or battles seemed very hard or impossible to win, giving them an even greater feeling of accomplishment after having obtained victory. One player said that having conquered those situations alone, without help or advice from others, would give her an even greater feeling of mastery and competence in gaming. Reaching a good high score was one of the reasons behind working on the difficult

task (2). Both high scores mentioned are public, giving the players a desirable status among all other players inside this high score list. Perfecting the game, meaning having visited all places, revealing all secrets and completing all quests, gave another reason for experiencing achievement in gaming (1).

One player had a very specific example regarding achievement inside gaming. She used to play WoW as a regular gamer, but at some point, she was able to join a very strong guild. This guild was very exclusive, since it was declared the best guild on the server. After having joined this guild, she experienced receiving a lot of attention from other players, admiring her position and the power coming from being in the best guild on the server. As a player, she felt almost showered with attention, enjoying the attention she received from other players. At the same time, she was part of an over-average strong guild, strong enough to fight back any other guild trying to take their position on the server. This gave her a great feeling of status, power and reputation among other players. Being in this position demanded a lot more of her free time, though. Several hours were spent just on discussing tactics within the guild, and much time was needed to maintain their strength and position. In order to keep this status, she had to play 15 hours daily. This were many hours each day; but as she claimed that the amount of time was needed to keep the guild's high position in the game. So, in order to keep her status and reputation, she had to invest a lot of her time. Nevertheless, she enjoyed giving so much of her time, since it was very motivating for her to be part of this experience that came by being one of the guild members. After a while, it was hard being online this long and working this hard every day though. So, she left the guild at some point, turning back to a casual, though still high-leveled, player.

Male players: Most players mentioned turning the tides in a difficult battle was their greatest achievement (3), as well as beating the game (2). Being able to win battles or end-game fights would give the players a great feeling of mastery and competence in gaming. In most cases, the battles seemed very hard or impossible to win, giving them an even greater feeling of accomplishment after having won. Many were fought against other players instead of the computer, so winning would give them higher reputation among other fellow players too.

One of the players admitted to enjoy the feeling of being admired; being able to show-off his accomplishments to others would make him feel proud and remind him how far he had come. It was a nice way of competing with his friends, without letting it turn into a serious

competition. This goes along well with the theories set up by (Yee, 2006), (Hellström, 2015) and (Bartle, 1996).

Another player felt a great achievement in regards of his own nature. He was playing against the computer, but was beaten by the AI with no real chance of winning. Normally when the player would experience resistance, he would quit the game since he felt discouraged. But in this situation, he had decided to continue either way, making him win the battle eventually. This still feels like a great accomplishment to him, which also makes him enjoy this game to this day. Though having not earned a better reputation by beating others, one could say he gained a better reputation of himself by beating his own nature.

**Summary:** All players claimed that being able to reach a high level or a good status inside the game goes along with feeling proud or skilled.

**Socializing:** Contact to other players, with or without own contribution

*Female players:* Players would look forward to socializing (7) as well as connecting (3) with others, especially when playing online. Players would enjoy spending time together with others and earning accomplishments through collaborating (5). Two players would say they would feel less alone through playing games with others. One named playing games as another way to feel integrated in a group. When not being able to find a physical group to be with, online groups or friends would make one feel less lonely. Connecting to other players would help to find an own group to be with, when one does not like to drink/party or to do sports.

Two other players liked getting help from others, making the game easier and more fun to play. Another two would enjoy winning against others the most. One player would especially enjoy the attention from other players, as well as the chance to show-off. Only one player was playing games just to win.

*Male players:* All players would look forward to socializing as well as talking to other players. When playing with others, they felt they had something in common, and therefore felt connected to them. Connecting to others online was even mentioned a main reason to play specific video games (3), or playing video games at all (1).

**Summary:** In regards of motivation, the players who were looking forward to talking and interacting with others, meant to do this actively. Both female and male players enjoy connecting to others when playing games, some even making it the main reason. They felt integrated and part of the group, making them enjoy the game more as before. They enjoy sharing the gaming experiences with others, which would make them feel bonded to the other person.

**Immersion:** Immersion allows players to forget about the world around them and allows them to experience flow. Interestingly, the word flow was merely mentioned by two players, while the others said to enjoy the feeling of immersing into the game they were playing. One female player said she could not stop playing she did not want to miss the feeling of flow. One male player would value simple controls in regards of flow, since complicated interfaces would prevent him from experiencing a feeling of flow.

**Rewards:** Here, rewards used to describe the positive feeling one experiences when having received or achieved something in a game, as described in the “list of rewards”. Not meant are explicit lists of rewards provided by the respective video game, but just the experience of being rewarded throughout the game.

*Female players:* Players would feel good (5) or even proud (3) about being rewarded when reaching goals and make progress in the game. Half of the players would also describe a feeling of mastery coming from feeling rewarded (4). One player who made accomplishments inside the game would make them feel like they can accomplish more difficult challenges ahead as well. Another said that being successful in the virtual world, made her feel that she could more successful in the real world too. This is one of the positive effects of “healthy” gaming described by (Hellström, 2015), which give the player self-confidence in their own abilities through the confirmation of the video game.

Two players claimed that getting something back for their effort is the reason they kept playing the game. If this would have not been the case they would quit the game, because they would not get anything back for the energy and time they put into the game. So, for some players, being rewarded throughout the game is essential.



Male players: Players would feel good (4) or even proud (1) about being rewarded by the game for accomplishments. About half of the players would also describe a feeling of mastery coming from feeling rewarded (2), comparing it to experiencing a “boost”. Another player said that each time he was about to receive a reward, he would feel “tingles in his neck”. One player claimed that passing one challenge would make him feel like he could pass more advance challenges now too.

For two players, being rewarded as a team would raise this effect even more. Once they could accomplish an impossible-looking task together, they felt they had to try themselves on even more difficult tasks. One player said being rewarded affected everybody’s motivation, which again influenced him to feel more motivated to continue playing.

**Summary:** All players said that being achieving something in the game would increase their motivation to play, while also making them want to play more. It would make them feel good or proud about themselves when they had accomplished something and got rewarded for it by the video game. The feelings caused by rewards were very alike among all players and would affect their gaming experience positively.

|                                                                                                             |
|-------------------------------------------------------------------------------------------------------------|
| <p><b>HYP12:</b> Achieving something in a game increases player motivation greatly to continue playing.</p> |
|-------------------------------------------------------------------------------------------------------------|

#### 5.1.2.4 Resources

Resources include both technical resources as well as the amount of time a player can spend on video games.

**Time:** All players said they would mainly play when they would have the free time to do so. If the game would seem very appealing, it happened they would play longer as they should. This would not be the case too often, though.

**Technology:** All players seemed to have access to the technology needed to play the video games they want to play. One female player said to only play specific games when the PC of her partner would be accessible, for example while he was at work, since she did not own an own PC or laptop to play those games.

### **5.1.3 Correlation and Interactions of the Online Games and Player Categories**

In this section, correlation between what is offered by online games and what the abilities a player owns will be explained here.

#### **5.1.3.1 Socializing**

Socializing is both offered by online games, as well as it is highly desired by players.

**Contact to other players with or without own contribution:** All players enjoy spending their time actively with friends and other players they know. Through the internet, players can meet old friends from school online, or new friends from all over the world. While enjoying the fun and shared experiences that comes from grouping up one day, they can spend the next by themselves, only surrounded by strangers. Nobody expects or demands contribution from them, letting players chose themselves how much they are willing to give. While striving freely and alone through the virtual world, players can be sure of always have other players present. This way, players might end up walking alone, but never lonely.

#### **5.1.3.2 Rewards**

Online games offer more dynamic achievements than most single player games, since they change each day through the variety of players participating. Having countless different companions and opponents to choose from, a player will always find the challenge and game play they are after.

**Activate reward center in brain:** No data was collecting through the interviews. However, the effect of in-game rewards will be discussed here.

Having the chance of collecting or winning in-game items was causing suspense in almost all players. The chance of receiving a rare item was small, but it was this small chance which made many players try harder, fueling their hope of being lucky at some point. Finding chest, picking up loot and receiving big rewards for having conquered dungeons or bosses created a great feeling of reward among the players. This feeling would make them long more, even more valuable or rare items. Exploring the game world, while randomly finding a chest or other items, are enough for a player to exploring more as actually intended. Points, badges and levels give player feedback on their progress, as well as opening more possibilities inside the game with each level earned.

**Cause motivation:** Being able to face more advanced or difficult challenges endlessly in online games, the player will theoretically never be bored. The game will never be too easy, or too difficult, keeping the player's motivation up to continue playing. Both competition and collaboration or offered in games, letting the player themselves how they want their game play to look like (today). Meeting others, as well as creating new experiences together, make many want to return to the game and the other players sharing their story.

### 5.1.3.3 Brain Stimulation

It is clear that our brain reacted and gets used the stimulations coming from (online) video games. It associates the feeling of happiness with the act of playing, which eventually will make the player want to play more.

**Stimulation of reward center:** No physical data was collecting through the observations and follow-up interviews.

**Sequence of motor activities:** In regards of the games controls, players have asked how they like the controls in terms of easiness and general usage.

All players felt a feeling of mastery and competence when being skilled at using the game controls. They liked to be good at using them well and would also spend many hours to become good at it (from nine hours to 300 hours). All players pushed the keys or buttons harder or faster than necessary. This fits well with the pre-study, where players stated that

they would feel more effective when using the controls. Although players had different preferences in regards of user-friendliness of controls, all seemed to like combination and combos, allowing them to defeat their opponents better or being more effective while playing. Being good at the controls gives the player more time to focus on the actual game, making it a goal to become skilled in using the game controls quickly and thus become better at the very game as well.

## **5.2 Pre-study Hypothesis**

Based on sections 5.1 to 5.3 the hypothesis (HYPs) can be drawn. These hypotheses will be used to compare the pre-empirical results to the existing literature and the results of the main study. They will also be presented in the implications in chapter 6. In total, 12 hypotheses were found.

### **Socializing:**

HYP1: Players enjoy sharing gaming experiences with people they know.

HYP2: Players take a more passive role when new to a game, while taking a more active role when used to a game.

HYP3: Players take a more active role around people they know.

HYP4: Players take a more passive role around strangers.

### **Game mechanics:**

HYP5: The balance of increasing challenges and in-game progression is important for all players.

HYP6: Passing frustrating situations are more rewarding than passing easy situations.

### **Sequences of motor activities:**

HYP7: Players chose their controls after what they are used to.

### **Social Competences:**

HYP8: Players play in groups for fun, while playing alone for relaxation.

### **Player's emotions:**

HYP9: Players start playing because of curiosity, relaxation or boredom.

HYP10: Players stop their playing session because of obligations of real life.

HYP11: Players quit games as soon as they turn boring.

### **Rewards:**

HYP12: Achieving something in a game increases player motivation greatly to continue playing.

## **5.3 Main Study Results**

After the pre-study, the framework has been updated as shown in chapter 3. In this chapter, the results from the observations and interviews will be listed in almost the same way as in the pre-study. In the main study, the main goal was to confirm the correlations between the player and online game categories.

### **5.3.1 Online Games**

Here, all aspects of online games will be described here.

#### **5.3.1.1 Game Elements**

Online games are based on thirteen game elements. After the framework update, and still assuming environment and components are already given in any game, the four main essential game elements for online games are socializing, rewards, immersion and the balance principle. The participants were observed and interviewed in regards of these elements.

**Socializing:** Just as described in the pre-study, talking, working and experiencing adventures together is one of the main reason players are enjoying the game world. Socializing in online games also regards to contact to other players with or without own contribution. The player's way of interacting and understand others have been analyzed through the observation and follow-up interview.

Player 3, who was playing with a friend, was very engaged in socializing both with their friend as well as other fellow players. She spoke a lot, both in regards of planning the next steps in the game, general strategy as well as joking around, especially with her friend. She was interested in what the other players wanted and what would be best for the team.

“Okay, now they're pushing top. (...) Oh, I'm currently- pushing (..) mi:dt. Oh shoot, we need to go top though, cause we're getting a lot there. I'm backing”

(Observation Player 3, Paragraph 396)

Player 5 was also interested in getting into contact to other players. She would interact with them at each beginning and end of each round, and play as a supportive character since she enjoys helping and playing together with others. Even though she couldn't speak to her team members directly, she tried to make contact through in-game gestures and chat as a compromise. She explained that she felt unsure how to act when she first started playing online, but now enjoys engaging with others.

“It's a little strange for me at least, because I don't, I haven't played a lot of online games before this. So, I was very nervous at first to meet all these people. I was like "Please like me! (I'm never taking things), please!". But it's just people, what is fun. It's fun.”

(Interview Player 5, Paragraph 127)

Both player 3 and 5 made it clear that playing with other can be stressful too, because of other people's reaction and way of playing, or an increased feeling of responsibility regarding their own actions.

“Because they, they just- (sighs) they do so much stupid stuff like say "Heal me!" and then they RUN away! And, all the time they say "Heal me!", and I'm like "Okay!!" and then they don't need healing.”

(Interview Player 5, Paragraph 133)

“(…), because often the team don't protect me at all and I as try to get to them from the spawning point I just get shot, every time, and then, (whispers) I'm like "Yeah, I can't play, so fuck you".”

(Interview Player 5, Paragraph 53)

“Like, some people will always be rude, if you're bad or if you do something wrong and that stresses me out very much;”

(Interview Player 3, Paragraph 47)

Yet, both enjoy socializing with others, which is the main reason for both to play online games to begin with.

“I can have fun just playing the game with friends. I wouldn't sit and play -alone-, cause I'm just not that kind of person.”

(Interview Player 3, Paragraph 59)

“But when it's with friends, I'm like "I will heal you like my friendship depends ON THIS!". And I get kind of stressed, but, in the end it's all fun.”

(Interview Player 5, Paragraph 169)

Also, all other players were trying and enjoying the contact to other players, with player 1 and player 3 constantly talking to their team player.

“TP: Naja, vergnügen wir uns noch ein bisschen da draußen oder was?

P1: Jap. (..) Heija:!”



(TP: Well, will we go enjoy ourselves a little more outside or what?)

P1: Yup. (..) Heya!)

(Observation Player 1, Paragraph 522 - 523)

Player 4 enjoyed participating in a big event in the first game he played, working with others. Here, he wished to help others, even when he knew he couldn't.

“Veldig kjedelig ting da. (points at screen) Jeg kan ikke fer til den ruta og hjelp dem.”

(What a bummer. (points at screen) I can't go to that route and help them.)

(Observation Player 4, Paragraph 413)

What player 4 likes about the “Guild Wars”, the first game he played, is that everybody who contributes receives a gift, not the one who is the “quickest” after winning over the boss. He likes that everybody who participating is getting something back in the end, receiving a reward as a team.

“Åh ja, veldig artig å spille det her da, det er itj, det er itj første mann (gestures with left hand) til å plukke opp lootet. (looks at observer) Alle får eget. Så det er vel deilig”

(Oh yeah, it's fun to play this game here, it's not, it's not “First come, first serve” (gestures with left hand) when it comes to the loot. (looks at observer) Everybody gets their own. So, that's quite nice.)

(Observation Player 4, Paragraph 475)

At the same time, after dying against the raid boss, he did not wish to return to the next spawn point, having to walk all the way back to the boss. So, he waited for another player to heal him, while he was watching the fight and eating. He still seemed to enjoy watching the game, even

though he could not contribute now. This shows that he enjoyed both contributing but also just watching others play without contribution.

Player 2, who played alone, was new to the game and didn't understand the game well and hadn't contacted any other players himself yet, taking a more passive role. However, when other players started to seek contact to him via chat, he turned very happy.

“(…) Hey, HEY! (laughs) Her er det noen som snakker til meg. (scratches neck with left hand, still smiling) Artig.”

((…) Hey, HEY! (laughs) Here is somebody who wants to talk to me. (scratches neck with left hand, still smiling) Nice.)

(Observation Player 2, Paragraph 301)

Player 2 got especially happy the moment he got the chance to play another round with a skilled player he had interact with before, looking forward to play as a team again.

"Der er han! Åh, han jeg syns var skikkelig flink! (smiles). Han har (imponert) meg i hvert fall, så da har jeg bare heala han.”

(There he is! Oh, I think he is very good! (smiles). He (impressed) me in any case, therefore I just healed him.)

(Observation Player 2, Paragraph 292)

Being new to the game, player 2 so was having the chance to interact with a skilled player who even appreciates his help, which he enjoyed a lot.

“When I played that character I could help other characters, in the game. I started helping a character, and he:, he really appreciated my help. And he: thanked me for (.),

for my support and we started playing together. And when we started to interact with each other, and became more like a cooperative playing, I enjoyed it.”

(Interview Player 2, Paragraph 14)

Although player 2 and 4 both enjoy playing with others a lot, they both state that it can be stressful as well. Both player 2 and 5 find it weird to play if the other players are strangers and would need some time to warm up with them first before having a conversation with them.

“Du har et våpen, en sniper rifle som du sånn dreper med ett skudd. Og alle sammen bruker det HELE tida, det er så irriterende.”

(There’s a weapon, a sniper riffle which lets you like kill in one shot. And all of them are using them the WHOLE time, it’s so annoying.)

(Observation Player 4, Paragraph 486)

“Talking to strangers is kinda weird I guess. When you are a child, your parents taught you not to talk to strangers (laughs). (...) “I think I’m going to take some time, (over an hour playing), to appreciate others.”

(Interview Player 2, Paragraph 22)

“I don't kn- it's scary to just talk to people you don't know? But like, this- last people that I played a few games with I would be comfortable, talking with them by like the second or third game. (..) Because then we would be FRIENDS! (snickers)”

(Interview Player 5, Paragraph 163)

However, all players enjoy playing with others, making it the main reason they're playing online games as well. Their motivation becomes even stronger when they can play with people they know, like friends or family.

“(…) if I could play it with a friend every day, I think I would.”

(Interview Player 2, Paragraph 124)

“Jojo det er artigere å spille med folk ja, e det. Absolutt.”

(Yes yes it's nicer to play with people yes, it is. Absolutely.)

(Interview Player 4, Paragraph 24)

“Ich würde sagen, mit jemandem anderen zusammen spielen. (...) Macht mehr Spass.”

(I would say, playing with somebody else. (...) It's more fun.)

(Interview Player 1, Paragraph 115)

**Summary:** Both female and male players enjoy playing with others online, but especially with people they already know. It makes them more engaged in the game and more confident in their actions and demeanor. All players see advantages as well as disadvantages which come when playing with others, where the female players seem to feel more stressed/responsible about their own actions inside the team. The players 4 and 5, who had played their game for a long time before, took charge actively while playing. Player 2 made it clear that he feels confused by the game, as well as player 1 who asked his brother many times for help regarding the controls of the game. Therefore, both player 2 and 1 took a more passive role, with player 1 mainly following his brother's instructions and directions. Also, player 5 mentioned in the interview that she felt insecure when being new to the game, suggesting a more passive approach. This shows that, the better the players know the game, as well as the people they're playing with, the more engaged and active they become.

**HYP1 confirmed.**

**HYP2 confirmed.**

**HYP3 confirmed.**

**HYP4 confirmed.**

HYP8 states that “Players play in groups for fun, while playing alone for relaxation.” The first part of this hypothesis is confirmed, in the sense of players feeling more engaged when player together with friends. The second part was not part of the main study, so it remains unconfirmed. This leads to new PEC based on a revised version of HYP8.

**New PEC: Players feel more engaged when playing with friends.**

**Rewards:** Rewards are here used to describe the positive feeling a player experiences when having received or achieved something in a game, as described in the “list of rewards”.

All players stated that they were experience a feeling of reward while playing online video games. The players had different perspectives on which aspect of the online game this feeling would be based on (e.g. exploring, winning, collecting etc.). But all experience achievements and being good at the game as a rewarding feeling, thus leading them to feel more motivated to play.

“[Achieving something] Ist positiv. Da möchte man gerne weitermachen.”

([Achieving something] Is positive. Then you'd like to continue.)

(Interview Player 1, Paragraph 71)

"You can't stop when you're losing, and you can't stop when you have a win-streak." So you can't stop (...)"

(Interview Player 2, Paragraph 48)

“So it's not very stress for those [dailies in League], it's more a motivator in that particular game.”

(Interview Player 3, Paragraph 45)

“Ja, mhm. Motivasjonen min te å skaff loot i “Guild Wars” e jo for at e held på å crafte no nye våpen. Sånn veldig brae våpen, så de e de æ held på å samle stuff te no.”

(Yes, mhm. My motivation to collect loot in “Guild Wars” is coming from that I’m crafting new weapons now. Such, very good weapons, so that is what I’m doing and collecting stuff for now.)

(Interview Player 4, Paragraph 52)

“ (...) Like I wouldn't play this if I didn't think it was fun at all, but of course the points are... (inhales) a huge motivational factor.”

(Interview Player 5, Paragraph 207)

Four of five players stated that receiving in-game rewards were important to them and make them feel rewarded through the game. Only player 2 stated that exploring the world and achieving personal achievements meant the most to him, with in-game rewards being of little importance. Yet, when receiving a loot box and the game not giving him the chance or time to look at the revealed items, he did not remain unaffected:

Nei:. Det var trist.”

(No:. That was sad.)

(Observation Player 2, Paragraph 425)

Especially players 4 and 5 are very keen in receiving in-game rewards, while players 1 and 3 seem generally happy about it.

“Das war eigentlich am lustigsten, weil die [the rewards] halt überall waren, an den schrägsten Plätzen.”

(That was actually the funniest part, because they [the rewards] were everywhere, in the weirdest places.)

(Interview Player 1, Paragraph 65)

“Chests... Once again... Ya:y...”

(Observation Player 3, Paragraph 197)

“(...) Og det gjør jeg jo bare for å få stuff (looks at observer and grins)”

(And I’m doing that just to get stuff (looks at observer and grins))

(Observation Player 4, Paragraph 245)

“I got a loot box. That's good. I do like them loot boxes”

(Interview Player 5, Paragraph 69)

In summary, for almost all players receiving in-game rewards is important and desired.

**Immersion:** The game is customizable and can be explored as the player wishes. When a player feels immersion, they forget about their environment and focus solely on the game. That way, players can escape their problems and struggles of real life.

The immersion which the game offers was probably the easiest to see by watching the player's body language. At some point, almost all players (4 of 5) have copied the movements of their avatar with their own body. This is a sign of immersion, as the player "becomes" the avatar in the game and moves the same way, even though the player is generally aware of that moving along will not affect, nor improve, their abilities in the game.

Here are observations of the player's body language while playing:

"(avatar jumps, body goes slightly up along through the jump)"

(Observation Player 1, Paragraph 311)

"(while jumping down in game, body moves slight down too)"

(Observation Player 2, Paragraph 359)

"(rocks body side to side along with avatar moves)"

(Observation Player 4, Paragraph 600)

"(leans body to left while moving avatar to left)"

(Observation Player 5, Paragraph 181)

How much immersion a player experiences might have something to do with the game as well. The player with no signs of copying, player 3, played a strategy game where several units had to be moved around the map. This means, that there was no avatar to identify with or follow along while playing the game. Player 1, who seemed to have experienced a lot of immersion the other hand, played a game where his avatar had to move a lot (parkour) and react fast to the game. Also, all players besides player 3 played games with a first-person view perspective, rather than a third-person perspective. This might allow for a deeper immersion.



**Balance principle:** The balance principle is important to keep the competences of the player and the challenges of the game well-adjusted. If this balance is off, the player plays the less than desired. A player who used to play every day might then become less interested in the game. If the game turns too easy, it will bore the player, as stated by the player 3:

“Like, I played other games (...) with bots and then it just becomes so easy it becomes boring. But it is still a bit difficult here. And that makes it fun (...)”

(Interview Player 3, Paragraph 54)

This opinion comes also through in regards of challenges. Players do not wish to only have easy challenges, but difficult challenges too to achieve a feeling of accomplishment. Both player 4 and 5 in particular mentioned this to be important:

“Because then it seems like, we worked hard, and we overcome all-, or overcame all the difficulties, and then we got a reward. And it's not fun when we just "breeze" though everything.”

(Interview Player 5, Paragraph 95)

“Det er jo... det er jo litt kjedelig når alt er plankekjøring. Sånn er det vel live og.”

(That's like... that's like boring when everything is smooth sailing. It's the same with life.)

(Interview Player 4, Paragraph 16)

On the other hand, the player does not wish for the game to be too difficult either, since it can make progressing in the game tiring, as mentioned by player 1:

“I: Also, wenn man schneller stärker werden würde, wäre es interessanter?”

P1: Ja, weil das im Kräftegleichgewicht irgendwie besser ist.“

“I: So, if you were able to get stronger faster, it would be better?”

P1: Yes, because the balance of strength would be better.”)

(Interview Player 1, Paragraph 130 - 131)

In some cases, the player might not like the balance applied by the game, but understand it’s necessary, as stated by player 2 and player 5 about the waiting time after dying in battle:

“I think it's very annoying, but I do get it for the game mechanics so I am very happy that it is there because otherwise it will be no consequence for dying, so it's great but it is also very annoying.”

(Interview Player 5, Paragraph 59)

“But also in the game that is team based like this game, I think it would be kinda unfair if a character will come back right away. And that, then it wouldn't be any sense to take down the character. So therefore, therefore it has to be a waiting time for like five, ten seconds I think.”

(Interview Player 2, Paragraph 80)

So, even if the balance within the game is causing players to be annoyed, they understand it is needed to have a good game/ game mechanics.

**HYP5 confirmed**

**HYP6 confirmed**

### 5.3.1.2 Brain Stimulation

As discussed before in the literal review and the pre-study, it has been proven that both reward and motivational center of the brain get stimulated when playing games (Cole et al., 2012). The center for motor activities gets stimulated among gaming addicts as well.

**Sequences of motor activities:** Regarding physical activities, players have observed in regards of their usage of the controls they were using, as well as how easily they were using them. Here, the easiness of use defined by the game and general preferences will be described.

As shown in the pre-study, players tend to prefer controls they have grown used to. Players will stay loyal to their controls, even if switching to other controls would bring them advantages. This is mentioned by player 5 who prefers controllers to keyboards, because controllers have less buttons available, making the control easier. Even though the player would like to use a chat to interact with the other players, she wouldn't want to change controls and instead sticks to the controls the player grew used to.

“I: So even if you could play on the keyboard you would prefer the buttons?”

P5: Yeah. (snickers).”

(Interview Player 5, Paragraph 24 - 25)

In regards of easiness, all players said that their controls were easy to use. Player 1 pointed out that he was not used to the controls of the game he played anymore, but felt like they were easy to relearn since he was generally used to playing games with keyboard and mouse. This could be one of the main reasons why players stay loyal to their controls; it makes the learning curve of each new game smaller, since many games use the same keys to make use of just that. A strong learning curve could turn the player away, before they even could start enjoying the game.

“Teilweise, aber, es ging eigentlich ganz gut. Hab's ja auch nicht so oft gespielt jetzt, deswegen. Aber, es war sehr, wieder sehr einfach wieder reinzukommen.”

(Partly, but, it actually worked quite well. Haven't played it often yet, that's why. But, it was very, very easy again getting into it.)

(Interview Player 1, Paragraph 41)

## **HYP7 confirmed**

### **5.3.2 Player**

In this section the four different characteristics which influence the player will be described in regards of the observations and follow-up interviews. The four different characteristics are personality, experience, motivation and resources.

#### **5.3.2.1 Personality**

The personality of the player plays a big role whether and how they approach online games. In this section, the 3 aspects of a player's personality, social competences, mood management and self-regulation will be explained.

**Social competences:** Both the players who were playing alone online (players 3, 4, 5) and the players playing with a friend (player 1, 2) were interested in interacting with the others players and wanted to understand their fellow team players. All players stated that being able to play with others, especially people they know, motivates to play online games in the first place. Player 3 made it clear that even though playing with others can be stressful, it is the main reason for her to play.

“I can have fun just playing the game with friends. I wouldn't sit and play -alone-, cause I'm just not that kind of person.”

(Interview Player 3, Paragraph 59)

Also, player 4 often spoke about the motivation and advantages of playing as a team, making him enjoy the game much more.

“Det er artigste å få te skikkelig godt teamwork, føler oppnår mye mer med... gjør du.”

(It's the nicest to really do some good teamwork, feeling you can achieve more with it... you do.)

(Interview Player 4, Paragraph 28)

Player 1, player 2 and player 5 stated that an online game made for team play should be played as such; as a team, together with a friend. Player 1 and player 2 stated that it makes other aspects of the game easier and more fun too, while player 5 empathizes on strengthen the relationship to her friends with playing online games together.

“Selbst, wenn ich gestorben bin, war es irgendwie lustig. Weil man doch zu zweit war.”

(Even when I died, it was kind of funny. Because you were together after all.)

(Interview Player 1, Paragraph 13)

“But, but when I'm playing multi-player games, I... I have more fun when I'm playing with a friend, and not by myself.”

(Interview Player 2, Paragraph 120)

“What it is with friends, I'm looking forward to creating memories!, and maintaining the friendship!”

(Interview Player 5, Paragraph 169)

This makes it clear that all players have the ability to connect to others, whether it may be strangers on the internet or long-known friends.

**Mood management:** Mood management describes the ability to be able to deal with problems in real life. In this case, one can also take in consideration how player's mood changed while and after their playing session.

All players said that they generally felt happy and/or relaxed after their playing session was over. The reasons for this varies, one being general satisfaction of having played (player 2 and 4), another the act of socializing (player 1 and 3), as well as winning most of the rounds player (player 5). Player 3 stated that the chance to socialize with others, and being surrounded by others, was the main reason for her improved mood, more than the game itself.

“Yeah, I guess I am a bit happier now after. But I think that's also an effect of...

I: [Socialising? ] #00:03:04-0#

P3: [You being here.] Yeah, exactly. Cause that has a huge effect on me.”

(Interview Player 3, Paragraph 16 - 18)

So, socializing with others via online gaming has a big effect on player 3, making it a reason to play online games instead of playing alone (as also cited before in the socializing section). Player 3 describes playing with others as both good and bad, making her of the effect which online games can have on her own mood.

Player 2 describes the need to play as a hunger which can only be satisfied through playing the desired game. Also, he stated that he felt at ease, but still tense. This is probably caused

from the excitement created by the game, since he claimed that the game is too much/ too noisy to play for a long time.

“(…) It's like kinda having a meal. (laughs). When I first, I was kind of hungry of playing the game, and now I'm satisfied (…)”

(Interview Player 2, Paragraph 4)

“But the game itself - there's a lot of colours, there's a lot of noise, it gets exhausting in the long run.”

(Interview Player 2, Paragraph 118)

So, not playing the game player 2 choose for a long time is his way of managing his mood in the long run.

Player 5 felt happy because most rounds she played were won. This already indicates that the player is aware that not all rounds are likely to be won by her and her team, making sure to start playing the game with the right expectations. This encourages to leave the player with positive feelings, rather than disappointment.

“Well, the last few matches were good. Every time I finish with a win-streak, I feel goo::d!”

(Interview Player 5, Paragraph 3)

I: So you felt good while playing?

P5: Yeah.

I: No complains.

P5: No. I lost a few first matches, that's ok."

(Interview Player 5, Paragraph 12 - 15)

**Self-regulation:** Self-regulation describes the ability to prioritize activities. It affects the reason to both start or end playing. Also, it defines which priority online gaming has in the player's life.

Player 2 explained that even though the game he played is divided into small rounds of a few minutes, he would not be able to only play one. He is aware of his need to continue playing, knowing that once playing his self-regulation would decrease. That is why he would not start playing unless he has enough time to play to begin with, else it wouldn't make playing worthwhile. He is also aware that his mindset does not apply to everyone and describes it as a strength to be able to regulate oneself.

"I don't think I would just play one match, to be honest. There is something (I need to tune with time), so... So, it doesn't add- when I pick up the game, (.) I have, already, I wouldn't get the time to play the game. And therefore, I think playing for just five to ten minutes with a friend would be kinda strange for a friend too? (laughs). "Hi, okay bye!" (laughs)"

(Interview Player 2, Paragraph 128)

"But I think there are some persons (out) with more of the strength than me, and would manage to play it like a coffee break game."

(Interview Player 2, Paragraph 134)



Player 3 made it clear that when other aspects of her life became important, like exams, she would play less or not at all. Even though she wouldn't be able to complete daily quests (referred to as "dailies"), playing online games would become a minor priority in her life.

"But it happens that I don't do them [dailies] for more days than three days here. Like, in exam periods for instance, maybe I don't do them for a month."

(Interview Player 3, Paragraph 45)

Even while playing online games (not just before or after) self-regulation comes in to play. When player 3 felt bored while playing one game, she would switch to another game ("tab out"). She would do so even if it would bring her disadvantages, like her avatar dying while she is gone.

"But I just feel like, that I tab out and, when I should be in game, because I'm like "No I wanna watch this now" or do that now. Not for lo:ng. But sometimes I die, because I put on 'auto-run', and then I tab out and then I come back... (laughs). The game is "noobed", like they have like advanced and I am dead."

(Interview Player 3, Paragraph 30)

However, whenever she was in a team with several other people, she would regulate herself more and switch less between games, since it would not just affect her but also her team players.

"And, when we're three people, and then I feel a bit worse letting them wait then if it's just Christian<sup>1</sup>. (..) And then I like, then I won't tab out as much at all, but then again, then you don't die and have these one minute where you can't do anything kind of thing."

(Interview Player 3, Paragraph 34)

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<sup>1</sup> Name changed for anonymity.

This also shows that with more people to play together with, the game dynamics change, which again change the self-regulation habits of player 3. With several other team players, player 3 feels more obligated to be present, regulating herself more. Also, playing with others decreases the change of dying and the amount of “downtime”, making the need to fight boredom less than before.

Player 4 made it clear right away that he is in control over his playing time. He uses online games to relax after work, but not letting it affect work itself. The same goes for player 1 and 5, who depends the time used for online games on her available free time.

“Jeg klarer å kontrollere meg da, det gjør jeg. Det går ikke utover jobb eller noe sånt.”

(I’m capable to control myself, that I do. It does not affect work or something like that.)

(Observation Player 4, Paragraph 306)

“Depends on, whether I have work or school.”

(Interview Player 5, Paragraph 203)

Interestingly, player 4 stated in the pre-study that if his partner would not regulate him, he would spend more time playing online games in the weekends as he does now, since she would want him to spend time on other activities as well. So, his self-regulation seems to apply mainly on parts of his life which he would consider his duty, such as work, but not on his free time in general.

*HYP9 was neither observable nor part of the follow-up interviews.*

**HYP10 confirmed.**

### 5.3.2.2 Experiences

This section describes how the player experiences the game. It is divided in two characteristics, emotions and brain stimulation.

**Emotions:** This described the emotions a player feels while playing. In the literal review, the main three experiences which emerged were curiosity, suspense and enjoyment. The emotions perceived throughout the observation will be described here.

The emotion which all players experienced the most were stress or nervousness. This shows by the many pacifying behaviors which were observed throughout the playing sessions. Pacifying behavior are used to calm a person and are usually clear to see (Navarro et al., 2008). Here, the female players 3 and 5 used much more pacifying behaviors, about 260 occasions each. The male players 1, 2 and 4, used less, with both players 1 and 4 having an average of 100 pacifying actions, while player 2 had 192 occasions. This difference would fit with the statements of both female players where playing together with others is perceived as both enjoyable and stressful.

The second emotion was tension. Throughout playing, all players turned tense often, especially while having to focus on a difficult passage in the game.

These observations of player's being stressed, nervous and tense shows that the main feeling the players experienced was suspense. Järvinen described suspense as a mixture of hope, fear and uncertainty (Järvinen, 2007). In other words, since suspense is caused by facing the unknown, it leads to feelings like tension, stress and nervousness. Suspense is often used for story-telling in order to evoke strong affective responses (O'Neill and Riedl, 2014). So, when a player feels suspense while playing, they response to the game affectively, getting emotionally engaged in the game.

The third emotion experienced the most by players was enjoyment, almost as often as tension. This shows that firstly, all players enjoyed playing just as they said they would. Secondly, players seem to be in a constant balance between tension and enjoyment, which is probably the reason for players to be passionate about online games. Passion includes both positive feelings but also willingness to endure negative feelings (Vallerand, 2010). Therefore, players who experience enjoyment, are willing to experience tension as well.

Both player 1 and 3 scored the highest in the amount of enjoyment and excitement throughout the observation. This seems to make sense, since both played with someone they knew, talking with them while playing. Since they were playing with someone they already liked, it is more likely they would also like playing more than the other players observed.

Both player 1 and 2 who played a game relatively new to them had the same amounts of enjoyment as insecurity. This is interesting, considering player 1 was playing with someone he knew (and could ask for help) while player 2 did not. Even though both players felt insecure throughout playing, they both enjoyed playing just as much as they were confused. This shows that being new to a game and not knowing the controls or rule-set of the game too well, will not stop players from enjoying the game.

Both player 4 and 5 showed little enjoyment in the observations, with player 5 showing the least. Player 4 showed also the least excitement while playing. To focus, it is important to stay calm to be able to concentrate well. Since the first game player 4 played has advanced controls, while the second game he played was a very fast-paced shooter, to perform well, he had to focus entirely on the task at hand. Player 5 on the other hand showed the most relaxation. Whenever not being able to interact with the game, she would lean back into the sofa and/or pick up her phone, taking a clear break from the game. Player 5 was the only player using a controller, as well as sitting on a couch instead of sitting at a desk on an office chair. Maybe these circumstances allowed player 5 to relax more than the other players.

Although the players were obviously tense and stressed, all players said they enjoyed playing and feel motivated to play again. This goes well with the theories of (Järvinen, 2007) and (Baker et al., 2010), which suggest that suspense and even frustration are needed to make the player continue, while boredom is the killer of all games (Chumbley and Griffiths, 2006).

**HYP11 confirmed.**

**NEW PEC: Players like to feel both enjoyment and suspense while playing online games.**

**Brain stimulation:** It has been proven that both the reward as well as the motivational center of the brain gets stimulated when playing games (Cole et al., 2012). The center for motor activities gets stimulated among gaming addicts as well.

*Sequence of motor activities:* Regarding physical activities, players have been asked to describe their preferences about repetition/sequences of actions regarding their controls. Here, how the player experiences the controls and how much they're using the controls (general usage). It will also be discussed how the player feels rewarded through the controls.

All players playing with keyboard and mouse were using the keyboard more “excessively” than needed, with player 5 using the controller less forcefully. Interestingly, the players were aware about their overuse of the controls when being asked about this in the pre-study interview as well as the follow-up interview after the observations. The keyboard and mouse users had an average of 40,5 occasions where they either pushed the keys hard or overly quickly, while the player using the controller had about 26 occasions of “overuse”. This could mean that players who use keyboard and mouse play more engaged than players using controllers, but it seems more likely that this has another reason, e.g. that it might be easier to observe how much a keyboard and mouse are being used than a controller. Another way to explain this phenomenon could be that the controller is already hold with both hands, not giving the user the needed freedom to use a lot of pressure anymore.

Player 4 was particularly interested in becoming good at using the controls, even though there were many keys to use and rather complicated gaming controls. Thereby player 4 is on the opposite scale of player 5, who wishes for simplicity and easy-to-use controls. Player 4 feels rewarded to be skilled at using the game controls, making it an own goal for him.

“morsomt med det spillet her da, er at det krever veldig mye, krever veldig kontrol på all de knappa, (...) Det er (egentlig) litt morsomt og. Krever en del training.”

(fun with this game here is, that it demands a lot, a lot control of all the keys, (...) That's (actually) quite fun as well. Demands some training.)

(Observation Player 4, Paragraph 106)

To become good at the game, player 4 is also willing to spend a lot of time to improve his skills in regards of using the controls. Even though player 4 feels like being in control, there were still occasions where he looked down at the keyboard (29 times) to check the key before pushing it.

“300 timer på spillet her og det er jo, kjenner at jeg begynner å få god kontroll”

(300 hours on this game here and that’s like, I feel that I’m starting to be in control)

(Observation Player 4, Paragraph 112)

Yet, player 4 feels rewarded through the progress they made in those 300 hours, making it worthwhile for him and probably motivating him to continue playing.

**NEW PEC: Becoming good at using the game controls is rewarding for the player.**

### 5.3.2.3 Motivation

Here, all factors which motivates the player to play online games will be dissected.

**Achievement component:** Describes the state of having reached a desirable goal or state. Its main aspects are advancements, mechanics and competition.

Player 1 wished to grow stronger so he could advance in the game faster. He wanted to see more of the world, as well as being better at facing enemies.

(I: Damit Du besser erkunden kannst?)

P1: Mhm. (nods). Das man nicht vor jedem kleinen, Gegner fliehen muss, abhauen.”

(I: So you can explore better?)

P1: Mhm. (nods). So you don’t have to run from all small, enemies, having to escape.)

(Interview Player 1, Paragraph 110 - 111)

In regards of mechanics, player 2 made it very clear that the main motivation when playing new games comes from learning about the mechanics of the game.

“And I really like trying to play new games, it's kinda like a sense of discovery by playing, trying to find or figure out how the universe works and how, - what the rules are, how people play the game and how people interact with the game”

(Interview Player 2, Paragraph 12)

Player 2 also made clear that later in the game, once he has advanced, he would no longer feel rewarded through exploring the world, but only by winning or encountering other, strong players and learn from their abilities.

“(…) I am not sure if it is going to, if 'Overwatch' is going to revolve around me winning in the future. But since I know myself when I play other games like 'Overwatch' - I think that it will revolve around it in the future.”

(Interview Player 2, Paragraph 104)

This shows that as the player advanced in the game, the reason behind the motivation to play changes. For player 2, it changes for discovery (immersion component) to winning (achievement component), without making this a conscious decision.

“Yeah, so, right now I'm feeling like I want to explore the world more. I want to understand how it works and the characters and the story and their personalities and I think that's really fun. And I think in the future when I, when I mapped out the entire world, I think the only thing that means to me in the game after that is winning. And, I can't do anything about that mindset (...). So, I think some of the rewards will maybe (..) they just won't be there? I wouldn't be feeling AS rewarded playing the games as when I maybe have like 50, 60 hours in the game. And now, when I just have about two hours, it's (..) kind of different. Because everything is new and I feel more rewarded. So I think in the future I will feel less rewarded by playing this game.”

(Interview Player 2, Paragraph 92)

Player 3 likes the dailies of the game she plays, which are achievements she would do every day. In the game “World of Warcraft”, she would find that the daily quests/ achievements would take too much of her time, while in League they were just right, making her enjoy them more. Also, by doing those quest, she gains gold, which help her advance in the game.

“(…) generally I'll get happy when I have "dailies" [daily quests/achievements], cause I'm like "Oh, I can get gold, that's fun!". I am very glad they added them in this particular game.”

(Interview Player 3, Paragraph 45)

“(…) because you get gold for the quests and for that gold you buy (.) heroes, to play with. So, to like advance in the game (…)”

(Interview Player 3, Paragraph 2)

Player 4 would even accept disadvantages to improve his skills in the game and thus advance. When playing Counter Strike, he'd rather switch between weapons to improve his general skills, instead of using a weapon killing the enemy instantly, which would give him a huge advantage.

P4: (...) Nei nå driter jeg i kossen jeg gjør det nå vil jeg bare, nå tar jeg det heller som training, "Death Match", det er kun training.”

(...) No now I don't care at all how I'm doing now I just want, I just look at it as training, “Death Match”, that's just training.)

(Observation Player 4, Paragraph 490)

Player 4 is also the player who is the most competitive. He enjoys challenges and to compete with others, as well becoming skilled at gaming.



“Æh er sånn- sånn va bare- syns det alt, *alt* er så artig når det er litt utfordring.”

(I'm like- like were just- thinking that everything, *everything* is to nice when it is a little challenging)

(Interview Player 4, Paragraph 18)

Interestingly, player 4 seems to enjoy playing in teams just as much as facing challenges alone by himself. What seems to be important is to reach goals which are not too easily reached. The more he must invest, the more he feels rewarded. This is part of the balance principle discussed before.

Player 5 stated that she really likes to get achievements, which led to her already feeling happy just hearing the sound which plays with the achievement notification. This shows signs of conditioning; whenever the right sound would play, the player feels rewarded.

“P5: (...) got another achievement that I don't know what means, but I'm happy, so it's ok.

I: So even if you don't understand it you're happy to receive it? #00:06:27-0#

P5: Yeah. Every time I had that achievement "noise" I'm like "Yeah, I did something!"”

(Interview Player 5, Paragraph 69 - 71)

Player 5 also said that she doesn't wish for rewards unless she has been successful or played well. To get rewarded for something that wasn't there is not desired, since it always should be based a fair judgment and earned, not random or nontransparent.

“(...) [the medals] seem broken, as sometimes I get gold if I do NOTHING, if I just have been dead all along - sometimes I get silver, for getting over average healing, and I'm like, "Why? Why is this?".”

(Interview Player 5, Paragraph 113)

In summary, all players enjoy accomplishing achievements in online games. Whether they wish to gain power, progress rapidly or receive rewards, all players are looking forward to become better, either at playing the game or by having made an in-game improvement.

### **HYP12 confirmed**

### **NEW PEC: Players want to accomplish achievements in online games.**

To read more about rewarding feeling in regards of using the gaming controls, please read the “Brain Stimulation” sections of both the Player’ and Online Games’ side.

**Social component:** The social component is divided in socializing, relationship and teamwork.

All players valued teamwork in online games and enjoy working towards a goal together with others. Both player 1 and 5 said that they were looking forward to play because they could play together with others. Although player 1 was going to play with someone he knew and player 5 with people she didn’t, they both felt the same motivation to play.

“(thinks) Klar hab ich mich gefreut. Auch dass ich mit meinem Bruder spielen kann, was immer ganz nett ist”

((thinks) Of course I was happy. Also that I could play with my brother, which is always nice.)

(Interview Player 1, Paragraph 5)

“Yeah, I am always looking forward to, all different people I am going to meet in-game. And, yeah just, interacting with new people, I guess.”

(Interview Player 5, Paragraph 9)

Although player 5 is motivated to meet new people, she also stated before that she would feel more engaged in the game when playing with somebody she knows. Although socializing itself is a motivational factor to play, playing with somebody one knows seems to increase the motivation to play.

“I: If you would play with friends, would you play more than you're playing now?”

P5: Yeah. (...) Because then I will be more social, and that's great. (...)”

(Interview Player 5, Paragraph 180 - 181)

So, even though player 5 is already socializing through playing online games, playing with someone she knows strengthens this feeling of being with others.

Player 2 stated clearly that for him, multi-player games are meant to be played with others and thus also most fun when playing together. Unlike player 1 and 3, he did not play with somebody he knew, yet he met an online player he enjoyed playing with.

“ (...). I started helping a character, and he:, he really appreciated my help. And he: thanked me for (.), for my support and we started playing together. And when we started to interact with each other, and became more like a cooperative playing, I enjoyed it. It was fun interacting with another (.) real HUMAN being (laughs).”

(Interview Player 2, Paragraph 14)

This makes it clear that player 2 not only appreciated the teamwork within the game, but also appreciated the teamwork with another human player more than if the game had offered an NPC to play with.

Player 3 was playing with a friend she uses to play with almost every day. She enjoys playing together with him since they can joke around together, which makes the game more fun. She

also mentioned that teamwork can be essential in the game, since more people are needed to win over strong enemies.

“Yeah, we mess a lot with each other. I'm like "A:h, you made us DIE!" (laughs) just like, I mean that's fun. (laughs). We know we don't mean it, so...”

(Interview Player 3, Paragraph 8)

“(...) if you're three people, then it's very easy to be beat an elite. But sometimes if we're two people- especially depending on the other characters we get, we might-, we've actually lost a few times”

(Interview Player 3, Paragraph 47)

That is also why player 3 would sometimes play longer than intended; when needing several people for quest, she felt obligated to help the team although she wanted to end playing.

Player 4 really enjoys achieving goals together with other players. While he was playing, an event was taking place. While there were just few players participating that day, they could win over the final boss, which made player 4 appreciate the victory even more.

“Særleg når vi har så få folk, i dag på den eventen her så va vi itj so jævla mang, å da e de ekstra deilig å få de te”

(Especially when we are so little people, today in this event here we were not so very many, so then it's extra nice to make it)

(Interview Player 4, Paragraph 64)

In summary, all players stated the social component to be a motivation to play online games. Socializing, as well as strengthen the relationship to friends and family through working together as a team, are important factors to all players.

**Immersion component:** Being able to forget about the outside world for a while is one of the reason people enjoy playing so much. Here, the difference components of the immersion component, discovery, role-playing and customization are described here. A short note on escapism is mentioned at the end of this section.

Player 1 and 2 said that a game is better discovered together with others, since there are several people who can observe and share their sightings. While player 1 seems to enjoy sharing the experience the most, player 2 is mainly interested in discovering the world, at least when new to the game.

“Der eine sieht was, was Du nicht siehst, zum Beispiel. Und genauso andersherum, deswegen, erforscht man dadurch vielleicht mehr, als wenn man nur alleine geht und dann einfach nur, zu einen bestimmten Punkt hingehet. (...) Dann kann man sagen "Ah, da ist was!", und "Ah, da drüben ist was!", "wo, wo ist da was?"”

(One person sees something, that you don't see, for example. And the other way around, that's how, you explore more maybe, as if you would go alone and like, just heading to a certain point. (...) Then you can say “Ah, there's something!”, and “Ah, over there there's something!”, “where, where is something?”)

(Interview Player 1, Paragraph 57)

“I feel like a sense of wonder as I'm a child, playing the game. So, I think my- I feel rewarded for exploring the world.”

(Interview Player 2, Paragraph 86)

“I want to understand how it works and the characters and the story and their personalities and I think that’s really fun.”

(Interview Player 2, Paragraph 92)

In regards of role-playing was player 1 very engaged. While playing, he spoke for his avatar, pretended both exhaustion as well fear through acting and generally seemed to have become the avatar himself.

“Ich bin zu, DICK, ich kann nich- ich kann nicht so lange laufen.”

(I am too, FAT, I can no- I cannot run for so long.)

(Observation Player 1, Paragraph 145)

“Wieso, blute ich? Oh nein ich blute! Ah, ist ein Zombie.”

(Why, am I bleeding? Oh no I’m bleeding! Ah, it’s a zombie.)

(Observation Player 1, Paragraph 371)

“[responds to in-game dialog] Ich bin kein Schisser.”

(I am not a quitter.)

(Observation Player 1, Paragraph 750)

This kind of engaging fits well with the fact that player 1 was showing the most signs of immersion among all players.

Player 3 also showed signs of role-playing while speaking to her friend. She playfully described her contribution to the game and describes the actions of her characters as her own

about as much as player 1. Also, whenever close to dying, she would get rather excited, although knowing she would return soon after.

“OH! Why am I walking?! Arg, stupid auto-path in this game...”

(Observation Player 3, Paragraph 83)

When player 5 was asked about why she would move around and shoot object in the waiting room in “Overwatch”, she answered that she enjoyed doing so and seeing things get broken. This is something she only does in the game to pass the time, but wouldn’t do this in real life

“Because I can. I would never do that in real life, but in a game it's ok, I guess?”

(Interview Player 5, Paragraph 45)

This is an important part of role-playing: doing things in games which you can't do in real life.

Player 2 seemed to associate good looks with strength or skill, since he would prefer choosing character which looked tough in his opinion. He would also switch to another player after dying several times to increase his chances of winning by gaining different (stronger) abilities. This shows also with his favourite, who is a generally tough looking character with a serious personality.

” [after dying] Da (gjør vi oss) til en som ser kul ut.

(Now we're turning ourselves to someone who looks cool.)”

(Observation Player 2, Paragraph 147)

“Certain characters that have more style or certain moves cooler which I enjoy from other games.”

(Interview Player 2, Paragraph 38)

Just as player 5 had her favourite, player 2 still enjoyed being able to choose between many characters, which not give the avatar a difference appearance but also effect the gameplay itself.

“So by changing a character I could start of a blank (state) and get a new chance in the game, because every character was so different that the pace of the game would change drastically. So, by changing characters I kinda felt like I was -almost- playing another game, or, especially playing a new session. So, I can (...) ease down a bit and, try again.”

(Interview Player 2, Paragraph 40)

Having so many different characters to choose from allows a lot of customization (also by getting more outfits for each character) and make role-playing easier, since each player can find and choose the most fitting character for themselves.

Player 4 stated that Guild Wars is one of his favourite games, where he has avatar he can alter any way he pleases. While playing CS, he stated that different avatar-skins can show how long (and well) a person has played the game. Player 4 appreciates this, since he desires to improve and compete with other skilled players. So, customization is desired, both for oneself and by others.

Player 5 particularly mentioned that having the choice of many different characters is something she likes the most with the game that she played (Overwatch). This was also mentioned by player 2, who played the same game.

Even though player 5 has one favourite character, she enjoys having a variety of options to choose from, not one kind of character with little difference.



“Oh, I really like characters, and the setting, and it's not like your standard 'Call of Duty' things, because that's just military, very boring, they're studs, middle-aged white guy and everyone is middle-aged white guys and that's no fun.”

(Interview Player 5, Paragraph 191)

Interestingly, the favourite character of player 5 shares some traits with her; both are female, have blond hair, often wear same hairstyle, and have generally supportive characteristics. Those common traits were surely not the main reason player 5 made this character her favourite, since there are only few supports in the game to choose from, limiting the options. But maybe it causes the player to feel a stronger connection to the character since she can identify herself with her.

Escapism is not taken in account here, since this time the players did not play when they felt like it, but because they were asked to play for the observation. However, player 4 casually mentioned that he likes to play “Guild Wars” to unwind after work.

“Sånn her (points at screen) er det spillet som jeg spiller for å slapp av (rubs head with right hand), sånn etter jobb og (.) (rubs neck) sånn.”

(This here (points at screen) is the game I'm playing to relax (rubs head with right hand), like after work and (.) (rubs neck) stuff.)

(Observation Player 4, Paragraph 36)

This can be an indicator that player 4 using the game to forget about everything he dealt with at work, allowing him to escape reality for a while.

To read more about this topic, please turn to the “Mood Management” section in the pre-study.

#### 5.3.2.4 Resources

Resources include both technical resources as well as the amount of time players are willing to spend on online games.

**Time:** The time people are spending, or are willing to spend, on online games.

All players enjoy spending time playing online games, while at the same making sure it won't affect their life negatively, namely their jobs, school work, social life etc. How much time they're playing depends on their free time available. This is a sign of self-regulation and important in regards of gaming addiction.

All players like to make sure they have enough time to play to begin with. This means that when they know they have little time to play, they do not start playing. Player 2 also explained that even though a game could be played for a short time, it would be hard to do so since he needs time to warm up and really get into the game. This shows two things; firstly, that once people start playing, it is hard to stop right away. Developers are using this fact by offering daily quests or other rewards to motivate the player to start playing, knowing they will probably continue once started. Secondly, it shows that the player does not just wish to play, but also wishes to immerse into the game and experience flow.

“I think maybe like, to play more for the first session is going to (warm up). And then you get in the game and immerse to the game and want to play more, (and so more).”

(Interview Player 2, Paragraph 130)

However, daily quests can also cause frustration instead of enjoyment when seen as duty rather than a motivation. Player 3 explained that in World of Warcraft, the daily quests offered would take a rather long time although valuable, making them feel more draining than rewarding.

“But like, in 'World of Warcraft', they could have "dailies" that you do for -hours-, that you -had- to do EVERY day to get the reputation and you'd have to do it every day for like, a month or two months, I don't know. And then it was very frustrating, cause then you would be like, if you have been out, having fun, you came home and it's like eleven, you're like "Oh no, I have to do my "dailies" today...". You know then it becomes a "have-to". (..)”

(Interview Player 3, Paragraph 45)

It seems that when the feels that the game decides how much time they must spend on it, instead of the player being in charge themselves, a game becomes a duty rather than entertainment. Player 3 also explained that once this “forced” motivator disappeared, she was left without motivation, not knowing what to do. This shows that since the motivation to come from the game itself but not from inside the player, the player had no actual reason to continue once the pressure was gone. To continue the game then, they must find an own, inner motivation, instead of having such from the very beginning.

“And then you worked (all through them) and then you didn't have to do them anymore and then the game was like, ok, now what?”

(Interview Player 3, Paragraph 45)

But as described before; daily quests don't have to lead to feelings of pressure or frustration. Player 3 also stated that this feeling of duty is something she didn't feel when playing “League”, since the dailies were short and neither of such importance for the game itself.

“I get happy when- generally I'll get happy when I have "dailies" [daily quests/achievements], cause I'm like "Oh, I can get gold, that's fun!". I am very glad they added them in this particular game. (...) But it happens that I don't do them for more days than three days here. Like, in exam periods for instance, maybe I don't do them for a month. And it's not like I go "No:, I have lost 60.000 gold on it!", you know?”

(laughs) I just "E:h, ok I missed one". So it's not very stress for those [dailies in League], it's more a motivator in that particular game."

(Interview Player 3, Paragraph 46)

Player 3 has experienced both bad-made daily quests and well-made daily quests. This shows that when done right, they can be an additional motivator rather than becoming a duty. Letting the player decide how much time they're willing to spend in-game each day seems essential in keeping them motivated rather than pushed to play.

The flexibility of the actual playing time was stated by both player 2 and 5 to be one of the main reasons they're both enjoying the game "Overwatch". The time varies from five minutes to several hours, depending on playing mode and the number of rounds one is willing to play. This leaves the player in charge, allowing them to decide themselves how much they're willing to play each day.

"Yeah, this game can go- you can play it for five hours, it won't, the shortest ones are you can play like five, ten minutes, so it's entirely, entirely up to you."

(Interview Player 2, Paragraph 56)

"I like that they're short. And just, having them going on forever would be too much and too intense."

(Interview Player 5, Paragraph 197)

Player 2 also mentioned another factor when deciding on play time; socializing. When playing with others, short playing session would feel too short to enjoy them together. Once you're already planning on playing together, they wish to spend some time together so it won't feel rushed.

“(...) I think playing for just five to ten minutes with a friend would be kinda strange for a friend too? (laughs).”Hi, okay bye!” (laughs)”

(Interview Player 2, Paragraph 128)

Being able to play with friends can also increase the playing time. Player 5 said that if she could play with others, she would play more, since it would combine playing with socializing.

I: If you would play with friends, would you play more than you're playing now?  
P5: Yeah. (...) Because then I will be more social, and that's great. (...)”

(Interview Player 5, Paragraph 180 - 181)

Feeling the need to play more than five minutes a day also applies when trying to advance in the game. Practice needs time, which both player 2 and 5, and especially player 4 mentioned. Player 4 himself has spent around 300 hours playing one of his favourite, which makes him feel proud because of his skilled use of the controls as well as his skills in-game.

I: So even though [Overwatch] pretends to be a "coffee-break"-game..=

P2: =Mhm (nods)= #00:28:05-0#

I: =...it's actually not made for a coffee break? #00:28:07-0#

P2: No, I don't think so, at least if you're playing it seriously or competitive.”

(Interview Player 2, Paragraph 131 - 134)

I: So, it hardly happens that you play just one round?

P5: Yeah. Because then I wouldn't get enough experience points! (laughs)”

(Interview Player 5, Paragraph 204 - 205)

Although the time player 4 spend on his game would suggest him spending several hours a day, he usually plays maximum an hour, while still having to play a half hour at least.

“jo æ e vel kanskje innom 'Guild Wars' en sånn, ja time, maks en time da, hver dag. Eller ja, altso de dagan æ ikke har tenkt å spill leng, so e æ kanskje en liten halvtime time i 'Guild Wars' uansett.”

(Well, I'm in “Guild Wars” about one, yes hour, max one hour, each day. Or yes, the days I did not intend to play long, so am I maybe spending a half hour in “Guild Wars” still.)

(Interview Player 4, Paragraph 72)

This shows that to become good at an online game, the player doesn't have to play several hours, or when not even feeling motivated to play as described by player 3. Over time, all players improve, without feeling like having to make sacrifices to the game.

**Technology:** Which technology was needed to play online games.

All players have access to the technology needed to play their favourite online games, whether it is a computer or a gaming console. Players 1, 4 and 5 mentioned that using headsets when playing can improve the gaming experience, although for different reasons. For player 1 it would be easier when playing with his brother to avoid sound overlay. Player 4 gets advantages from hearing in-game sounds better which tend to be silent. Player 5 stated that being able to speak with other players directly would make planning and playing together easier as just through in-game gestures or speech.

“Vanligvis så bruker jeg headsett da, for å, for det er veldig viktig å hør når det kjema fiende bak rundt hjørnet og sånt og du hører fotsteg og sånt.”

(Usually I'm using a headset, to, because it's very important to hear when an enemy comes around the corner and such and you hear footsteps and such.)

(Observation Player 4, Paragraph 490)

“I would be much more easier to plan and have an actual strategy by talking to each other, as that would be possible just with "Thanks", "Understood" and "I need healing". (snickers)”

(Interview Player 5, Paragraph 189)

Other resources mentioned by two players were money. Player 3 wouldn't want to spend money on the game for in-game characters, but rather spend more time instead.

“(…) then it can be like "Oh fine, let's just do it.", just to be done, because you get gold for the quests and for that gold you buy (.) heroes, to play with. So, to like advance in the game, or like, to be able- you can buy them for real money, too. But, I don't wanna waste real money, so...”

(Interview Player 3, Paragraph 2)

Money also plays a role whether to play a game at all. Player 5 said that at first, she wasn't willing to spend money on the game she played, but then eventually did when it was on sale.

So, although not having much influence on the player, money can play a role on how and whether people play online games.

### **5.3.3 Correlations of the Online Games and Player Categories**

In this section, correlation between what is offered by online games and which abilities the player owns will be explained here.

#### **5.3.3.1 Achievement component/ Rewards**

The achievement component described what people seek when playing online games while basing their motivation on making achievements. The rewards are offered by the online game through points, badges, achievements/quests, gifting, levels and in-game items.

Gathering those rewards over time allows the player to progress over time. The better or stronger you are, the more you can explore the gaming world, and the more enemies you can win against, receiving even better rewards. It seems to be build up like spiral, where the player gets constantly rewarded and kept motivated throughout the game. At the beginning, the player gets rewarded quickly and often, which is also important to make the player want to play the game to begin with (Cheung et al., 2014). Later, the game offers such rewards less frequently, and instead provides feelings of reward by giving the player more possibilities to explore the game with new quests, areas, enemies etc.

All players said that they felt rewarded through the achievements and rewards offered by the game they played. The more rewarded the player feels while playing, the more likely they'll want to carry on playing, seeking for more. That way, the player continues playing the game and might even suggest it to a friend to share the gaming experience.

Player 1 stated that finding in-game rewards (items, weapons) was the most excited part of playing, because there so many and at so many different (random) places. So, although he felt weak as he was just a beginner, he was enjoying the game through collecting loot laying around everywhere. Player 2, who was also a beginner, was rather confused by the game rule-set as well as the individual controls of each character. Yet, he was eager to gradually learn about the mechanics of the game, allowing him to improve over time. Player 3 enjoyed finding chests in the game, as well as winning over enemies as well as the end-boss of each round. Player 4 enjoys the challenge and the rewards received when overcoming all difficulties. Player 5 really likes boxes, completing achievements and earning badges. Although she likes them so much, she only wants to receive those rewards when she played well and felt she deserved them, not randomly without an actual accomplishment.



Rewards must be comprehensible and justified; players want the value of the reward to equal the difficulty of the challenges. The more a game can satisfy the player's need for advancement, mechanics and competition through its rewards, the more likely the player will feel motivated to play the game.

### **5.3.3.2 Social component/ Socializing**

Socializing is offered by online games, as well as it is highly desired by players. Adding the possibility for players to communicate and interact with each other is the main feature of and strength online games. It adds an extra dimension to the game which most offline games and all single-player games lack. Here, the player decides whether they take the initiative to get to know others, or rather strolls around the world by themselves, surrounded by strangers.

From the observations and interview, it is clear to see that all players have the ability and wish to connect with others via online games. All players feel motivated to play online games to socialize and play together with other players, whether they are friends, family or strangers. They like being with others, with one player looking forward to get know strangers (player 5), while others preferred to play with people they know (player 1 and 3).

Player 1 is looking forward to play together with his brother becomes it enhances the playing experience, making it more fun to play. He likes to work in a team, knowing that together you can achieve more than by oneself. Additionally, he can spend time with brother who lives far away, building memories in the process. Player 2 was surprised when other players started interacting with him, making him happy to have to the chance to play together with and support them. Although being new to the game, he soon felt appreciated by another player, looking forward to having the chance to play as a team again for another round. Player 3 stated that, although socializing is the main reason for her to play online games, she perceives doing so also as stressful when things aren't going smoothly. Socializing with others in online games can affect her both negatively or positively. This could be a reason players sometimes prefer to not get in contact with others and rather experience the world alone, although appreciating the "presence" of the players in general (Ducheneaut et al., 2006). Yet, player 3 said she plays online games every day, enjoying the time she spends with her friend, strengthening the relationship and mostly leaving her feeling happier after compared to before. Player 4 really wants to accomplish a goal together with others. He cares for everyone who contributes to get something back, leaving a positive experience for everyone. After

dying, he would wait for somebody else to revive him, watching his unit fight the raid boss. Although he didn't contribute in this fight himself at that moment, he followed the event with interest, hoping he could soon join them again. Player 5 mentioned reasons to experience playing with others as stressful as well. When first starting to play online games, she wasn't sure to expect. However, she experienced the other players to be just people like herself who happen to play the same game. Situations where other players are demanding for her help without supporting her still leave her annoyed, putting a damper on her playing experience. Yet, she's still looking forward to meet players who appreciate her as a team member and work well together.

All players turn to online games to socialize, build up relationships and feel rewarded through accomplishing goals together as a team. All players desired to contribute with their own skills to the team, wanting everyone in their team to have a good playing experience. Yet, when not feeling like contributing or reaching out to fellow players in the game, they can still enjoy the game by watching others in the game world without interacting. Whatever degree of social contact the player is looking for, online games offer features and mechanisms to make players enjoy their time together, without demanding the player to socialize in the first place.

### **5.3.3.3 Immersion Component/ Immersion**

Immersion makes players forget about their outside world, focusing completely on the game. To make immersion easier, many online games let the player to customize the avatar as they please, allowing them to make their avatar another version of themselves.

All players have felt immersion to some extent while playing online games. This was perceived in the observations when players made a motion along to their avatar's movements. At some point, all players moved their bodies unconsciously, either by moving back or to the sides, shaking, slightly jumping or leaning in closer when pressing forward quickly. Another sign for immersion was the moment players stopped moving entirely, solely keeping their focus on the game.

Player 1 was the player who experienced the most immersion. He moved along a lot while playing, sometimes even playfully acting and talking like his main character. Moving around in an open world, discovering secrets while enjoy the story is what he likes the most about playing online games. Player 2 wants to explore the world the most when playing games,

discovering how everything works and comes together. He wants his character to look strong and fitting his general playing style which he established through playing many different online games. Through immersing into the game world and its rule-set, he experiences most satisfaction. Player 3 enjoys role-playing while playing online games, also by talking to her friend. She seems to easily immerse into her main character, feeling empathy for whatever happens to them. Player 4 focused a lot on the screen while playing, especially when playing Counter Strike with its fast-paced gameplay. On the other side of the scale he played “Guild Wars”, a typical MMORPG game. Here, he has his own customized avatar, saying that he likes to play this game to relax after work, making him forget about real life for a while. Player 5, favoriting a character who is a lot like her personally and in regards of outside appearance, likes that all characters of her game are individual, allowing her to choose a favorite in the first place (With only one main character, or several of the exact same kind, there’s no choices to make). She likes to have the choice to choose the character who fits her the most, not having to accept a given set of characters who she can’t identify with.

Immersion makes the player experience games to the fullest, while at the same time, giving them the chance to take a break from reality. The more the player can identify with the character, the more easily they can immerse into the game, feeling like they themselves are inside the game world creating their own story. This makes the player feel passionate about playing, making them forget about time and place while getting lost in the game world. This is when online games satisfy the player’s need for escapism, role-playing, customization and discovery, helping the player to get energy from playing, leaving them positive to face the challenges and problems of their real life.

All players showed signs of immersion. Interestingly, it didn’t matter whether the player was new to the game, or experienced. With player 3 as an exception, all players showed equally many signs of immersion, with a rough average of 22 signs. Whether this would also be the case with other games, is unknown. Yet, all these games have in treat in common: all were chosen by their respective player because they knew they would enjoy playing them. This shows that when a player likes a game, it is very likely they will feel immersion when playing them.

**New PEC: When a player likes a game, they are likely to feel immersion while playing.**

#### **5.3.3.4 Brain Stimulation**

Our brain reacts and gets used to the stimulations coming from video games. It associates the feeling of happiness with the act of playing, which eventually will make the player want to play more.

**Stimulation of reward center:** No physical data was collecting through the observations or interviews.

**Sequence of motor activities:** The controls of each online game are alike, but not the same, leaving it up to the player how well they adopt to the new controls. Having the same combination throughout several online games, makes it easier for the player to make use of their muscle memory in regards of the controls. Using these controls makes the player feel rewarded, since they are associated with good feeling (playing online games).

All players felt a feeling of mastery and competence when being skilled at using the game controls. They would feel more effective when using the controls, both when pushing the buttons more often as necessary, as well as when timing their actions right. Combination and combos inside games would make them feel rewarded, either through defeating their opponents efficiently and elegantly, or by experiencing a skilled body control while playing games. Feeling good at gaming, including the controls, made the players continue playing, trying to improve their physical skills even further by automating them.

#### **5.4 Primary Empirical Conclusions**

From the data laid out in section 5.4, the primary empirical conclusions (PECs) can be drawn, based on the hypotheses of pre-study in section 5.3. These PECs will be used to compare the pre-empirical results to the existing literature, as well as when presenting the implications of chapter 5.

Hypothesis 8 and 9 were not a topic of the main study. Therefore, they couldn't be confirmed through the main study and thus won't be turned into PECs. However, being important results from the pre-study, they will be kept as hypotheses.

**HYP8 - > HYP1**

**HYP9 - > HYP2**

All other hypotheses were confirmed through the main study, so they will be turned to primary empirical conclusion. Also, new PECs found through the main study will be added to the final list.

Here is the summary of all PECs and hypotheses:

**Primary empirical conclusions:**

**Socializing:**

PEC1: Players enjoy sharing gaming experiences with people they know.

PEC2: Players take a more passive role when new to a game, while taking a more active role when used to a game.

PEC3: Players take a more active role around people they know.

PEC4: Players take a more passive role around strangers.

**Balance principle:**

PEC5: The balance of increasing challenges and in-game progression is important for all players.

PEC6: Passing frustrating situations are more rewarding than passing easy situations.

**Sequence of motor activities:**

PEC7: Players chose their controls after what they are used to.

PEC8: Becoming good at using the controls is rewarding for the player.

**Player's emotions:**

PEC9: Players feel more engaged when playing with friends.

PEC10: Players like to feel both enjoyment and suspense while playing online games.

PEC11: Players stop their playing session because of obligations of real life.

PEC12: Players quit games as soon as they turn boring.

### **Achievements:**

PEC13: Achieving something in a game increases player motivation greatly to continue playing.

PEC14: Players want to accomplish achievements in online games.

### **Immersion:**

PEC15: When a player likes a game, they are likely to feel immersion while playing.

### **Hypotheses:**

HYP1: Players play in groups for fun, while playing alone for relaxation.

HYP2: Players start playing because of curiosity, relaxation or boredom.

## 6 Discussion and Implications

This chapter will summarize and discuss the results found through the case studies in this thesis. The discussion will revolve around the PECs from the previous section (5.5) and what kind of theoretical implications and practical implications they have.

### 6.1 Reflection of Findings

The findings of both the literal review and the case studies list various factors which influence the player's perspective of reality when feeling harmonious passion about online gaming.

In the pre-study the main reasons to start playing emerged, namely because of curiosity, desire for relaxation, or boredom (HYP2). It is interesting how boredom seems to be both the reason to start playing, as well as being the reason for them to quit playing a game for good (Baker et al., 2010).

Through the main case study, it emerged that all players felt immersion while playing the online games they choose and liked. Whenever a player feels immersion, they experience the feeling of flow and forget about the events around them (Weibel and Wissmath, 2011). By focusing solely on the game, the player can take a break from real life, which helps them to regain energy (Hellström, 2015). This way, online games can help to clear the player's mind as well as making them feel more successful in life through being successful in-game (Hellström, 2015).

In order to create a passion, it must cause rewarding feelings (Vallerand, 2010). Here, it can be useful for games to be short. If the player has little time, they might be reluctant to start playing games like "World of Warcraft". It takes time for players to immerse into the game, also will the player need more time than a few minutes to complete quests or similar. On the other hand, when games are divided into short rounds like "Overwatch", players know they have the chance of winning soon, within just a few minutes of playing. This makes it more attractive to start playing, especially when they have little time available. With short rounds, it is also less time consuming to play another round when not winning or not feeling rewarded right away, making it more likely for the player to try again. Once they've started playing, minutes can easily turn into hours, depending on the self-regulation ability of the player (Seay and Kraut, 2007). Thus, about the same amount of playing time which would have been spent on an open-world game, would be spent on a game based on short rounds.

When being asked whether “Overwatch” was being “addictive” (as used in everyday speech, not as defined in this thesis), player 2 summarizes his point of view on round-based online games and their advantages well:

“Yeah. (.) I will say so because the game sessions are so (very) short, there are like (quite some) enemies, and you can change the pace of the game whenever you want or, at least, between lives I guess. I think also you can go back to the base and change characters but I haven't tried that yet. But you can change characters almost anytime you want, because when you die you may want change character (laughs). So... (...). I like to call these games like his coffee break games, because you can play once session like 10 to 15 minutes in your coffee break. And you can change the pace however you want, you can play the game however you want. And I think, small short games like that can become kinda addictive, yes.”

(Interview Player 2, Paragraph 46)

In this case, the player was not asked, nor was talking about, a serious game addiction, but rather a passion (or even temporary obsession which flattens out over time), which the player would feel for the online games described by him. Yet, player 2 is still making clear that short games have features which can be very attractive for the player, to the point which make playing them hard to stop. Of course, on the other hand, the success of open world games like “World of Warcraft” cannot be denied (Van Rooij et al., 2011). Having a game which is *not* divided into rounds, thus not signaling a clear “ending” to the player, makes it easy for players to continue playing and thus engage longer – and probably more? - into the game. Another important aspect which player 2 mentioned was the pace of the game which could be influenced by the player themselves. This can be seen as part of the balance principle; when wanting less close-up combat, the player can choose a supportive character, thus avoiding most fights with enemy team. They could also change from a big, strong but slow character to one with a lot of speed which demands a more strategic approach. This was, the game changes according to the player, balancing out the difficulty, as well as the aspects of the game which the player doesn't want to deal with now. Of course, the balance principle is found in most online games, whether they are round-based or open-world games.



Important when talking about addiction and passion is to define how each would affect the player. When having a passion for online games, people feel motivated, but not obligated to play. This shows harmonious passion and not obsession (Lafrenière et al., 2011). Since obsession shares many negative traits with addiction, it should not become a permanent state for players in regards of online gaming. Whether a player feels motivated to play or perceives it as a duty is only divided by a thin line, which player 3 explained very well. When still playing WoW, she would feel obligated to do the daily quests, since they were needed to establish reputation in the game as well as making progress as a beginner. On the other hand, she didn't feel this way at all about the daily quest in the online game League. Here, the daily quests only work as a motivator to play. Unlike in Wow, not doing them for a while won't leave her frustrated. This means that the daily quests in League don't play as an important role as the daily quests in WoW.

“But like, in 'World of Warcraft', they could have "dailies" that you do for -hours-, that you -had- to do EVERY day to get the reputation and you'd have to do it every day for like, a month or two months, I don't know. And then you worked (all through them) and then you didn't have to do them anymore and then the game was like, ok, now what? And then it was very frustrating, cause then you would be like, if you have been out, having fun, you came home and it's like eleven, you're like "Oh no, I have to do my "dailies" today...". You know then it becomes a "have-to". (..) But it happens that I don't do them for more days than three days here. Like, in exam periods for instance, maybe I don't do them for a month. And it's not like I go "No:, I have lost 60.000 gold on it!", you know? (laughs) I just "E:h, ok I missed one". So it's not very stress for those [dailies in League], it's more a motivator in that particular game.”

(Interview Player 3, Paragraph 45)

This example shows very well the difference between a passion (enjoying to play) and signs of addiction (feeling pressured to play) (Van Rooij et al., 2011). Both games have daily quests, that way offering daily rewards to the player. Yet, the effect of both games was very different, with one game frustrating the player, while the other caused the actual motivation it was implemented for. Depending on how the rewards game element is implemented in the

game, the player's perspective of reality is altered, by giving the online game a bigger importance in life as the player feels comfortable with.

## **6.2 Theoretical Implications**

Per the theoretical framework created, there are several correlations between what an online game offers and what the player desires in an online video game. It is based on the game elements model provided by (Järvinen, 2007), as well as the theories behind the effect of rewards on players (Richter et al., 2015), (Cole et al., 2012). The reasons behind players passion for games has been gone through, including the analysis of different motivational motives (Hellström, 2015), (Yee, 2006) as well as their personality (Van Rooij and Prause, 2014). Both the pre-empirical data as well as the empirical data collected supports the framework created.

Several studies have shown that games which support player interaction are some of the most popular games, because the socializing offered by those games appeals to many (Van Rooij et al., 2011), (Pfeiffer, 2012). This is also implied by PEC1, PEC3 and PEC9 found in the case studies. Players like to share gaming experiences with both real-life and in-game friends, turning the game more enjoyable for them. Playing with friends also makes it easy for players to speak freely and making suggestions about the next in-game actions.

PEC2 states that players take a more passive role when new to the game, while being more active once they grew used to it. To reach this point of confidence, the player should be used to the game. To do so, games are designed to reward the player quickly after having started the game, making them want to engage themselves more in the game (Cheung et al., 2014). Furthermore, once they player has made a few achievements in the game, players feel more motivated to explore more of the game and reach out to others (Yee, 2006). This implies that players who are experienced at an online game, or more like to take charge while playing.

While playing with others, players tend to be more open and active with people they know as with strangers. Coupled with this, PEC4 presents the statement that players are more passive around strangers. Players might feel insecure with people they don't know since they cannot predict their reactions. Yet, it is suggested that players still enjoy the presence of other unknown players around them, without feeling the need to interact with them or contributing to their conversations (Ducheneaut et al., 2006). With strangers, players don't see a reason to

talk, neither feeling obligated to do so. This is what makes it easier for the players to relax and enjoying the game by themselves while still enjoying the presence of others. This leads to the implication that even though players are more passive (and probably insecure) around strangers, they can still enjoy in their presence when not obligated to directly interact with them.

There are three main reasons why players are motivated to play: Achievements, socializing and immersion (Yee, 2006), (Hellström, 2015), (Bartle, 1996). All those can be satisfied by playing online games. The influence of socializing has been mentioned above. Furthermore, making achievements in games affects the player's motivation (Cheung et al., 2014). PEC13 and PEC14 state that making an achievement is desired and increases motivation immensely. This leads to the implication that the more achievements a player accomplishes, the more motivation they will feel to play. Lastly, immersion is important to players and a desired state to experience (Sweetser and Wyeth, 2005). PEC15 states that to experience immersion, and thus flow, the player must like the game they're playing. From this emerges the implication that the more a player likes a game, the more immersion they will experience.

As stated by PEC12, boredom has been named as one of the main reasons to stop playing (Baker et al., 2010), (Chumbley and Griffiths, 2006). One would think that negative feelings, such as e.g. frustration, would cause players to stop playing online games, yet they do not (Baker et al., 2010). So, once a player feels bored by an online game, they will stop playing it, even if they used to enjoy it before. This would be the case when e.g. they've discovered the whole game world or when people they used to play with stop doing so, leaving the player behind. The counterpart of boredom is stated in PEC10, saying that players like to feel both enjoyment and suspense while playing. Both enjoyment and suspense are signs of being emotionally engaged, while boredom shows signs of lack of interest (Baker et al., 2010) When combining PEC10 and PEC12, they create the implication that players like to be emotionally engaged in online games, irrelevant whether those feelings are positive (e.g. enjoyment) or negative (e.g. frustration).

PEC11 states that a main reason to stop playing is having to deal with obligations of real life. This leads to the implication that all players who have enough self-regulation to limit their playing time, are unlikely to become obsessed with playing online games (Seay and Kraut, 2007). This is shown through their control over their own gaming behavior, on contrast to what people experience through obsessive passion (Vallerand, 2010). Furthermore, finding

playing both enjoyable and important, whilst investing both time and energy, is a sign of experiencing harmonious passion, which is associated with adaptive outcomes (Vallerand, 2010). Fittingly, PEC6 leads to the implication that players are passionate about their games, supported by the fact that they are also willing to endure negative feelings without letting it affect their motivation. This is based on the findings of the main study that players like playing online games although feeling frustrated occasionally. Being passionate makes people want to engage in the respective activity even while suffering, which is a feeling “in line with the etymology of the word passion (from the latin “passio” for suffering)” (Vallerand, 2010). This mindset is typical when feeling passionate about an activity (Vallerand, 2010), distinguishing it clearly from a hobby which’s main purpose is relaxation. Likewise, PEC15 leads to the same implication, since passion is leading to feelings of flow, which is an essential part of immersion. Interestingly, to achieve a state of flow, people are also willing to accept difficulties or even dangerous situations (Csikszentmihalyi, 1991). This makes it clear that passion, immersion and flow are closely interrelated and affecting the player’s motivation.

The success of many games has often been explained with their ability to increase challenges while the player improves their strengths (Hunicke et al., 2004), (Wu et al., 2013), (Richter et al., 2015). This statement is described in PEC5. Increasing the difficulty is essential to keep the player entertained over time. Therefore, it is implied that players want the game to progress in the same way, and pace, they do to avoid boredom and monotony.

When playing games, the players want to be able to focus on the game play while enjoying the story, without having to think too much over the controls behind the game (Sweetser and Wyeth, 2005). To do so, it is helpful to use the same controls for new games which players have already grown used to from former games. This is proposed by PEC7, stating that all players prefer to choose the controls they already grew used to. This leads to the implication that players are more likely to play online games which allow them to use controls they’re already familiar with. Additionally, PEC8 implies that players feel rewarded when becoming good at controls. Here, it is more likely to become good with well-known controls than “starting from scratch” with new ones. This implies that it easier for players to feel rewarded through the games controls when already being used to them to begin with.

All peccs and their implied theoretical implications are summarized in the table below.

| PEC(s)           | Theoretical Implication                                                                                                                         |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| PEC1, PEC3, PEC9 | Games supporting player interaction are some of the most popular, because their socializing feature appeals to many players.                    |
| PEC2             | Players who are experienced at an online game, or more likely to take an active role while playing it.                                          |
| PEC4             | Even though players are more passive around strangers, they can enjoy their presence when not obligated to directly interact with them.         |
| PEC5             | Players want the game to progress in difficulty as they progress themselves to avoid boredom and monotony.                                      |
| PEC6             | Players are passionate about playing online games when they are willing to endure negative feelings without letting it affect their motivation. |
| PEC7             | Players are more likely to play online games which use controls they're already familiar with.                                                  |
| PEC8             | It is easier for players to feel rewarded through the games controls when already being used to them.                                           |
| PEC10, PEC12     | Players like to be emotionally engaged in online games, irrelevant whether those feelings are positive or negative.                             |
| PEC11            | Players who have enough self-regulation to limit their playing time, are unlikely to become obsessed with playing online games.                 |
| PEC12            | Even if a player enjoyed an online game before, once it has become boring, they will turn away from it.                                         |
| PEC13, PEC14     | The more achievements a player accomplishes, the more motivation they will feel to play.                                                        |
| PEC15            | The more a player likes a game, the more immersion they will experience.                                                                        |

***Table 6-1 Theoretical implications***

### 6.3 Practical Implications

Based on the primary empirical conclusions it is possible to not just suggest relevant theoretical implications, but practical implications as well.

Knowing that players enjoying sharing gaming experiences with people they know (PEC1), being more active around them (PEC3) as well as being more engaged (PEC9), leads to the implication that players form a team with friends rather than with strangers. When a player found a game they like, they'll recommend to their friends who then might be willing to join them online. That way, they can play together and experience the game together as team.

PEC2 states that players taking a more passive role when new to a game, becoming more active once they grow used to it. Together with PEC3 and PEC4, it is suggested that new players tend to play alone, while experienced players are more likely to play in teams. When working together with others as team, strengths and knowledge can be combined, leading to bigger accomplishments. Yet, since new players are still learning the game mechanics and usually start with little skills or low level, they are more likely to focus on improving themselves first before turning to join a party. Once feeling confident with the controls and rules, they have probably started to grow comfortable with community as well. This will make it easier for players to approach others actively and start socializing more.

PEC6 states that overcoming frustrating situations leads players to feel more rewarded than overcoming easy situations. After facing difficult situation compared to smooth game-play, players are feeling skilled and as making a bigger accomplishment (Richter et al., 2015), (Lafrenière et al., 2011). This seems to fit human nature well; the more work and time invested, the more value it holds to us. In most games, the player must fight enemies or overcome other obstacles. When reaching a certain point, they must face a "boss", an enemy stronger than the enemies they've met before. Although this boss is often powerful and hard to overcome, players are often looking forward to fight them, as winning will let them progress in the game. Also, boss fights are a welcomed change from the regular enemies, as well as tending to leave behind valuable and/or rare rewards. This fits with the statement of PEC6, and implies that players are willing to do difficult tasks to make progress and feel more rewarded by the game. Therefore, players will feel motivated to do boss fights, even in though they are more difficult and often time consuming, too.

PEC7 states that players chose their controls after what they are used to. This implies that, once a player grew used to their gaming controls, they stay loyal to it. Changing to, and thus

learning, a new set of controls needs both effort and time. This way, they can start playing right away, without having to worry or think about the physical controls. Therefore, players stick to the controls they have always used, avoiding having to learn a new control system. This also suggests that players stay away from gaming systems which work with a different set of controls. Many players prefer keyboard and mouse to controllers, and vice versa, making them choose their games accordingly. Interestingly though, when a study made players switch gaming controls, the result was that players “experience more usability issues and consider themselves more challenged, but report an equally positive overall experience as players on their comfort platform.” (Gerling et al., 2011).

While new to the game, players prefer observing other players and learning from their behaviors. Thus, by taking a more passive role, they have time to fully focus on others. This makes them take a more passive role at first, which changes as soon as they are used to how the game works as well as the game community (PEC2).

For all players, it was important that the game continues to be challenging over time (PEC5). They enjoyed growing stronger and more skilled in the game, but without having the challenges grow with them, the game would be too easy and boring. This makes this game mechanic a very essential one, as boredom in gaming should be avoided at all costs. Practically, this implies that players choose games which use the balance principle over games which do not, since they will eventually turn their back on the games they consider boring.

As stated before in chapter 6.2, when combining PEC10 and PEC12, they create the implication that players like to be emotionally engaged in online games, irrelevant whether those feelings are positive (e.g. enjoyment) or negative (e.g. frustration). This leads to the practical implication that once a player feels emotionally engaged in online games, they will continue playing the game for as long as the player stays in this condition. (Here, the word “continue” implies playing for a longer period such as days, weeks or more, not just referring to one playing session). There is no reason for a player who likes a game and feels engaged in it to stop playing.

Per PEC11, the main reason for players stop their playing session is because of obligations of real life. When playing online games, it is easy for the player to forget about their problems of everyday life (Yee, 2006). Actually, playing online games can even be helpful in getting the necessary energy to deal with those problems eventually (Hellström, 2015). Yet, players who

are obsessed with online games will neglect their job, school, etc. to have more time to play. Once obsessed, the player is no longer able to self-regulate themselves. This leads to the implication that players who stop their playing session because of obligations of real life, are capable to set priorities and to self-regulate themselves. This shows in the main study, where players stated that when not having enough free time, they would decrease their time spend on online games.

According to PEC14, players want to accomplish achievements in online games. Therefore, online games offer many kinds of achievements, from collecting items to carrying out big quests. Feeling rewarded by the game gives the player the feeling of having done something right, generating a feeling of mastery and control. Therefore, when a player starts playing a game for the first time, they should be rewarded soon after they started playing, making players feel motivated to engage further into the game (Cheung et al., 2014). This leads to the implication that when being rewarded quickly after playing an online game for the first time, players are less likely to quit right away.

Finally, PEC15 states that when a player likes a game, they are likely to feel immersion while playing. Interestingly, according to PEC9, players feel more engaged when playing with friends. This would lead to the implication that when playing with friends, players would engage more in the game, and thus feel more immersion. This would also support the fact that one of the main reasons for the success of online games is socializing. This does not just allow for teamwork, strengthening relationships, and socializing, but would also make it more likely for the player to immerse into the game, experience flow and thus feeling motivated to play more (Wan and Chiou, 2006). Experiencing the game together will not only strengthen their friendship, it will probably make the online game feel “more real”. Since the player does not experience the game solely by themselves, but additionally receive the confirmation from their friend(s) that they are seeing and experiences the same, it makes it even easier to escape the real world.

The PECs and their practical implications are listed in the table below.



| PEC(s)                    | Practical Implication                                                                                                                           |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| PEC1, PEC3,<br>PEC4, PEC9 | Players form a team with friends rather than with strangers.                                                                                    |
| PEC2                      | When new to an online game, players tend to play alone, while experienced players are more likely to play in teams.                             |
| PEC5                      | Players choose games which use the balance principle over games which do not.                                                                   |
| PEC6                      | Players are willing to do difficult tasks to make progress and feel more rewarded by the game.                                                  |
| PEC7                      | Once a player grew used to their gaming controls, they stay loyal to it.                                                                        |
| PEC10,<br>PEC12           | Once a player feels emotionally engaged in online games, they will continue playing the game for as long as the player stays in this condition. |
| PEC11                     | Players who stop their playing session because of obligations of real life, are capable to set priorities and self-regulate themselves.         |
| PEC13                     | Rewarding the player makes them continue playing over time.                                                                                     |
| PEC14                     | When being rewarded quickly after playing an online game for the first time, players are less likely to quit right away.                        |
| PEC15                     | When playing with friends, players will engage more in the game, and thus experience more immersion.                                            |

*Table 6-2 Practical implications*

## 7 Conclusions

This thesis has examined the effect of game elements on the player's experience of reality in online gaming. Chapter 2 introduced the key concepts used in this thesis, defining the meaning behind the terms used in this paper. It also gives a brief background of the history of video games. Chapter 3 showed the framework which emerged itself from this study and literature review. Game elements and their role in online video games have been explained, examining the essential elements needed in a game in more detail. Also, the player experience while playing was analyzed, as well as it generated a general picture of the average gamer, based on empirical data. Chapter 4 presented the pre-empirical and main empirical research and its data collecting methods, the coding system as well as the data analysis. Chapter 5 held the pre-empirical and empirical results, which emerged after all questionnaires, interviews and observations have been conducted. In total, 14 players were interviewed and their answers were analyzed and compared to the theoretical framework, with five of them being observed for one playing session. Chapter 6 held the discussion and implications based on the pre-empirical and main empirical results of chapter 5.

In this chapter, the conclusions achieved throughout the thesis will be explained and discussed. In section 7.1 the research questions will be answered, while section 7.2 lists research limitations and section 7.3. offers further research suggestions.

### 7.1 Answer to Research Questions

The research question of the thesis is: The main research question of the thesis is: *How do game elements support players to experience harmonious passion and thus lose focus of reality?* To answer this question, a theoretical framework was created and then validated against pre-empirical and empirical data collected via two case studies, improving the framework in the process.

Game elements support players in experiencing harmonious passion by satisfying the player's motivational components, which are social, achievement and immersion. Also, does the influence of online games on the player's brain stimulation play a role on whether the player feels harmonious passionate or addicted. Players who are addicted to playing online games experience a different brain stimulation than people who do not suffer from the addiction (Hong et al., 2013). The player's motivation, most of the game elements and the brain

stimulation are all listed as correlations between the player and online games, as shown in the theoretical framework.

The pre-empirical and empirical data collected support the theoretical framework created. The main reasons which made players enjoy games were socializing and being rewarded, as well as overcoming increasing challenges throughout the game. Since each game was playable, the essential game elements, *components, environment, game mechanics* and *rewards*, are given. The three game elements used in the framework and which are essential for online games in particular, are *socializing, reward* and *game mechanics*. Those three were also the game elements players felt most attached to in online gaming. Being with other players and friends, as well as getting something back for the work and effort they put into the game, made gaming a daily habit. None of the players interviewed intended to stop playing, but instead said it was an activity they always would look forward to. This indicates that playing games is one of the player's passions. Since the players could control their gaming behavior, this passion is defined as harmonious.

In the framework, the online game side holds the features of the game elements which each online game has. The player side shows the players own features, which they value, want and are capable of controlling. When an online game offers the same features the player values or wants, then the game is appealing to the player. The game elements of online games which satisfy the player's motivation to play are collected in the correlation column. The more of the player's wants and needs are found in the actual game, the more they will engage in it. Therefore, by using the right game elements in a game, the player will feel harmonious passionate about the video game consisting of these game elements.

## **7.2 Research limitations**

In this section, the limitations of the research will be discussed.

With 14 people in the pre-study and five people in the main study, it is clear that the hypotheses and PECs can hardly apply to all online video game players in the world. Although the case studies conducted can be seen as reliable, it is still a rather small size which cannot represent a generalization. Additionally, observing players while they're playing games can alter the way how - and how well - they're playing. They are in a personal area while playing online games, in their rooms which are also their safe retreat. Having an

observer “infiltrate” this very personal space easily effects the player and their playing performance or style. Even if players forget about the observer in between, they’re still sharing a personal and small space with someone they hardly know.

On the other hand, it was important to observe the player in their “natural habitat”; moving their computer to a neutral space would have led to even more altered results, plus a lot of additional time and work. Letting players play exactly the way they usually do keeps the original conditions as “real” as possible. Also, even though their personal space is shared with an unknown person, players would still have the “home field advantages”. That way, they were in control, comfortable with their surroundings and owning the authority to anytime cancel the observation and send the observer away.

To overcome the limitations, more data should be gathered in both case studies. More questionnaires and interviews should be conducted to have more participants support and strengthen the thesis. Also, for players to feel more comfortable with being observed while playing, several observations with the same player should be conducted. This would help the player to grow used to the situation, delivering more authentic results.

In summary, more participants and more case studies would be needed to validate all theses more and improve the general quality of the research.

### **7.3 Further Research Suggested**

In this thesis, only online games have been focused on when creating the framework. The effect of other kind of video games will be different, so they would need to be studied in detail as an own study. It seems likely that many evidences found for online games would apply to other games, yet already taking away the online feature of games changes the gaming mechanics and playing dynamics dramatically.

Another important matter in the future will be to see how virtual reality games will alter the player’s perspective of reality. Having an even lesser bond to the real world, it would be suggested to make a gaming addiction even more likely to happen. With virtual reality, it will be easy to get lost in the gaming world even more than today, as well as stimulating the player’s differently as well.

Technology is growing fast, always improving and constantly impressing people all around the world. Hence it is even more important to use it with responsibility as well as in reasonable amounts. Already now does technology, whether it is online games or other devices, taking a big role in our lives. Virtual reality can be very fascinating and supporting in learning, understanding and becoming better in various topics and aspects of life. Yet, when the virtual world takes over, we are at risk of not losing ourselves in the virtual world, but losing ourselves entirely. Therefore, we must make sure to not let our life turn virtual, but instead, keeping it real.

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## Appendix A: Questionnaire of Interview

Please answer all of the following questions using the free spaces. Write down your sex and age here:

Sex: \_\_\_\_, Age: \_\_\_\_

1. What are your favourite games?

2. How much time do you spend gaming, and how much time on online video games in particular?  
(hours per day, hours per week, or both)

3. How long is your average gaming session?

4. Please prioritize all reasons: Which of the following situations makes you start playing online games? Start with the main reason. (you can add other reasons too)

- a. Feeling bored
- b. Seeking relaxation
- c. Feeling obligated to play because of others
- d. Feeling curious about in-game content (events, sales, story, etc)
- e. Feeling lonely

5. Please prioritize all reasons: What triggers your online gaming session to stop? Start with the main reason. (you can add other reasons too)

- a. Tired
- b. Interrupted by others (e.g. your parents/partner)
- c. Loosing
- d. Lack of rewards
- e. Game turned boring
- f. Obligations of real life (e.g. job/tasks/duties)

## Appendix B: Interview Guide

### Version 1:

1. How are you feeling today?
2. What do you feel while playing online games?
3. How would you describe your mood before and after playing games?
4. What was your best achievement in gaming, and why is it your favorite?
5. Think of the last time that you initially wanted to stop playing but did not - what was the reason you continued?
6. How does it affect your motivation when you achieve something while playing online video games?
7. Do you feel more rewarded when everything runs smoothly while playing, or when a difficult or frustrating quest/task finally works out?
8. How important is the balance of increasing challenges with in-game progression for you?
9. How do you think about playing with others or friends compared to playing alone?
10. What is it you're looking forward to when playing together with others/ friends?
11. How often do you get involved actively with other players and how often do you happen to take a more passive role by only watching other players or listening to their chats?
12. What type of controls do you prefer when playing an online game, and why?
13. Do you like to push buttons repeatedly and quickly, or do you rather use the controls as little as possible?

### Version 2:

1. What do you feel while playing online games?
2. How would you describe your mood before and after playing games?
3. Which were your achievements in gaming?
4. Think of the last time that you initially wanted to stop playing but did not - what was the reason you continued?
5. How does it affect your motivation to continue when you achieve something while playing online games?
6. Do you feel rewarded when everything runs smoothly while playing, or when a difficult or frustrating quest/task finally works out?
7. How important is the balance of increasing challenges with in-game progression for you?
8. How do you think about playing with others or friends compared to playing alone?
9. What is it you're looking forward to when playing together with others/ friends?
10. How often do you get involved actively with other players?
11. How often do you happen to take a more passive role by only watching other players or listening to their chats?
12. What type of controls do you prefer when playing an online game, and why?
13. Do you like to push buttons repeatedly and quickly, or do you rather use the controls as little as possible?

# Appendix C: Test Plan

| The Influence of Online Game Elements on a Player's Perspective of Reality |                                                                                                           |       |               |                |          |          |
|----------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------|---------------|----------------|----------|----------|
| Observation Plan                                                           |                                                                                                           |       |               |                |          |          |
| Player ID:                                                                 | Date:                                                                                                     | Time: | Place:        | Warm-up        | Mid-Game | End-Game |
| Communicating                                                              | Speaking (Headphone)<br>Writing (Chat)                                                                    |       | Socializing   | Functional     |          |          |
| Player interacting....                                                     | ...with other players<br>...with game only                                                                |       |               | Non-functional |          |          |
| Collecting in-game rewards                                                 | (e.g. Achievements, Quests, Items..)                                                                      |       | Rewards       |                |          |          |
| Feeling rewarded through gameplay                                          | Expressing feelings of rewarded out loud                                                                  |       |               |                |          |          |
| Experiencing tension                                                       | Having a stiff upper body<br>Having stiff arms<br>Putting more pressure on keys/buttons<br>Keeping breath |       | Body Language |                |          |          |
| Experiencing frustration                                                   | Frowning<br>Facepalming                                                                                   |       |               |                |          |          |
| Experiencing relaxation                                                    | Sighing<br>Relaxing upper body<br>Relaxing joints                                                         |       |               |                |          |          |
| Experiencing happiness                                                     | Smiling<br>Laughing<br>Cheering                                                                           |       |               |                |          |          |
|                                                                            |                                                                                                           |       |               |                |          |          |

## Appendix D: Interviews

PLAYER 1, (2017, April 6). Personal interview.

- START OF TRANSCRIPTION -

- 2 I: Wie geht's Dir jetzt nach dem Spiel? 00:00:13
- 3 P1: Prima. (...) Mir tut ein bisschen der Arsch weh vom Sitzen. 00:00:19
- 4 I: Es hat alles Vor- und Nachteile. Hast Du Dich heute gefreut aufs Spiel und worauf? 00:00:27
- 5 P1: (thinks) Klar hab ich mich gefreut. Auch dass ich mit meinem Bruder spielen kann, was immer ganz nett ist. Wenn wir auch nicht viel reden, reden wir viel Scheiss. (laughs) 00:00:42
- 6 I: Fragst Du mich? 00:00:43
- 7 P1: Nein. 00:00:43
- 8 I: Ach so, ihr macht das dann, ja. 00:00:45
- 9 P1: Ja. 00:00:56
- 10 I: Wie hast Du Dich gefühlt beim spielen? 00:00:53
- 11 P1: Gut! 00:00:55
- 12 I: Das heisst, wie ich das verstehe vorher hast Du Dich gut gefühlt und dich gefreut und hinterher auch. 00:01:04
- 13 P1: Mhm.(nods). Selbst wenn ich gestorben bin, war es irgendwie lustig. Weil man doch zu zweit war. 00:01:14
- 14 I: Weil noch jemand anderes da war, mit dem man reden konnte? 00:01:16
- 15 P1: Ja und, dass man drüber lachen konnte. Und dass man wiederbelebt worden ist (laughs) 00:01:24
- 16 I: Eine zweite Chance. 00:01:25
- 17 P1: Mhm (nods). Und dass man immer dort anfangen konnte, wo man gestorben ist, wo man gestorben ist... 00:01:31
- 18 I: Weil man die Zeit erspart bleibt, wieder hinzugehen? 00:01:35
- 19 P1: Ja! 00:01:38
- 20 I: Wie war das für Dich, als der Zombie Dir hinterher gesprungen ist? 00:01:47
- 21 P1: (laughs) Gute Frage. 00:01:56
- 22 I: Auf mich wirkst Du sehr aufgeregt. 00:01:59
- 23 P1: Ja, es war sehr aufregend. Ich wollte ihn tot haben, aber er ist immer wieder aufgestanden. Egal, wie oft ich ihn (laughs) runtergeschmissen habe, geprügelt- er wollte immer mehr! (laughs) 00:02:08
- 24 I: Es hat Dir ja Spass gemacht, obwohl es aufregend war? 00:02:12
- 25 P1: Ja. 00:02:12
- 26 I: Wie war es, als ihr warten musstet, bis es Nacht wird? 00:02:21
- 27 P1: Das war etwas langweilig. Es war irgendwie etwas... ja, du wartest aber es passiert nicht viel. Es ist ein bisschen so tote Zeit sozusagen. 00:02:34
- 28 I: Würde Dich das stören, wenn das öfters wäre im Spiel? 00:02:40
- 29 P1: Ja, das wäre dann relativ langweilig. Das würde dann, dazu fuehren, dass man das Spiel nicht allzu oft spielen würde, denke ich. 00:02:48
- 30 I: Was ist denn die max. Wartezeit? 00:02:52
- 31 P1: (..) Ich weiss nicht, wie lange wir jetzt dort gestanden haben, aber das war zu lange. 00:02:59

32 I: Ich glaube, es waren ca. 15 min, vielleicht zehn. 00:03:04

33 P1: Ich würde sagen fünf Minuten. 00:03:05

34 I: Wie war es, die Kiste aufzukriegen? 00:03:12

35 P1: Das war gut! Das war, ein Erfolgsgefühl das der Dietrich nicht abgebrochen ist. (snickers) 00:03:19

36 I: Wie beim ersten Mal? 00:03:21

37 P1: Ja (chuckles). Halt, ich hatte ja nur eine damals dann, hatte ich ja mehrere gebaut. Selbst wenn es jetzt abgebrochen wäre hatte ich noch mal probieren koennen. 00:03:33

38 I: Du warst also vorbereitet? 00:03:34

39 P1: Ja. Das erste Mal hatte ich nur einen und so "Urg, nei:::n!" (chuckles) 00:03:39

40 I: Musstest Du über die Spielmechanik viel nachdenken? Also, wie man es steuert? 00:03:47

41 P1: Nicht so viel. Teilweise, aber, es ging eigentlich ganz gut. Hab's ja auch nicht so oft gespielt jetzt, deswegen. Aber, es war sehr, wieder sehr einfach wieder reinzukommen. 00:04:05

42 I: Hast Du das Gefühl, dass Du die Tastatur und die Maustasten viel benutzt hast oder wenig? 00:04:13

43 P1: Viel. Habe viel die Tastatur benutzt. 00:04:19

44 I: War das hauptsächlich im Kampf oder zwischendurch? 00:04:26

45 P1: Zwischendurch. Durch das ganze, Parcouren und sowas. 00:04:36

46 I: Gab es irgendwelche Kombos, die Dir gefallen haben? Also, hat es Dir gefallen, den Gegner mehrmals hintereinander zu treffen? Sozusagen eine Kombo? 00:04:46

47 P1: Klar, ich freue mich immer wenn ich treffe und der Gegner nicht (laughs) 00:04:56

48 I: Freust Du Dich dann mehr, nur zu treffen oder gleich mehrmals zu treffen? 00:05:03

49 P1: Mehrmals zu treffen. 00:05:04

50 I: Wie war es, zusammen mit jemand anderem zu spielen? 00:05:11

51 P1: Das war nett. Das war, schön. 00:05:13

52 I: Denkst Du, dass Du Dich schneller zurechtgefunden hast im Spiel, weil jemand da war, den Du fragen konntest? 00:05:22

53 P1: Ja. 00:05:22

54 I: Hättest Du die Umgebung genauso erkundet, wenn Du alleine gewesen wärest? 00:05:34

55 P1: (...) Vielleicht, vielleicht auch nicht. Ich denke, vielleicht eher nicht? 00:05:41

56 I: Was wäre der Ausgangspunkt gewesen dafür, dass Du Dich umguckst? Also woran., was ist das, was Dich zweifeln lässt? 00:05:57

57 P1: Der eine sieht was, was Du nicht siehst, zum Beispiel. Und genauso andersherum, deswegen, erforscht man dadurch vielleicht mehr, als wenn man nur alleine geht und dann einfach nur, zu einen bestimmten Punkt hingeht. 00:06:14

58 I: Du meinst, wenn man gleichzeitig mehr sieht? 00:06:17

59 P1: Ja. Dann kann man sagen "Ah, da ist was!", und "Ah, da drüben ist was!", "wo, wo ist da was?" 00:06:24

60 I: Weil man das teilen kann, was man sieht? 00:06:26

61 P1: Ja. Zum Beispiel. 00:06:29

62 I: Was waren Deine Errungenschaften im Spiel, in dieser Sesson? 00:06:37

63 P1: Die Fähigkeit zu punkten, denke ich. Und der Kaffee, Zigaretten. 00:06:43

64 I: Kann man damit viel machen? 00:06:44

65 P1: Da, kriegt man Geld (chuckles). Kann man sich Sachen kaufen. Das war eigentlich am lustigsten, weil Du halt überall waren, an den schrägsten Plätzen. 00:06:59

66 I: Es gab also viele Möglichkeiten, Dinge einzusammeln? 00:07:03

67 P1: Ja. Kaffee und Zigaretten. 00:07:07

68 I: Hauptsächlich. 00:07:08

69 P1: Ja (laughs). Das braucht man. 00:07:12

70 I: Wie beeinflusst es Deine Motivation, dadurch, dass Du etwas erreicht hast im Spiel? 00:07:19

71 P1: Ist positiv. Da möchte man gerne weitermachen. 00:07:26

72 I: Wie hat es sich angefühlt, mit Quests abzuschliessen? 00:07:32

73 P1: (...) Gut. Eher nebenhauptsächlich eigentlich. Man kommt halt vorwärts im Spiel. 00:07:44

74 I: Was war denn die Hauptsache? 00:07:48

75 P1: Was meinst Du? 00:07:50

76 I: Für Dich, wenn Du gespielt hast; was war das Hauptziel? 00:07:54

77 P1: Spass zu haben? 00:07:55

78 I: Indem man Zombies tötet. 00:07:58

79 P1: Ja, rumklettern, flüchten. Zombies töten. Gejagt zu werden, (whispers) der Reiz der Jagd. 00:08:08

80 I: Das Adrelinin. 00:08:08

81 P1: Ja (laughs). 00:08:11

82 I: Also weniger, Quests zu vollführen, als einfach nur Dinge zu erkunden? 00:08:15

83 P1: Ich würde eher sagen, beides. 00:08:18

84 I: Beides. 00:08:20

85 P1: Jedenfalls bei dem Spiel. 00:08:26

86 I: Die Kombination machst's. 00:08:27

87 P1: Ja. 00:08:30

88 I: Fühlst Du Dich belohnt durchs Spiel, oder hättest Du Dir mehr Belohnungen gewünscht? 00:08:33

89 P1: Ich denke, ich hätte mir mehr Belohnungen gewünscht in dem Spiel. 00:08:38

90 I: Wie hätten diese Belohnungen ausgesehen? 00:08:40

91 P1: (...) Vielleicht schnelleres Vorranschreiten (so lange) so dass man sich schützen kann oder so was. Im Moment laufe ich ja nur mit nem Hammer und einem Rohr rum (snickers). 00:08:58

92 I: Du meinst, dass Du leichter Zombies töten kannst? 00:09:01

93 P1: Ja. 00:09:02

94 I: Ist es momentan sehr schwer noch? 00:09:05

95 P1: Ja. 00:09:07

96 I: Also mehr so Fähigkeitspunkte bekommen? 00:09:14

97 P1: Ja, oder, halt, Zugriff, leichter einen Zugriff auf Waffen zu kriegen, weil es doch relativ schwierig ist in dem Spiel. 00:09:23

98 I: Also mehr Items zu finden, die Dir nützlich sind? 00:09:27

99 P1: Ja! (...) Im Moment sind es ja nur Zigaretten und Kaffee. Und Metallteile. 00:09:33

100 I: Mit den Metallteilen kann man nichts, bauen? 00:09:38

101 P1: =Kann man nur die Waffen oder diese, Rohre und Hämmer verstärken, wenn sie kaputt gehen. Kann man sie wieder reparieren. 00:09:44

102 I: Aber man kann keine Neuen erstellen? 00:09:46

103 P1: Die Hämmer liegen überall rum. Als wäre da ein Baumarkt irgendwo gewesen. 00:09:53

104 I: Ich dachte, ob man die Metallteile auch zu neuen Waffen machen kann oder nur verbessern? 00:09:57

105 P1: Du kannst es nur verbessern oder reparieren. 00:10:00

106 I: Ok. Hast Du Lust, es wieder zu spielen und wenn ja oder wenn nein, warum? 00:10:11

107 P1: Ich hab schon Lust, wieder zu spielen, ja. Weil es, spannend ist. 00:10:16

108 I: Hoffst Du dann, dass Du mehr Waffen findest und stärker bist? 00:10:26

109 P1: Ja. 00:10:27

110 I: Damit Du besser erkunden kannst? 00:10:31

111 P1: Mhm. (nods). Das man nicht vor jedem kleinen, Gegner fliehen muss, abhauen. 00:10:38

112 I: Also mehr, mehr "siegen als fliehen"? 00:10:40

113 P1: Ja. 00:10:41

114 I: Wenn Du es wieder spielen würdest, würdest Du es dann alleine spielen oder mit jemandem anderen zusammen? 00:10:50

115 P1: Ich würde sagen, mit jemandem anderen zusammen spielen. (...) Macht mehr Spass. 00:10:56

116 I: Wäre es denn so, dass Du alleine spielen würdest zum trainieren? 00:11:02

117 P1: Ja. 00:11:02

118 I: Aber das würde Dir mehr Spass machen mit jemandem anderen? 00:11:08

119 P1: Mhm. (nods) 00:11:09

120 I: Worauf würdest Du Dich denn mehr freuen, auf das alleinespielen oder mit jemandem anderen? 00:01:15

121 P1: Mit jemandem anderen. 00:11:16

122 I: In jedem Fall. 00:11:17

123 P1: Mhm. (nods) 00:11:18

124 I: Koöntest Du Dir vorstellen, das Spiel jeden Tag zu spielen? 00:11:22

125 P1: Nicht das Spiel. 00:11:25

126 I: Woran liegt das? 00:11:28

127 P1: (thinks) (5) Die Geschichte ist vielleicht nicht so fesselnd. 00:11:41

128 I: Ist es auch, weil es so aufregend ist? Oder ist das in Ordnung noch für jeden Tag? 00:11:54

129 P1: Die Aufregung ist in Ordnung für jeden Tag. (...) Ich habe das Gefühl, dass man in dem Spiel nicht so schnell vorranksommt. Und deswegen ist es vielleicht etwas schwieriger, also, dass man die Laune bei- die gute Laune beibehält. 00:12:22

130 I: Also, wenn man schneller stärker werden würde, wäre es interessanter? 00:12:24

131 P1: Ja, weil das im Kräftegleichgewicht irgendwie besser ist. 00:12:29

132 I: Momentan fühlt sich das zu schwer an. 00:12:31

133 P1: Ja. 00:12:32

134 I: Das war's. Dankeschön. 00:12:39

135 P1: Mhm. (nods). Danke. 00:12:41

- END OF TRANSCRIPTION -

- START OF TRANSCRIPTION -

- 1 I: So how are you feeling now? #00:00:02-0#
- 2 P2: (10) Yeah, as, as I just had my second session in 'Overwatch'. And it was fun, trying a new game. (...) When I thought of playing 'Overwatch' yesterday, it didn't (...), it didn't go AS well as today, eh, because it was the first time playing the game. This is my second time, it went somewhat more loosely, because (...) I: was kinda familiar with some assets of the game; I still don't understand how you win (laughs). That'll, that'll be (the longest time). But overall, I'm feeling, I'm feeling good, it was fun playing Overwatch again. #00:01:03-0#
- 3 I: That's good. So, how would you describe your mood before and after having played? #00:01:08-0#
- 4 P2: (...) (clears throat) When I started playing the game, I had some expectations to the session. I was, I was kind of eager of playing, and (...), I was more at ease, but also kind of tense I guess? (laughs) (It's kinda complicated), but (...) I felt more lightweight? And after playing the game... I don't know how I should describe it, but, but when I- it's like kinda having a meal. (laughs). When I first, I was kind of hungry of playing the game, and now I'm satisfied and (kind of).... #00:02:03-0#
- 5 I: Then, because also it's a new game and you learn new, a lot of new things= #00:02:06-0#
- 6 P2: =mhm (nods)= #00:02:06-0#
- 7 I: =when you start playing.= #00:02:08-0#
- 8 P2: =mhm (nods)= #00:02:08-0#
- 9 I: So there is a lot of input, I guess. #00:02:10-0#
- 10 P2: Yeah, it really is, and, yeah (...) #00:02:17-0#
- 11 I: So how was it to play a game which is pretty new? You said you played it once before? #00:02:21-0#
- 12 P2: Yeah, so this was, as previously (said) this is my second time playing this game. The first time was yesterday. And I really like trying to play new games, it's kinda like a sense of discovery by playing, trying to find or figure out how the universe works and how: w, - what the rules are, how people play the game and how people interact with the game and... #00:02:53-0#
- 13 I: You also had one person to play with; in between you were like "one person was really nice."= #00:02:56-0#
- 14 P2: Yeah, yeah! So, (...) in this game you have the possibility to change between characters and like try more of the more supportive characters. When I played that character I could help other characters, in the game. I started helping a character, and he., he really appreciated my help. And he: thanked me for (...), for my support and we started playing together. And when we started to interact with each other, and became more like a cooperative playing, I enjoyed it. It was fun interacting with another (...) real HUMAN being (laughs). #00:03:47-0#
- 15 I: Of course, since this is also a multiplayer game it also makes sense= #00:03:51-0#
- 16 P2: =mhm (nods)= #00:03:51-0#
- 17 I: =to play together? #00:03:52-0#
- 18 P2: Yeah. So., I was kinda, surprised, by seeing another player, interacting with me and I have some, (...) I have, a LOT of experience (laughs), not some but a lot of experience by playing other multiplayer games, and, it's not often when, that another player thanks you and appreciates you for your help and actually it take some time, if, on-, yeah, hmm (...), only a couple of seconds thanking for the (game), yeah... #00:04:26-0#
- 19 I: So it's nice when multiplayer in-game were actually appreciating you were there= #00:04:31-0#
- 20 P2: =Yeah I, really like that. And I think it's quite rare- maybe it's not so rare in 'Overwatch', this is my second time playing, so maybe I (might receive it in every session), but (...) but in other multiplayer games I'm playing that', not really that often. #00:04:51-0#
- 21 I: Mhm (nods). Then it's more common that you talk to friends than (...) than it is to talk to strangers? #00:04:56-0#
- 22 P2: Mhm (nods), yeah. Talking to strangers is kinda weird I guess. When you are a child, your parents taught you not to talk to strangers (laughs). So I'm (x) (with that hasn't anything to do with it)... I think I'm going to take some time, (over an hour playing), to appreciate others. #00:05:19-0#
- 23 I: In between you said there was like, there was like one was creepy like a strong character= #00:05:24-0#
- 24 P2: =Yeah!= #00:05:25-0#
- 25 I: =How did that feel?= #00:05:26-0#



- 26 P2: =Yeah! I forgot about that player. So.. (laughs) So in a session, it was a very large player, like a character, and he was so huge, and out of nowhere, he just rammed me (up to), into a wall, and he did it two times. (laughs). It was quite wild I guess and I, I died both times when he did it. So, (.) it was,- I got really excited, excited to see that there were other characters in the game which had the power to do something like that, and I really wanted him to fight me and take him down and everything, so... (laughs) #00:06:04-0#
- 27 I: What was the worst- like, like creepy or excited, was it like the character's outside appearance or was it more like, like he easily killed you, or both? #00:06:13-0#
- 28 P2: I think both, because first of all his appearance was, he was a large character, I think he was two to maybe three times larger than me. And, so that he's (already) very intimidating, but also, when I first saw him I was thinking "Wow, he's huge." And after one second I was up against the wall. So it became REALLY intimidating and he was really powerful. So, I wanted to test my strength against that character and actually was... #00:06:44-0#
- 29 I: There are also talking in games by characters? #00:06:47-0#
- 30 P2: Yeah, the characters so far are saying certain lines. (..) Sometimes, it is (...) a little noisy, and I think that maybe (..) I got kinda exhausted by playing, or of the course of an hour. And I think they are actually saying certain lines were, were kinda - yeah, it was exhausting. But one character was like yelling "Die die die!" all the time (laughs). So it was (thinking), (laughs) "Why are they so violent?" And so, yeah... #00:07:36-0#
- 31 I: So there are like different characters, like more violent ones and bigger ones and smaller ones and supporting ones? #00:07:36-0#
- 32 P2: Mhm (nods), yeah. #00:07:38-0#
- 33 I: So there is a lot to choose from? #00:07:40-0#
- 34 P2: Yeah, there is a lot to choose from. So, since this was my second time, I wanted to try other characters, I haven't tried everyone. So, by changing one, changing between characters, I quickly realized that, every type have a different play style, and different move too, I guess. And some characters fit me quite well, and.. (laughs) some FEW characters fit me well. But most of the characters were really different, and I enjoy that. #00:08:20-0#
- 35 I: So, there is also that you can change roles, like when you die, you can change to another hero? #00:08:22-0#
- 36 P2: Yeah. #00:08:23-0#
- 37 I: So, how did you like that? #00:08:24-0#
- 38 P2: Yeah, so (...) when I started playing the game yesterday, I was trying different characters that I thought I would like. Certain characters that have more style or certain moves cooler which I enjoy from other games. But none of the characters really worked for me, so I tried changing to another character named "Widowmaker". And that character is quite different from my play style usually, but that character worked really well for me. So, when I started the session I chose to play only with her most of the time in the start. But after some sessions I felt like, I, I kinda.. (6s). #00:09:20-0#
- 39 I: ...you're making no progress anymore?=# #00:09:22-0#
- 40 P2: Yeah! So my progress was kinda halten. So by changing a character I could start of a blank (state) and get a new chance in the game, because every character was so different that the pace of the game would change drastically. So, by changing characters I kinda felt like I was -almost- playing another game, or, especially playing a new session. So, I can (...) ease down a bit and, try again. But (.) most of the time when I was playing a character, I always felt like, (.) I always transition from a new character and back to Widowmaker. And then my progress was halten, I trying a new character again and then back to Widowmaker. So I think I'm going in future sessions to play more Widowmaker because I think that character works for me. (..) #00:10:25-0#
- 41 I: So, you felt the need to change roles when you couldn't see a change in the game=# #00:10:31-0#
- 42 P2: =Mhm.= #00:10:31-0#
- 43 I: =from your, actions? #00:10:35-0#
- 44 P2: Yeah, I feeling like when if I was playing Widowmaker all the time, I couldn't make any progress. And my actions didn't affect the game at all. So therefore I tried to get some momentum and change characters and tried to affect the game that way, and that worked. #00:10:51-0#
- 45 I: Do you think that's something that is, what makes this game addictive? #00:10:58-0#
- 46 P2: Yeah. (.) I will say so because the game sessions are so (very) short, there are like (quite some) enemies, and you can change the pace of the game whenever you want or, at least, between lives I guess. I think also you can go back to the base and change characters but I haven't tried that yet. But you can change characters almost anytime you want, because when you die you may want change character (laughs). So... (...). I like to call these games like his coffee break games, because you can play once session like 10 to 15 minutes in your coffee break. And you can change the pace however you want, you can play the game however you want. And I think, small short games like that can become kinda addictive, yes. #00:11:45-0#
- 47 I: Since it's only one small session and so you will be like, "Oh, just one more session, it's really short?" #00:11:50-0#

48 P2: Yeah, mhm (laughs). There is a saying that "You can't stop when you're losing, and you can't stop when you have a win-streak." So you can't stop=#00:12:00-0#

49 I: =either way.= #00:12:01-0#

50 P2: (laughs) #00:12:04-0#

51 I: Of course. I guess it might be easier to play this game instead of, you know, you have a game and you need to play at least for an hour?=#00:12:11-0#

52 P2: =Mhm (nods)= #00:12:10-0#

53 I: =Since some strategy games are like that, just one session takes like one hour?=#00:12:15-0#

54 P2: =Yeah, [bu-] #00:12:16-0#

55 I: [But] this game's easier? #00:12:16-0#

56 P2: Yeah. Yeah, this game can go- you can play it for five hours, it won't, the shortest ones are you can play like five, ten minutes, so it's entirely, entirely up to you. So, the game is quite flexible, unlike other games (like other strategy games), can up to one hour to seven. Some games like 'Civilization' can take several days (laughs) #00:12:42-0#

57 I: So you need to plan ahead...=#00:12:45-0#

58 P2: =Yeah.= #00:12:45-0#

59 I: =...and with this game you don't. #00:12:45-0#

60 P2: Yeah, just one more turn, just one more turn.(chuckles) #00:12:49-0#

61 I: One more session. Of course. When you die, you have this "kill cam"=#00:12:53-0#

62 P2: =Yeah!= #00:12:54-0#

63 I: =seconds". #00:12:56-0#

64 P2: Mhm (nods) #00:12:56-0#

65 I: Like seconds of killing were the killer cam shows who killed you. What do you think about that? #00:12:59-0#

66 P2: Since, since 'Overwatch' is a new game for me, I think I'm learning from watching the kill ca - how did they take me down, what did I do wrong. I'm always thinking that in new games. But when, in other games which also have like this "kill cam", (...) my patience isn't there for watching how I died, I just want to play. So I think if, if I've been playing 'Overwatch', (...) for several hours or several days or if I just, if I go on with 'Overwatch' later on. (laughs) You can see it, you can see it in- (laughs) in yourself, I'm thinking (overtime playing)= #00:13:50-0#

67 I: =Yes. #00:13:50-0#

68 P2: (laughs) I'm thinking, I think I don't want to watch the "kill cam". So right now it works, in the future, I don't think (so much it would work)=. #00:13:59-0#

69 I: In some games, it is also when you die that you have to wait- Like, over time, the stronger you are, the longer the periods are,=#00:14:06-0#

70 P2: =Yeah.= #00:14:07-0#

71 I: =you have to wait. #00:14:07-0#

72 P2: Mhm (nods) #00:14:08-0#

73 I: This doesn't look like it? #00:14:10-0#

74 P2: No, I don't think so. I think right now there (ten second limit) in the game for me. So, so I don't think I will notice it right now, because I just want to see how all the other people are playing, but I don't think I play any games like that right now. But, that's really something I don't have the patience for (chuckles). Like, I feel like I'm REALLY strong and I'm getting punished for it and, I don't like that. But in 'Overwatch', I don't think it's so much #00:14:40-0#

75 I: So, that's yeah, it seems that, the stronger the longer you have to wait. Maybe to give also the ones who don't have this high level more chance. But it seems everybody has the equal chance, also because you can change roles? #00:14:55-0#

76 P2: Mhm (nods), yeah. And, I saw that you can level in the game in-between sessions, but I think, I don't think, that affects the game, "in-game". So, as I think if I'm choosing a character, I'm as strong as the background for this character. So, I can't see how my respawn time should go up. And, yeah... #00:15:23-0#

77 I: If it will take longer like, more and more and more time, would this prevent from playing more sessions? #00:15:30-0#

- 78 P2: Yeah. Because I can see that the longer the sessions are, the more I have to wait and therefore I think I'm feeling some kind of resistance to playing the game. So I'm feeling kinda punished by playing longer, so therefore I would not choose to play the game. #00:15:50-0#
- 79 I: And was it now, was it ok? #00:15:53-0#
- 80 P2: Yeah. Right now it was ok. But I think in the future my patience will be lower. And therefore I will like to play a little bit. And there are several first person shooter where you die and push a button and you're back. But also in the game that is team based like this game, I think it would be kinda unfair if a character will come back right away. And that, then it wouldn't be any sense to take down the character. So therefore, therefore it has to be a waiting time for like five, ten seconds I think. And, with the kill-cam you can at least see something. (laughs). #00:16:34-0#
- 81 I: So, if you would respawn right away it would destroy the dynamics? #00:16:37-0#
- 82 P2: Yeah, I think so because the game is really fast-paced as it is. And, I don't think, right now I'm feeling, that if I take down this character, this character will be away for some seconds. And, and that gives my team a (certain) advantage, because this character is (hold x x). Because if he is taken down and he will be back, RIGHT away, there's, there's no, yeah... #00:17:08-0#
- 83 I: There is no achievement. #00:17:08-0#
- 84 P2: Yeah, there's no achievement. #00:17:10-0#
- 85 I: Talking about achievements. (both laugh), what do you think were your achievements today? #00:17:14-0#
- 86 P2: Since this is a new game, (...) I prefer playing new games, because I have a sense of discovery. (...) A tremendous sense of discovery I can experience how does this world work, how can I interact with it, what are the rules, and I feel like a sense of wonder as I'm a child, playing the game. So, I think my- I feel rewarded for exploring the world. And, I feel like that was an achievement in itself #00:17:54-0#
- 87 I: Since there are achievements in games, but there are also personal achievements= #00:17:58-0#
- 88 P2: =Mhm (nods)= #00:17:59-0#
- 89 I: =Which come just from playing the game?=# #00:18:01-0#
- 90 P2: =Yeah. So, for me the personal achievements are- (.), means way more to me than actually winning a game or getting, or getting achievements or unlocking things. It doesn't matter to me. For me, I just want to explore the world. (...) #00:18:20-0#
- 91 I: How does it affect your motivation when you continue achieving something? #00:18:25-0#
- 92 P2: Yeah, so, right now I'm feeling like I want to explore the world more. I want to understand how it works and the characters and the story and their personalities and I think that's really fun. And I think in the future when I, when I mapped out the entire world, I think the only thing that means to me in the game after that is winning. And, I can't do anything about that mindset, but I don't. (clicks with tongue) I don't prefer playing games to win. I like to play games just to have fun. And for me it's fun to explore the world. So, I think some of the rewards will maybe (.) they just won't be there? I wouldn't be feeling AS rewarded playing the games as when I maybe have like 50, 60 hours in the game. And now, when I just have about two hours, it's (.) kind of different. Because everything is new and I feel more rewarded. So I think in the future I will feel less rewarded by playing this game. #00:19:32-0#
- 93 I: Since you played it more and discovered? #00:19:35-0#
- 94 P2: Mhm (nods). So the sense of wonder will be gone and I think the only thing that will surprise me in the future that I play the game more is when people are good in the game, and they will do something that was unexpected. But all in all I, I like to be surprised by the environment and I like to be surprised by the (abilities). Yeah. #00:20:04-0#
- 95 I: For now, when you're just playing, you are feeling rewarded whether you loose or you win? #00:20:09-0#
- 96 P2: Yeah. #00:20:10-0#
- 97 I: And later on this will change. #00:20:11-0#
- 98 P2: Mhm (nods). So, in the future I will play to win. Now I'm just playing to... (.) #00:20:22-0#
- 99 I: ...to learn? #00:20:20-0#
- 100 P2: Yeah. (.) And explore. #00:20:23-0#
- 101 I: So then it will be harder to get, like, a feeling of achievement or reward- #00:20:29-0#
- 102 P2: [Yeah! Yeah.] #00:20:29-0#
- 103 I: [through the ] game? #00:20:29-0#
- 104 P2: Yeah. I will, I am not sure if it is going to, if 'Overwatch' is going to revolve around me winning in the future. But since I know myself when I play other games like 'Overwatch' - I think that it will revolve around it in the future. Right now I feel

rewarded, but it's mainly just exploring the game... And I think that's, that's an achievement from the developers for making the players feel rewarded during the game. (..) #00:21:03-0#

105 I: If you could change something of the game to get, to get a stronger of reward, would there be something? Or would you, would you wish for more rewards? #00:21:14-0#

106 P2: (.) I think, in this game... Before 'Overwatch' was launched, there were several cinematic videos, were it was a ton of lure, a ton of story. And, they were trying to create this world and this backstory and how it affects the game... Yeah, they were turned to show you how this affects the game. By the playing the game now, I don't see how this cinematics affect the game. (.) And I think that's disappointing for me, because I think I'm feel the game was more rewarding, if I could just look through a window and was like "Oh, I saw that in the video, oh (that's fun) right!". So I think they should cater more to the (player's style to) enjoy story, enjoy more that (there is more to see), that they can do things, like me. So I think that would make the game a little more rewarding, if they try to implement more story to the game, because I think here it is very little story right now. Maybe I'm wrong. But I'm feeling like the game only revolves around shooting other people. And that's, that's fun, but... (laughs). In the long game, it's not so fun. #00:22:51-0#

107 I: So you'd prefer if there would be as much as, like personal progress in getting better, but also story progress? #00:22:56-0#

108 P2: Yeah, yeah. I want to see more (how x with my x) changed, I don't know, over time. But right I feel like the world is a bit static. And that worries me. #00:23:10-0#

109 I: But else, what kind of rewards did you have today you liked? #00:03:19-0#

110 P2: It goes back to the sense of discovery. I discovered a lot, about, myself really... (laughs), AND the game (laughs). But (..). And also.. I was very lucky with the team, because most of the games I think I won? But I don't know why? (laughs). But that was fun. So, I got some reward out of that, but also, about a bit earlier. It was another player (.), that was friendly and I got some reward out of feeling that I helped another person. So there was a lot of rewards for me. #00:24:02-0#

111 I: So it felt like, by helping this other person felt like a reward? #00:24:08-0#

112 P2: Mhm (nods)= #00:24:08-0#

113 I: =Because you're not just playing for yourself? #00:24:10-0#

114 P2: [Yeah.] #00:24:10-0#

115 I: [You're] playing for a team? #00:24:10-0#

116 P2: Yeah, exactly. #00:24:11-0#

117 I: Do you want to play again? I think you want but- #00:24:18-0#

118 P2: Yeah! Yeah. (laughs) Yes, I'm going to play again. And as I said earlier; I, I really enjoy this game. But the game itself - there's a lot of colours, there's a lot of noise, it gets exhausting in the long rFun. So therefore I think, if I want to play it for several hours, I need to have a break at least every hour. Because the game is really, yeah as I said, noisy? So, I think maybe, that's an (insentive) for me not playing all the time when I'm tired, I don't think I'll be able to play 'Overwatch'. But if, if I have energy like I have now, I think 'Overwatch' is (super). So I'm defiantly going to play it either tonight or tomorrow. #00:25:10-0#

119 I: If you're playing again, would you prefer playing with friends since it's a multi-player? #00:25:17-0#

120 P2: Yeah. (..) Since this is a multi-player game which is very team-focused, I'm definitely going to play it with a friend. I think I need to play with a friend most of the time. (..) But, I do enjoy playing single-player games. And I don't think I'm feeling more rewarded playing either multi-plater or single-player games. But, but when I'm playing multi-player games, I... I have more fun when I'm playing with a friend, and not by myself... #00:25:52-0#

121 I: Do you believe you would also discover more with a friend? #00:25:57-0#

122 P2: Yeah. I think the world would be different when I'm exploring with another person. And I, I think maybe, (stutters, laughs) I think maybe since this game is catered toward team work, I think the game is explored better through team work. #00:26:28-0#

123 I: So, is it something you would play every day? If you could play with somebody else? #00:26:31-0#

124 P2: I don't think I will play it every day, but I think I will at least play it weekly. (..) In the weekends. (..) But since this, this game demands so much energy, I think I would rather play other games than this game when I'm alone or when tired. But if I could play it with a friend every day, I think I would (x the feeling) (laughs). #00:27:02-0#

125 I: Since in the (menu) you can like change the session time... #00:27:07-0#

126 P2: Mhm (nods)= #00:27:07-0#

127 I: =...what if you could play just like one match? #00:27:09-0#

128 P2: Yeah but- (laughs). I don't think I would just play one match, to be honest. There is something (I need to tune with time), so... So, it doesn't add- when I pick up the game, (.) I have, already, I wouldn't get the time to play the game. And therefore, I think playing for just five to ten minutes with a friend would be kinda strange for a friend too? (laughs)."Hi, okay bye!" (laughs) So, yeah.. #00:27:42-0#

129 I: So you're saying you need more time to get into the game, even though the sessions themselves aren't so long? #00:27:48-0#

130 P2: Yeah. I think maybe like, to play more for the first session is going to (warm up). And then you get in the game and immerse to the game and want to play more, (and so more). #00:28:01-0#

131 I: So even though it pretends to be a "coffee-break"-game..= #00:28:05-0#

132 P2: =Mhm (nods)= #00:28:05-0#

133 I: =...it's actually not made for a coffee break? #00:28:07-0#

134 P2: No, I don't think so, at least if you're playing it seriously or competitive. But I think there are some persons (out) with more of the strength than me, and would manage to play it like a coffee break game. (..) #00:28:24-0#

135 I: Who knows? (both laugh). Alright, thank you so much. #00:28:26-0#

136 P2: Thank you for having me. #00:28:30-0#

- END OF TRANSCRIPTION -

PLAYER 3, (2016, March 21). Personal interview.

- START OF TRANSCRIPTION -

- 1 I: So, how are you feeling now after gaming? #00:00:03-0#
- 2 P3: Well, now I'm feeling happy, but you're here so- (laughs) I would contribute some of that to having fun with you to be honest. But if I try to think... Normally? (7) I guess it depends on how long you are playing, too? Like now I just played three games and then it's like "Ok, I will go." and then you quit while you're having fun kind of, instead of sitting and like "O::h, we need two more for the quest, thus I should do the quest, (so like...), yeah. And then it can be like "Oh fine, let's just do it.", just to be done, because you get gold for the quests and for that gold you buy (.) heroes, to play with. So, to like advance in the game, or like, to be able- you can buy them for real money, too. But, I don't wanna waste real money, so... (...) And sometimes I get bored or restless or.... Am I telling you too much? #00:01:13-0#
- 3 I: No, you're doing perfect. #00:01:14-0#
- 4 P3: Ok. Right now I am feeling happy, cause we had fun and, you're here. (laughs) #00:01:23-0#
- 5 I: So while playing you also had fun I guess #00:01:25-0#
- 6 P3: Mhm. (nods) #00:01:25-0#
- 7 I: Ok. #00:01:25-0#
- 8 P3: Yeah, we mess a lot with each other. I'm like "A:h, you made us DIE!" (laughs) just like, I mean that's fun. (laughs). We know we don't mean it, so... Yeah... #00:01:36-0#
- 9 I: So, would you describe your mood in before and after playing. #00:01:40-0#
- 10 P3: (thinks) (9) Well, that's also hard, because like before you came I was feeling pretty miserable as you know. Like, now I am just (legitimately) just depressed and.... But then I get happier because you're coming and then I get, that like, when I talk to Christian\* he gets happy because I'm happy because you're there and then, you know. It can't fix this whole thing, but... (...). Before I started playing, I was, I guess a bit excited about how it would go with the interview. And (..) I was happy that, it didn't really bother me that much to (...) to be watched, or, whatever. (laughs). #00:02:38-0#
- 11 I: To have someone besides you? #00:02:39-0#
- 12 P3: Mhm. (nods). Well I was a bit concerned that you would be bored, but... (laughs). #00:02:44-0#
- 13 I: No way. #00:02:45-0#
- 14 P3: I'd say "That's your problem!" (laughs). #00:02:49-0#
- 15 I: Indeed.= #00:02:49-0#
- 16 P3: ="School isn't supposed to be funny!" (laughs) But- (...) Yeah, I guess I am a bit happier now after. But I think that's also an effect of... #00:03:04-0#
- 17 I: [Socialising? ] #00:03:04-0#
- 18 P3: [You being here.] Yeah, exactly. Cause that has a huge effect on me. I'll, yeah... #00:03:09-0#
- 19 (pauses interview) #00:03:09-0#
- 20 (continues interview) #00:03:15-0#
- 21 I: I have seen you used some beauty products while waiting. Is it always like that? #00:03:22-0#
- 22 P3: Use some, what? #00:03:23-0#
- 23 I: Beauty products while waiting. #00:03:25-0#
- 24 P3: O:h! Yes., it's often like that, like- I HATE waiting I am very very, very very very restless. So I put on the (.) like lotion or moisture on my nails, because otherwise they don't grow as long, they break. Because they need the moisture, so -that- I just (do) a few times a day now. Especially when I am not wearing nail polish, like if I'm home, then I'm like "No one's gonna see them anyways, I don't need to (glams) them up" and then... I was like- yesterday I was like "(sighs) Should I paint them, cause [observer] is coming?" and I'm like "Ne:!" (laughs) "She can see my unpainted (fun) nails! The -horror- of it all! (laughs) #00:04:04-0#
- 25 I: Painted nails just for me is- is just... somewhat. #00:04:07-0#
- 26 P3: (laughs) And.. it's the same- I get dry lips. And... and otherwise; I check stuff, like when I'm dead I can't just sit and stare at the timer, but I check the news, or I check facebook, or I check the mail, or 9Gag, or... #00:04:23-0#

27 I: Anything. #00:04:24-0#

28 P3: Mhm. (nods) #00:04:25-0#

29 I: And, when it was just four seconds waiting I guess you waited, and now you have changed to doing stuff, because it got longer. #00:04:32-0#

30 P3: Yeah. So to say- sometimes, honestly, I tab out even if it's just for seconds, and then I'm like "They have wait a little I guess?" Well, "they"- the bots (laughs). But... yeah, I do that a bit. But I just feel like, that I tab out and, when I should be in game, because I'm like "No I wanna watch this now" or do that now. Not for lo:ng. But sometimes I die, because I put on 'auto-run', and then I tab out and then I come back... (laughs). The game is "noobed", like they have like advanced and I am dead. I'm like, "Sorry, guys!" (laughs). So I do a bit more than normal I think, cause I get so, restless. (clicks tongue) Well, people would be like "A:h, you're checking stuff again aren't you?" and I'm like "Yes I am!" (laughs). Uhm.. #00:05:25-0#

31 I: Is it also when you just started the game? When you're new to a game? #00:05:28-0#

32 P3: (5) (sighs) I don't know... (...) That I am restless, or-?= #00:05:39-0#

33 I: =That you are checking stuff. That you are leaving the game. #00:05:42-0#

34 P3: (5) It depends on the game, too, cause we play another game. And, when we're three people, and then I feel a bit worse letting them wait then if it's just Christian\*. (...) And then I like, then I won't tab out as much at all, but then again, then you don't die and have these one minute where you can't do anything kind of thing. If I am waiting, then I tab out, they- like, that's just the general rule kind of. So it doesn't as much depend on it if the game is new or not, it kinda depends on what game it is. #00:06:18-0#

35 I: And also if there are other people who are, waiting. #00:06:22-0#

36 P3: Yeah, yeah. (...) But I also tab out if other people are waiting it depends on, if how long they have to wait for it. Like with the 'Elvenar'- game, ah, that's the, the browser game. Then I feel like "O:h, it's just ten seconds, I'm doing 'Elvenar', and they can wait" but, (...) I try to do it a bit more mindful at least. So I don't do it if we just, -killing- a boss and I'm like "Sorry guys!" But maybe, there, I'm just gonna do this or I gonna go back and (sell) and, yeah... #00:06:58-0#

37 I: I see. Do you believe you've hit the keyboard and the mouse quiet often while you played? #00:07:07-0#

38 P3: (Moves away from microphone) I'll talk aloudly (laughs), or you can pause. #00:07:11-0#

39 I: Yeah. #00:07:11-0#

40 (pauses interview) #00:07:11-0#. (continues interview) #00:08:13-0#

41 P3: Yes. I know I click a BIT more than necessary. Like- I can click... if I'm trying to get a mob, I can click twice instead of once or three times. (...) It depends on it how stressed or restless I am. Like if I'm all chill then I'm like "Oh, yeah yeah, uh..", you know, then I'll just click once. But if I'm a bit like "U:::h!" (laughs). Then I'll click, more times (.) like, I know I clicked (.) When you do this "Pinging", like telling bots to get there? Then I click several times sometimes to get them, like I'm not always sure they to get it the first time? Cause like, when they- like they (expand to) the camp, then they were Christian's\* camps and then I had to click again when they were done from the camp, then... We haven't QUITE figured out how all the "pinging" with the box work, but then they tell when you do too many times. And then it's like, FUN to do it five times more to be like "A:h, I still can't do it!" (laughs). To see that red text over the whole scree:n. I think that's a bit fun, but I'm a bit easily entertained (laughs). Well yeah, I would say I click a bit more than necessary but not too much. I know people who click a LOT more than I do. #00:09:32-0#

42 I: That's fine. What were your achievements today? #00:09:38-0#

43 P3: Well, I got one of the quests done. Like you get one quest per day, and you can have a maximum of three quests active at the same time. So you can wait three days and then do all the quests and then wait three days, or just one per day if you want to. And today I had two quests, cause we didn't play yesterday. And I got one of them done. And I (.) still need to get one of them done I guess. I can wait two more days and do all three of them, or just one or, whatever. But I got at least one done and that feels good cause I don't need to stress as much about, that. Specially for Christian\* cause he had three quests, he didn't just have two like me (clicks tongue). So he had to get it done today, or he would have lost that gold. (7) And then I just had fun, really, that's my achievement, (sings) FUN! (laughs) #00:10:37-0#

44 I: That's good. Do those achievements motivate you to play or is it more stressful? #00:10:43-0#

45 P3: No, they motivate me. I get happy when- generally I'll get happy when I have "dailies" [daily quests/achievements], cause I'm like "Oh, I can get gold, that's fun!". I am very glad they added them in this particular game. But like, in 'World of Warcraft', they could have "dailies" that you do for -hours-, that you -had- to do EVERY day to get the reputation and you'd have to do it every day for like, a month or two months, I don't know. And then you worked (all through them) and then you didn't have to do them anymore and then the game was like, ok, now what? And then it was very frustrating, cause then you would be like, if you have been out, having fun, you came home and it's like eleven, you're like "Oh no, I have to do my "dailies" today...". You know then it becomes a "have-to". (...) But it happens that I don't do them for more days than three days here. Like, in exam periods for instance, maybe I don't do them for a month. And it's not like I go "No:, I have lost 60.000 gold on it!", you know? (laughs) I just "E:h, ok I missed one". So it's not very stress for those [dailies in League], it's more a motivator in that particular game. #00:11:44-0#

46 I: I see. Do you feel rewarded through the game today? (..) Or would you have wanted more rewards like -feeling- rewarded? #00:11:55-0#

- 47 P3: No. Well, (sighs) It's a little bit of a problem, cause we play versus bots. And that can become boring. Cause- we kind of rely on the bots being so stupid that, we struggled because they're so bad; Even the ones on our side, are so bad that it's harder for us like if you're three people, then it's very easy to be beat an elite. But sometimes if we're two people- especially depending on the other characters we get, we might-, we've actually lost a few times. Three times I think, I don't- maybe... I don't know. (x) so it's not very common, but...(clicks tongue) I would like to play with less people, but I get so stressed, like I had told you earlier. So, to me it would be more awarding if the game was more like playing people even though it wasn't people. An (hard) system that decently, cause they had more advanced bots, than they have in other games. So you can still have fun playing against bots but, I would like it if they made them even more difficult so it was actually... Or you know... Made it possible to... Well, I don't know if I could... Like, some people will always be rude, if you're bad or if you do something wrong and that stresses me out very much; or I'm not comfortable playing against people cause then the game stops being fun and starts being stressful to me. VERY stressful.(snickers) #00:13:27-0#
- 48 I: Yeah, because of the comments that people have, against= #00:13:30-0#
- 49 P3: =Yeah and I feel like- even, even if we're all friends, I'll be like "I'm not good" if I fuck something up. Then I feel a lot of pressure to be good enough for the other players and, yeah... #00:13:42-0#
- 50 I: It's more responsibility? #00:13:44-0#
- 51 P3: Yeah, and I take a lot, I take more than I need to. Like I don't need to be so stressed cause everyone is like "Don't worry about it, it's fine, we don't care, it's just for fun.", and I like "No::, I'm ruining it for everyone, I'm a -horrible- person!". I don't know, I exaggerate a lot with that. Unfortunately, I will be gone again. #00:14:04-0#
- 52 (pauses interview) #00:14:04-0#. (continues interview) #00:14:35-0#
- 53 I: Do you feel like playing it again? And why? #00:14:38-0#
- 54 P3: Oh yes, I do, cause it's a game we consistly play. (clicks tongue) (...) That I like. And I think I like it because (...) to me it's a fun game without the pressure (.) of people. Like, I played other games as I said before with bots and then it just becomes so easy it becomes boring. But it is still a bit difficult here. And that makes it fun and I like the rewards, like other than the 'daylies', you level up your heroes as well, and you get stuff from leveling the heros. You can get different skins, like they look different or, you get gold, you get different mounts... I think, that's the differences. #00:15:29-0#
- 55
- 56 I: So the progress is very nice like it's not too difficult and not too hard and you're also-, advance, rather= #00:15:36-0#
- 57 P3: =Yeah.= #00:15:37-0#
- 58 I: =fine.= #00:15:38-0#
- 59 P3: Yeah. I can have fun just playing the game with friends. I wouldn't sit and play -alone-, cause I'm just not that kind of person. There is like- there are a few single like 'Lara Croft Tomb Raider', I enjoy playing that one alone- but then it has a storyline and, you know? It's a bit different. Usually I just play social games... #00:15:57-0#
- 60 I: Alright. So this is something you can imagine playing every day if you have the time? Or just every day even if you don't have the time? #00:16:07-0#
- 61 P3: We played it every day for a while, but then it got a bit boring. Just as I said it's too -easy- to play it every day. With bots it gets a bit too repetitive. With people they can be all over the map, or they can (gank) you or they can like- bots are very predictable, if we see everyone missing, then it's like "Ok, they're doing a camp.". If you listen to this later, I'm sure you'll pick up on that, I'll be all like "Oh, they're doing camp." and... So, it's not, that's not the same with people. (.) So, if I played against people, then I could probably very well play this every day and enjoy it, IF you remove the stress, that I have. That's an answer you understand? #00:16:48-0#
- 62 I: Yes. If it would be, if you would know, there would be no, pressure from-, expected from you? #00:16:53-0#
- 63 P3: Yeah, and noone- everyone would be friendly and nice and just have fun, then I would like to play with people against people, but... #00:17:00-0#
- 64 I: Then it's more of a meeting, like meeting people and, over a game? #00:17:04-0#
- 65 P3: (smacks lips) Yeah. Yeah, I would... #00:17:12-0#
- 66 I: Because it also might be a meeting just with people where you not sure whether it's like going to be fun or not? #00:17:16-0#
- 67 P3: Yeah, it's kinda like it is now and (..) if you play like in 'League' or I play against people- even if I do like the -easiest- one with the (stat erum), where people generally don't stress as much, I still feel a lot of pressure if I die or if I do something wrong and- yes and that ruins a lot of fun. If you would remove that: stress part, then I would love playing games like that every day. #00:17:43-0#
- 68 I: Thank you so much. #00:17:46-0#
- 69 P3: You're welcome! #00:17:48-0#

- END OF TRANSCRIPTION -



PLAYER 4, (2016, March 23). Personal interview.

- START OF TRANSCRIPTION -

- 1 I: Hvordan føler du deg nå, etter at du har spilt? #00:00:05-0#
- 2 P4: Æsj... sånn som æ va før. (laughs) (x) Nei æ føler itj noe forskjell, litt mer avslappa. #00:00:19-0#
- 3 I: Så hva var det du gledet deg til å spille i dag? #00:00:23-0#
- 4 P4: Hmm? #00:00:26-0#
- 5 I: Hva var det du har gledet deg til, til å gjøre i spillet? #00:00:35-0#
- 6 P4: Eeh, nei da X det var egentli itj noe spesifikt æ skull gjør, så idag tok- gjør æ bare... bare loka som det hete, bare sosa (laughs) Æ hadde itj no spesielle plana. #00:01:17-0#
- 7 I: Hvordan har du følt deg når du spilte, de to spillene? #00:01:23-0#
- 8 P4: Eeh, "Guild Wars" da e jo... det er vel der æ har det artigst og slappa av mest og kose mæ. Og 'CS' da blir æ irritert og sur men fortsatt veldig artig. (laughs) #00:01:58-0#
- 9 I: Hva er det som er intresant med å spille da... 'CS'? #00:02:05-0#
- 10 P4: Hmm? #00:02:09-0#
- 11 I: Hva er det som er intresant med å spille... #00:02:10-0#
- 12 P4: Det er jo det at, det er jo æ vil jo bli ber. Det er jo det. Jaget etter å bli ber. #00:02:28-0#
- 13 I: Mhm, ja du sa du liker spill som krever skill? #00:02:31-0#
- 14 P4: Mhm. #00:02:31-0#
- 15 I: Hva er det som gjør at du liker dem? #00:02:36-0#
- 16 P4: Nei æ vet itj æ. Det er jo... det er jo litt kjedelig når alt er plankekjøring. Sånn er det vel live og. (laughs) Det er livet. (laughs) #00:03:04-0#
- 17 I: Sånn er livet ja. #00:03:10-0#
- 18 P4: Æh er sånn- sånn va bare- syns det alt, alt er så artig når det er litt utfordring. #00:03:22-0#
- 19 I: Er det da viktig å ha sånn balanse mellom utfordring og det du kan, eller fins det ikke for vanskelige spill? #00:03:45-0#
- 20 P4: Nei fins itj no for vanskelig nei, alt går an å trænes opp i. Du får det te. Handler om bar vær tålmodig nok. #00:04:04-0#
- 21 I: Mhm. I guild wars da, når du spiller, er det da viktig for deg at du kan spille med noen du kjenner? #00:04:14-0#
- 22 P4: Det er art-artiger det æ foretrekker å spille med folk ja. Men... det har itj no å si om æ spill allein nei. Det gjør meg ingenting. #00:04:33-0#
- 23 I: Så å spille alleine forandrer seg ikke om du ikke har noen spesielle... #00:04:40-0#
- 24 P4: Jojo det er artiger å spille med folk ja, e det. Absolutt. #00:04:47-0#
- 25 I: Så da blir det mer, viss du har- viss du avtaler med venner x #00:04:51-0#
- 26 P4: Mhm #00:05:00-0#
- 27 I: Hvordan føles det da å ta en stor boss sammen med andre? #00:05:04-0#
- 28 P4: Nei artig, teamwork. Det er artigste å få te skikkelig godt teamwork, føler oppnår mye mer med... gjør du. #00:05:17-0#
- 29 I: Er denne følelsen mer når du spiller med noen du kjenner, eller er det den samme? #00:05:20-0#
- 30 P4: Hmm? #00:05:21-0#
- 31 I: Om denne følelsen av å klare å gjøre noe sammen, om denne følelsen er sterkere når du spiller sammen med noen du kjenner? #00:05:28-0#
- 32 P4: Ja absolutt, for da snakker æ jo med dem og samtidig... gjør æ jo. #00:05:34-0#
- 33 I: Øøh, så før kom det sånn sequens da på guild wars, kommer dem ofte? #00:05:40-0#
- 34 P4: En gang te? #00:05:39-0#

35 I: Sånne sequenser, sånne film- filmsequenser. #00:05:41-0#

36 P4: Sånne eventar som det heter? #00:05:43-0#

37 I: Ja. #00:05:43-0#

38 P4: Eeh, ja det- det er hele tia. #00:05:45-0#

39 I: Okay #00:05:46-0#

40 P4: Rundt om kring i verden så er det alltid noe som skjer. #00:05:48-0#

41 I: Hmm, er det da sånn dødtid som du ikke liker eller er det... #00:05:53-0#

42 P4: Veldig lite dødtid. #00:05:53-0#

43 I: Okay #00:05:54-0#

44 P4: Nesten ingenting #00:05:57-0#

45 I: Øøh, er det, er det kjedelig for deg viss det er mye dødtid eller? #00:06:02-0#

46 P4: Neei, asså (laughs) asså, chatten i guild wars det er noe av det mest latterlige som finnes. Det e so my dårleg humor der å.. det e my artige folk så de e aldri no kjedle tid nei, e de itj. #00:06:15-0#

47 I: Så det er alltid noe å gjøre på? #00:06:18-0#

48 P4: Jaja, viss de e dødtid så bynne e bare på å- bjynne å bare prat med dem som e i nærheten å alle sammen e veldig morsom (laughs). Det e stort sett- det er vel stort sett voksne folk som spiller 'Guild Wars'. E itj no onga, e my bra voksen humor og (laughs) mye artigheta. #00:06:37-0#

49 I: Det er bra. Hva var dine achievements i dag synes du? Hva som var best i dag? #00:06:42-0#

50 P4: Tja, eem. CS fikk æ itj te en drit, der daua e jo bare. Det var jo (laughs) gjor ingenting der. Nei i Guild War e fikk no ganske mye loot, gjor æ no, veldig my. Det va deilig. #00:07:00-0#

51 I: Når du får de så hvordan er det med motivasjonen, blir det mer? Hvis du får.. #00:07:06-0#

52 P4: Ja, mhm. Motivasjonen min te å skaff loot i 'Guild Wars' e jo for at e held på å crafte no nye våpen. Sånn veldig brae våpen, så de e de æ held på å samle stuff te no. #00:07:16-0#

53 I: Mhm #00:07:17-0#

54 P4: Å alt de stufte æ ikke treng sell æ jo for gull å so kjøpe æ de æ treng. #00:07:26-0#

55 I: Hvordan er det da når du dør i 'Guild Wars', føles de kjipt eller? #00:07:28-0#

56 P4: Det spørs litt viss de liksom... viss vi er- viss det liksom en boss har ti prosent HP igjen å daue da det er litt kjedelig for da får æ itj vera med på slutten. Men ellers så... de e jo alltid gidd å dø, det er kjedelig. Men de e itj krise da, de e de itj. De e verre i CS for der er en ond sirkel. For viss du dør i CS, som er irriterende, å so daue igjen, å igjen, å du blir bare surer å surer da og til slutt så blir du bare så irritert og når du- når du er sur da fåkke du te nåkka i CS. Da klar du itj å sikt du klare ingenting, å så blir de bare en ond sirkel å de baller på seg. Du bare dør mer og mer og mer. (laughs) #00:08:10-0#

57 I: Å det har du ikke med 'Guild Wars'? #00:08:12-0#

58 P4: Nei #00:08:16-0#

59 I: Føler du deg noe sånn rewarded gjennom de spillene? Føler du deg at du har fått noe ut av de? #00:08:21-0#

60 P4: Nei itj i dag nei. No har- no har æ stort sett bare gjort ting æ alltid gjør (laughs) Få sånn småting, æ ha itj gjort no spesielt nei. #00:08:28-0#

61 I: Hva da med eventen, var det da... #00:08:31-0#

62 P4: Nei de har æ gjort hundre ganger før det så (laughs) #00:08:35-0#

63 I: Så det har slutta å bli en sånn "reward-følelse"... #00:08:37-0#

64 P4: Neineinei, det nei de gjør de itj. Det er alltid deilig å få de te, det er det absolutt. Særleg når vi har så få folk, i dag på den eventen her så va vi itj so jævla mang, å da e de ekstra deilig å få de te. Du må ha jævli mang før å få te den eventen sjø. #00:08:53-0#

65 I: Okai, så har du lyst å spille igjen? #00:08:57-0#

66 P4: Ja. #00:08:57-0#

67 I: Hvilken av de to? #00:09:00-0#

68 P4: Hæ? #00:09:01-0#

69 I: Hvilket- hvilket spill av de to? #00:09:02-0#

70 P4: Akkurat no 'Guild Wars', sjå det gikk så dårlig i 'CS' (laughs) #00:09:07-0#

71 I: Jeg skjønner. Er det da sånn at du spiller hver dag? #00:09:12-0#

72 P4: Nei, det gjør æ vel itj... eem... Jo de hende- jo æ e vel kanskje innom 'Guild Wars' en sånn, ja time, maks en time da, hver dag. Eller ja, also de dagan æ ikke har tenkt å spill leng, so e æ kanskje en liten halvtime time i 'Guild Wars' uansett. Joa de e vel hver dag ja. #00:09:39-0#

73 I: Hadde du spilt da hver dag om du kunne spille med noen du kjenner? #00:09:44-0#

74 P4: Hmmm #00:09:47-0#

75 I: For da kunne du også ha snakka med dem. #00:09:51-0#

76 P4: Det blir for my de å, kan de å bli. E greit å ha de stilt inniblant og. #00:09:59-0#

77 I: Okay. Det var alt tusen takk #00:10:02-0#

78 P4: Jojo. #00:10:03-0#

- END OF TRANSCRIPTION -

PLAYER 5, (2017, June 13). Personal interview.

- START OF TRANSCRIPTION -

- 1 I: How are you feeling now after playing? #00:00:02-0#
- 2 P5: Well, the last few matches were good. Every time I finish with a win-streak, I feel good! #00:00:10-0#
- 3 I: How did you feel before? #00:00:13-0#
- 4 P5: I was feeling tired. And, now I am less tired still tired, but less, so, better, I guess? #00:00:23-0#
- 5 I: More excited? #00:00:24-0#
- 6 P5: (whispers) Yeah! #00:00:26-0#
- 7 I: Was there something you were looking forward today? #00:00:30-0#
- 8 P5: Yeah, I am always looking forward to, all different people I am going to meet in-game. And if someone is going to -thank-me, for healing them, as people tend to not do. And, yeah just, interacting with new people, I guess. #00:00:48-0#
- 9 I: How did you feel while playing, since you were looking forward to get "thanks"? Were you feeling like enough people where thanking you? #00:00:58-0#
- 10 P5: Yeah. #00:01:00-0#
- 11 I: So you felt good while playing? #00:01:01-0#
- 12 P5: Yeah. #00:01:02-0#
- 13 I: No complains. #00:01:04-0#
- 14 P5: No. I lost a few first matches, that's ok. #00:01:09-0#
- 15 I: When did you start playing this game and why? #00:01:15-0#
- 16 P5: I started like two weeks ago, because it was on sale. But I have wanted to play this game ever since it came out. I just have been poor. (laughs). #00:01:31-0#
- 17 I: So the money was a problem? #00:01:32-0#
- 18 P5: Yeah. #00:01:32-0#
- 19 I: Ok. #00:01:36-0#
- 20 P5: Or my willingness to spent money. #00:01:39-0#
- 21 I: How do you like the controls of the game? #00:01:42-0#
- 22 P5: I think they're good. I prefer playing on consol because there are less buttons, so I don't get confused, so I, I do like this buttons #00:01:52-0#
- 23 I: So even if you could play on the keyboard you would prefer the buttons? #00:01:57-0#
- 24 P5: Yeah. (snickers). #00:02:00-0#
- 25 I: Did you have to think about the controls? #00:02:03-0#
- 26 P5: No. Not really. But I have like nine hours on this character, so, I know her (laughs), I know her by now. #00:02:12-0#
- 27 I: You seem to have one favorite hero. #00:02:20-0#
- 28 P5: Yup. (snickers, then laughs). #00:02:23-0#
- 29 I: Why is that? #00:02:24-0#
- 30 P5: Because she doesn't have to aim, and I suck at aiming, so having a character that doesn't need aiming is good, and I also prefer playing support and she is the only support, as far as I know, that you don't need to aim. #00:02:39-0#
- 31 I: Did you try others first, when you startet playing? #00:02:42-0#
- 32 P5: Yeah, I, when I first started I was like "I'm going to have ONE character in each category and I am going to NAIL that one!". But then I got to 'Mercy' (laughs). And then it stopped. But I can play a few in all the catogories I'm not just good... #00:03:00-0#
- 33 I: So you focused on one, because you were feeling good and because it seems to be your style? #00:03:06-0#

34 P5: Yeah #00:03:06-0#

35 I: Because supportive as you're saying? #00:03:08-0#

36 P5: Yeah. #00:03:08-0#

37 I: And she is the only supportive one? #00:03:10-0#

38 P5: Yeah, Yeah. And I should defiantly start learning all these other, but, aha...!  
#00:03:17-0#

39 I: In the waiting room you were moving around instead of, -waiting-. Why is that? #00:03:25-0#

40 P5: Yeah, because it's boring to just (snickers) stand still. And I like shooting the stuff in the room (laughs). #00:03:33-0#

41 I: Why do you like it? #00:03:35-0#

42 P5: I don't know, (I just see) things get broken? (laughs). #00:03:39-0#

43 I: Because you can? #00:03:39-0#

44 P5: Because I can. I would never do that in real life, but in a game it's ok, I guess? And I also make sure to great all the other players and, (spray) on the door for good luck. (snickers) #00:03:56-0#

45 I: Would you ever change to another hero? Like, in the game? #00:04:03-0#

46 P5: I would if there was another really good support. Then I would change in for example 'Tank', but (.) the supports I have met so far have never, EVER healed me or so. If you get a- no. If you wanna get the job DONE, you should do it yourself! (laughs). #00:04:28-0#

47 I: So you're being your own support? #00:04:31-0#

48 P5: Yeah. (laughs) #00:04:38-0#

49 I: Is there a certain point or time when you feel the urge to feel you -could- switch to another hero? Or do you never feel the urge to switch? #00:04:53-0#

50 P5: Not really. If I get shot, I don't heal (x), or when the team won't protect me at all, then I will just say (whispers) "Fuck you guys", and like "I'M NOT GONNA HEAL YOU!". So then I will change into a tank or something. #00:05:07-0#

51 I: So when you feel you can't play the way you wish to play? #00:05:12-0#

52 P5: Yeah, because often the team don't protect me at all and I as try to get to them from the spawning point I just get shot, every time, and then, (whispers) I'm like "Yeah, I can't play, so fuck you". #00:05:24-0#

53 I: Since there is no teamwork? #00:05:25-0#

54 P5: Yeah. #00:05:26-0#

55 I: After you died there is some waiting time.= #00:05:34-0#

56 P5: =Mhm. (nods) #00:05:36-0#

57 I: What do you think about that, is it annoying is it ok? #00:05:39-0#

58 P5: I think it's very annoying, but I do get it for the game mechanics so I am very happy that it is there because otherwise it will be no consequence for dying, so it's great but it is also very annoying. #00:05:53-0#

59 I: So you say it's important for game dynamics? #00:05:55-0#

60 P5: Yeah. #00:05:56-0#

61 I: But you're not a fan of waiting? #00:05:58-0#

62 P5: No. #00:05:58-0#

63 I: I also saw you using your phone in the waiting time. #00:06:00-0#

64 P5: Yeah. #00:06:03-0#

65 I: Does it make waiting better? #00:06:05-0#

66 P5: Yeah. (laughs). #00:06:07-0#

67 I: What were your achievements today? #00:06:11-0#

68 P5: I got a loot box. That's good. I do like them loot boxes and also got another achievement that I don't know what means, but I'm happy, so it's ok. #00:06:24-0#

69 I: So even if you don't understand it you're happy to receive it? #00:06:27-0#

70 P5: Yeah. Every time I had that achievement "noise" I'm like "Yeah, I did something!" #00:06:31-0#

71 I: You did something well? #00:06:33-0#

72 P5: Yeah. (laughs) #00:06:35-0#

73 I: Do you get-, did you get good rewards? #00:06:39-0#

74 P5: No, not really, I got a skin, but I don't like the skin, and it fits on a character I don't play. But it was a skin. #00:06:47-0#

75 I: So you're happy, even though you have no use for it. #00:06:50-0#

76 P5: -Ish, ish. [In the sense of "happy-ish", a little happy] #00:06:51-0#

77 I: You would be happier if you would have a use for it? #00:06:54-0#

78 P5: Yeah. #00:06:55-0#

79 I: But you're still happy to get rewards? #00:06:57-0#

80 P5: Yeah. (snickers). #00:06:59-0#

81 I: How does it affect your motivation when you achieve something? #00:07:03-0#

82 P5: Well, the loot boxes are often a reward- (stutters). As there is, an special loot box event now I play more, because I want the -special- things.(snickers). Because they will disappear. So even though some days I didn't really want to play, (playful serious voice) but I wanted the stuff! (snickers) #00:07:26-0#

83 I: So you played just for the stuff? #00:07:26-0#

84 P5: Yeah. #00:07:36-0#

85 I: Instead of having the motivation to play first? #00:07:31-0#

86 P5: Yeah. #00:07:31-0#

87 I: Because of the events? #00:07:32-0#

88 P5: Yeah. #00:07:33-0#

89 I: Good that I summed that up. #00:07:36-0#

90 P5: (laughs) #00:07:36-0#

91 I: Do you feel more rewarded when things go smoothly all the way or when something was difficult and you made it through? #00:07:52-0#

92 P5: The last one. (snickers) #00:07:54-0#

93 I: Why is that? #00:07:56-0#

94 P5: Because then it seems like, we worked hard, and we overcome all-, or overcame all the difficulties, and then we got a reward. And it's not fun when we just "breeze" though everything. #00:08:10-0#

95 I: Because, maybe it's important I guess to have a certain balance of difficulty? #00:08:16-0#

96 P5: Yeah. #00:08:16-0#

97 I: So, even if it's hard ,you would still play in order to get rewards which are also according to the difficulty? #00:08:27-0#

98 P5: Yeah. Yeah. Do I. #00:08:30-0#

99 I: For now, do you feel rewarded by the game wether win or loose? #00:08:39-0#

100 P5: Yeah, just I get mo:re, ex- (stutters, laughs) experience points, so when I win and also if I heal a lot or kill a lot people, I get gold medals, which is also MORE experience points, WHICH GIVE ME LOOT BOXES! (laughs) So yeah... #00:09:01-0#

101 I: And if you loose, do you also get experience? #00:09:02-0#

102 P5: Yeah, but not as much. #00:09:04-0#

103 I: So you prefer winning, but loosing isn't so bad? #00:09:07-0#

104 P5: Yeah. It is ok, but, it's not a waste of time. #00:09:12-0#

105 I: Would you feel it would be a waste of time if you would get no to little experience? #00:09:18-0#

106 P5: No, because I would learn something and I would get better so I will, would get REAL life experience! (laughs) #00:09:28-0#

107 I: Do you learn from the kill cams? #00:09:34-0#

108 P5: Sometimes, like in the begining I didn't understand every time a character called 'Fire' kills me. She's flying and shoots down. And I was like "Who's shooting me, I didn't see, what's HAPPENING!" (laughs) But then I learned "Ah, there is this lady. She's flying." (laughs) #00:09:49-0#

109 I: So you could learn something from it but over time? #00:09:52-0#

110 P5: Yeah. #00:09:53-0#

111 I: If you could change something in the game, in order to make it more rewarding, what would it be? #00:10:06-0#

112 P5: More experiece points (laughs). And, also, to fix like the medal things? Because they seem broken, as sometimes I get gold if I do NOTHING, if I just have been dead all along - sometimes I get silver, for getting over average healing, and I'm like, "Why? Why is this?". #00:10:31-0#

113 I: So fixing the medal system to something logical? #00:10:34-0#

114 P5: Yeah. So that I don't get gold all time even though I don't always deserve. And that's not cool. Then I don't get to see what I need to get to do, better. #00:10:45-0#

115 I: So you prefer not getting gold medals, in case you feel you don't deserve it? #00:10:51-0#

116 P5: Yeah. Because sometimes I don't, and the game is just lying. #00:10:55-0#

117 I: So you want to get something in the case you did something well? #00:10:58-0#

118 P5: [Yeah] #00:10:59-0#

119 I: And [if ] it doesn't go so well it's okay for you to not receive something? #00:11:03-0#

120 P5: (nods) #00:11:03-0#

121 I: Well, what about the loot boxes? You like loot boxes. #00:11:07-0#

122 P5: (laughs) Yeah. #00:11:08-0#

123 I: Do you want more loot boxes? #00:11:11-0#

124 P5: Yup. #00:11:12-0#

125 I: Since this is an online game how does it feel to play with others? #00:11:17-0#

126 P5: It's a little strange for me at least, because I don't, I haven't played a lot of online games before this. So I was very nervous at first to meet all these people. I was like "Please like me! (I'm never taking things), please!". But it's just people, what is fun. It's fun. Yeah... #00:11:39-0#

127 I: They're just people like you? #00:11:42-0#

128 P5: Yeah. They're, they're not dangerous and also they are idiots, so. #00:11:46-0#

129 I: Most of them are idiots? #00:11:48-0#

130 P5: Yeah (nods). #00:11:48-0#

131 I: How do you know? #00:11:49-0#

132 P5: (whispers) I know! (stops whispering) Because they, they just- (sighs) they do so much stupid stuff like say "Heal me!" and then they RUN away! -And like, "I can't, heal you. If you just stand still...". And, all the time they say "Heal me!", and I'm like "Okay!!" and then they don't need healing. #00:12:06-0#

133 I: So when you feel there's like no reason they are pushing you? #00:12:11-0#

134 P5: Yeah. #00:12:13-0#

135 I: (...) That makes sense. #00:12:16-0#

136 P5: Yeah. (sniffs) #00:12:17-0#

137 I: Since you're the support you get to get actively involved with the other players.= #00:12:24-0#

138 P5: =Mhm. (nods) #00:12:24-0#

139 I: Is it something that you want to do? #00:12:27-0#

140 P5: Yea. #00:12:28-0#

141 I: Do you also talk to them, like, through the chat or something? #00:12:33-0#

142 P5: No I don't have a mic, yet. But soon. #00:12:37-0#

143 I: Yeah. Because you have a controller you can't write on the chat on the keyboard. #00:12:42-0#

144 P5: No. That would take the whole game, mhm. Yup. (snickers) #00:12:46-0#

145 I: So, if there would be a quick way for you to use the chat even with a controller would you use it? #00:12:51-0#

146 P5: Yes. Easy. #00:12:53-0#

147 I: (chuckles) Then you would write? #00:12:55-0#

148 P5: Yeah. Like "Why are you doing this, stop. Stop going there, you're gonna die." (snickers) #00:13:01-0#

149 I: So you would decide on strategies maybe? #00:13:04-0#

150 P5: Yeah. #00:13:05-0#

151 I: And on advice? #00:13:05-0#

152 P5: Mhm. (nods) #00:13:07-0#

153 I: Did you talk to your team today? #00:13:14-0#

154 P5: (thinks) Only with the 'emotes' available, from, from the character. #00:13:22-0#

155 I: Like gestures? #00:13:24-0#

156 P5: (.) Ya! Like "Hi", "Thanks" and (laughs) "Understood". (.) So at the end of the game we said "Thanks". And I guess that's "Good game". (...) #00:13:42-0#

157 (interviewer looks over questions) #00:13:41-0#

158 P5: Det går bra. (.) Take your time. #00:13:50-0#

159 I: Do you, do you think you would talk more with the people if you knew them better? #00:13:56-0#

160 P5: Yea. #00:13:56-0#

161 I: Why is that? #00:13:58-0#

162 P5: I don't kn- it's scary to just talk to people you don't know? But like, this- last people that I played a few games with I would be comfortable, talking with them by like the second or third game. (...) Because then we would be FRIENDS! (snickers) #00:14:11-0#

163 I: Because you shared some games together, [a few rounds]? #00:14:15-0#

164 P5: [Yeah. ] #00:14:15-0#

165 I: So it's like, you first need to share something for a while to feel more comfortable? #00:14:21-0#

166 P5: (nods) Yup. #00:14:24-0#

167 I: (...) What is it you're looking forward to when playing with others or friends? #00:14:30-0#

168 P5: (thinks) What it is with friends, I'm looking forward to creating memories!, and maintaining the friendship! And also it's very different playing with friends, -like when I heal, "not friends", it's like "I will just heal you because I am nice.". But when it's with friends, I'm like "I will heal you like my friendship depends ON THIS!". And I get kind of stressed, but, in the end it's all fun. #00:14:56-0#

169 I: So, you think you would get more engaged with friends? #00:15:00-0#



170 P5: Yeah. (...) And I also feel better when like, boosting or protecting a friend, and I would, yeah work harder. #00:15:13-0#

171 I: (...) If you play again, would you prefer playing with friends? #00:15:17-0#

172 P5: Yeah. #00:15:17-0#

173 I: (...) Why? #00:15:19-0#

174 P5: (snickers) I guess it's nice, to spend time with your friends? (laughs). And yeah, and as you said I would be more engaged, and, and if (it was) for us all sitting together, we will be -very- engaged, and that's fun. #00:15:36-0#

175 I: Also, you might skip the time to get to know them? #00:15:39-0#

176 P5: Yeah. #00:15:40-0#

177 I: Since you already know them? #00:15:42-0#

178 P5: Yup. (snickers) #00:15:43-0#

179 I: If you would play with friends, would you play more than you're playing now? #00:15:50-0#

180 P5: Yeah. (...) Because then I will be more social, and that's great. (...) #00:15:59-0#

181 I: Do you want to play this game again? #00:16:00-0#

182 P5: Yup. (snickers) #00:16:04-0#

183 I: Would you- and you said you would prefer even playing with friends, you might play it more? #00:16:09-0#

184 P5: Yeah. #00:16:11-0#

185 I: Is it also because you could plan more together? #00:16:16-0#

186 P5: [Yes. Yeah.] #00:16:19-0#

187 I: [Because] you're sitting next to each other or ] something? #00:16:19-0#

188 P5: Yeah, I think that the...(splutters, moans) Brainfart! (...) I would be much more easier to plan and have an actual strategy by talking to each other, as that would be possible just with "Thanks", "Understood" and "I need healing". (snickers) #00:16:41-0#

189 I: So what, about this game, makes you want to play it? #00:16:47-0#

190 P5: Oh, I really like characters, and the setting, and it's not like your standard 'Call of Duty' things, because that's just military, very boring, they're studs, middle-aged white guy and everyone is middle-aged white guys and that's no fun. But here we have characters from all around the world. Some are robots, some are humans, some are, I don't even know, (...) cyborgs... So the character design is very interesting, since everyone got different weapons and different... tasks. That's very fun and it's not just, yeah your standard 'Call of Duty'-games. #00:17:30-0#

191 I: So even though the mechanics are the same, like shooting? #00:17:33-0#

192 P5: (nods) Mhm.= #00:17:34-0#

193 I: =Like a first-person shooter, this feels more, that is has more variations?=# #00:17:39-0#

194 P5: =Yeah. It's more, "alive", I guess? #00:17:42-0#

195 I: So, does it also have something to do with the, how long the rounds are? If the rounds would be longer, would you still play as much? #00:17:53-0#

196 P5: I don't think so. I like that they're short. And just, having them going on forever would be too much and too intense. #00:18:05-0#

197 I: What would be the maximum? #00:18:06-0#

198 P5: 20 Minutes, maybe? #00:18:10-0#

199 I: So, when you're playing, how long do you usually play? #00:18:15-0#

200 P5: Like, in total? #00:18:18-0#

201 I: Yeah, in total. #00:18:18-0#

202 P5: From one to five hours, I guess? Depends on, whether I have work or school. #00:18:29-0#

203 I: So, it hardly happens that you play just one round? #00:18:34-0#

204 P5: Yeah. Because then I wouldn't get enough experience points! (laughs) #00:18:41-0#

205 I: Is it the experience points, or because you want to continue playing just in general because it's fun? #00:18:47-0#

206 P5: Both, I guess? Like I wouldn't play this if I didn't think it was fun at all, but of course the points are.. (inhales) a huge motivational factor. #00:18:57-0#

207 I: Is it there some kind of minimum points you're trying to get, each day? #00:19:00-0#

208 P5: No. I just want, a box. (snickers). There is just maybe one box a day, at least. In the beginning it was two, but as I got into a higher level it takes longer time. So I had to, you know, that's (x). #00:19:16-0#

209 I: When do you get a box? #00:19:18-0#

210 P5: It depends, if I win a lot of the games it goes quicker of course, but, if I loose a lot, which I often do., it takes some time. #00:19:29-0#

211 I: So, is it possible to get one each day. #00:19:33-0#

212 P5: Yeah. #00:19:35-0#

213 I: So that's easily achieved? #00:19:36-0#

214 P5: Yeah. #00:19:38-0#

215 I: If it would be hard, would it still be a goal? #00:19:41-0#

216 P5: Yeah. #00:19:42-0#

217 I: Even if, it would take several days? #00:19:45-0#

218 P5: Yeah. It will be my final goal. I guess? Yeah. #00:19:49-0#

219 I: Alright. (.) That's good, thank you very much. #00:19:54-0#

220 P5: (whispers) Værsgod! #00:19:55-0#

- END OF TRANSCRIPTION -

# Appendix E: Observations

PLAYER 1, (2017, April 6). Personal observation.

- START OF TRANSCRIPTION -

- 2 TP: Müssen wir Spiel von dir machen, denk ich. #00:00:04-0#
- 3 P1: Ja. (nods) #00:00:06-0#
- 4 TP: Weil ich ja schon in der nächsten, im im, im nächsten Start bin, an der nächsten Stadtbeginn oder nächsten Stadtteil. #00:00:14-0#
- 5 (sits still) #00:00:18-0#
- 6 (rubs eyes) #00:00:23-0#
- 7 Game dialog starts - #00:00:28-0#
- 8 (picks up cup and drinks) #00:00:31-0#
- 9 TP: Gucken ob noch alles ist hier... #00:00:42-0#
- 10 P1: Hab vorhin nochmal ein bisschen gespielt weil ich nochmal reinkommen wollte. Bei dem Nebelbergsprung nochmal hochgeklettert (laughs). #00:00:52-0#
- 11 TP: Ja. #00:00:52-0#
- 12 (reads, then pushes enter) #00:00:57-0#
- 13 (chews once, keeps body still) #00:01:00-0#
- 14 P1: So, ich bin drin. #00:01:04-0#
- 15 (swallows once) #00:01:12-0#
- 16 TP: Ja, nochmal kurz neu starten. #00:01:24-0#
- 17 (keeps body still and focuses on the game) #00:01:25-0#
- 18 In-game speech - #00:01:34-0#
- 19 TP: Is halt immer nachteilig wenn wenn du halt kein Kopfhörer, keine Kopfhörer aufhast, ja.. #00:01:44-0#
- 20 P1: Hmmh. (turns volume down) Kann ja ein bisschen leiser machen.
- 21 (puts hand back on mouse) #00:01:49-0#
- 22 TP: Oder so, ja. #00:01:49-0#
- 23 P1: (hums) Wieso ist die letzte Mission fehlgeschlagen die wir gespielt hatten? #00:01:58-0#
- 24 TP: (..) Weiss nicht mehr? (Ist) eigentlich nicht, oder? #00:02:02-0#
- 25 P1: Er hat irgendwie gesagt, es ist fehlgeschlagen, oder sowas der eine. #00:02:08-0#
- 26 (moves around in game, keeping body still) #00:02:18-0#
- 27 TP: Spiel mit jedem (...) (x). #00:02:25-0#
- 28 P1: Kaufen Sie (Antarzien) von eh, (Raiz). #00:02:29-0#
- 29 TP: Ja wie weit waren wir denn überhaupt? #00:02:46-0#
- 30 P1: Ich glaube das letzte was wo wir von den Viechern weggerannt sind in der Nacht. #00:02:52-0#
- 31 TP: Achja. #00:02:54-0#
- 32 P1: Wo wir die dann hier gegrillt haben unten am- ah da bist du ja. (...) Kleiner Ninja. (4) Wa:h! (laughs) #00:03:08-0#
- 33 TP: Na dann folg ich dir mal. #00:03:09-0#
- 34 (Tries to open in-game door) #00:03:10-0#
- 35 P1: Ich will da weg- achso. #00:03:17-0#

36 loading screen shows - #00:03:22-0#

37 TP: (sigh) Zusammen im Fahrstuhl kuscheln. #00:03:24-0#

38 In-game dialog starts - #00:03:24-0#

39 (rubs face with right hand, puts it back on mouse) #00:03:27-0#

40 P1: Hörst du das auch? #00:03:30-0#

41 TP: Ja. #00:03:31-0#

42 In-game dialog stops - #00:03:35-0#

43 TP: Aber ist angefahr im gleichen (x), ja. Kaum, kaum Lag. #00:03:41-0#

44 P1: Ok, uhm (.) müssen wir die Ausrufezeichen.. hingehen, oder? #00:03:49-0#

45 TP: Na, die haben dir was zu sagen, die Ausrufezeichen. #00:03:53-0#

46 (moves around in game) #00:03:59-0#

47 P1: Ah, der will nicht mit mir reden, ah, der aber mit mir. (..) Red mit mir, RED mit mir. #00:04:08-0#

48 (looks to the upper left corner of screen, reading text) #00:04:06-0#

49 TP: (Wo: denn?) (inhales) #00:04:10-0#

50 P1: Hier bin ich! #00:04:11-0#

51 In-game dialog - #00:04:12-0#

52 (lifts fingers slightly off mouse) #00:04:16-0#

53 (picks up glass and drinks) #00:04:18-0#

54 (puts down glass) #00:04:30-0#

55 (stretches right shoulder slightly, puts right hand back on mouse) #00:04:32-0#

56 (moves mouth in chewing motion, swallows) #00:04:43-0#

57 (right hand lifts up mouse slightly, then back down) #00:04:54-0#

58 (looks at left hand) #00:05:00-0#

59 (scratches neck with right hand) #00:05:12-0#

60 TP: Jetzt sind wie absolut (x), ja. #00:05:25-0#

61 P1: Oh. #00:05:28-0#

62 (sighs) #00:05:31-0#

63 In-game dialog ends - #00:05:36-0#

64 P1: So, eine neue Aufgabe. (.) Müssen wir die jetzt machen, gleich- oder? #00:05:49-0#

65 TP: Können wir gerne machen, ja. (sniffs) (Ich habe) ansonsten sowieso keinen Überblick. (.) Gibt's hier noch was:?:#00:06:00-0#

66 Opens weapon menu - #00:06:01-0#

67 TP: (x x, x x) #00:06:02-0#

68 P1: Gibt's irgendwas was man hier jeden Tag kriegt oder sowas? #00:06:06-0#

69 TP: Ja, da gibt's täglich Zeug, na. #00:06:08-0#

70 P1: Ach hier dieses Mull und sowas, Dietrich und- = #00:06:11-0#

71 TP: =Zum Beispiel Dietriche gibts und ja. #00:06:14-0#

72 (picks up material) #00:06:16-0#

73 P1: Wie konnte man nochma schlagen=- #00:06:24-0#

74 TP: =Sowas, muss erstmal gucken wie das hier mit den Waffen war. #00:06:26-0#

75 P1: (laughs) Ich (aber) auch. #00:06:28-0#

76 (looks at bottom left at keyboard) #00:06:44-0#

77 P1: Wie hast du das jetzt mit der Waffe gemacht? #00:06:54-0#

78 TP: A:h! Das war falsch, ok. (..) Aja. #00:06:57-0#

79 P1: Waffen, B? #00:07:00-0#

80 TP: Mausrat. #00:07:02-0#

81 (looks at keys at left hand) #00:07:07-0#

82 Menu shows - #00:07:09-0#

83 (head moves left, right, left, down) #00:07:10-0#

84 (clicks mouse gently a few times) #00:07:17-0#S

85 TP: Muss trotzdem nochmal gucken irgendwie, (inhales) gabs da doch noch was (ganz anderes hier). #00:07:24-0#

86 (keeps body still, looks around game) #00:07:32-0#

87 TP: (Gab doch hier oben) irgendwo diesen komischen (4) Moment, das ist das. (..) Guckste ins Inventar. #00:07:52-0#

88 (looks at keys at left hand) #00:07:52-0#

89 Inventory shows - #00:07:53-0#

90 TP: (Drum rum fahren...) #00:07:56-0#

91 Inventory closes - #00:08:08-0#

92 (rubs nose with right hand) #00:08:10-0#

93 TP: Ab ins (Jeep) #00:08:10-0#

94 (moves around in game, head follows slightly direction the avatar is heading) #00:08:15-0#

95 TP: (Ich) lass dir den Vortritt und versuch dir den Rücken frei zu halten. #00:08:20-0#

96 P1: Öh.. #00:08:23-0#

97 TP: (laughs) #00:08:25-0#

98 P1: Wo-hui. #00:08:28-0#

99 TP: Das war halt.. (die gerade gekommen ist) #00:08:34-0#

100 (hits keys loudly) #00:08:34-0#

101 TP: Ich dachte ich hab den Wurfhacken ausgewählt aber irgendwie (.) wa:h! #00:08:45-0#

102 P1: (chuckles) Wir bringen uns selber um (laughs) #00:08:49-0#

103 (both players laugh) #00:08:49-0#

104 (keeps body still while playing, head follows directions the avatar is moving towards) #00:08:56-0#

105 P1: Hmm. #00:09:09-0#

106 (moves mouth in chew motion, swallows) #00:09:14-0#

107 (pushes keys faster, trying to jump on top of building) #00:09:29-0#

108 P1: (playful, quiet scream) #00:09:35-0#

109 P1: Was? (.) Da sind da irgendwelche Typen? #00:09:44-0#

110 TP: Ja, da an der (x x) #00:09:46-0#

111 (attacks, clicks very fast, body stiffens) #00:09:50-0#

112 (body rocks forward while clicking quickly) #00:09:52-0#

113 P1: Boah= #00:09:55-0#

114 TP: Uhm okay, wie (war denn das Dach jetzt?) #00:09:57-0#

115 (attacks, clicks quickly) #00:10:00-0#

116 (attacks, clicks quickly) #00:10:01-0#

117 (moves away from enemy, keeps body still) #00:10:03-0#

118 (attacks, clicks quickly) #00:10:09-0#

119 (body jerks forward, head moves quick, constant clicking) #00:10:07-0#

120 Screen turns grey - #00:10:13-0#

121 P1: (playfull quiet scream) #00:10:14-0#

122 (looks at left hand at keys) #00:10:13-0#

123 (still playfully screaming) #00:10:16-0#

124 (clicks fast, body stiffens a bit) #00:10:23-0#

125 P1: Meine Güte. (relaxes body) #00:10:33-0#

126 P1: Kann man den irgendwas abnehmen hie:r, mal gucken, F...(looks at keys) #00:10:41-0#

127 TP: Äh, irgendwie, ja. (4) F-halten, kannst du= #00:10:47-0#

128 P1: =Ja. #00:10:48-0#

129 (Keeps body still, chews slightly) #00:10:51-0#

130 TP: Was wo? #00:10:56-0#

131 (moves around in game) #00:11:01-0#

132 TP: (laughs) #00:11:02-0#

133 P1: Okay. #00:11:08-0#

134 TP: Hast du ihn (hergerufen)? #00:11:11-0#

135 P1: "Hmm, dein Geld nehm ich" #00:11:18-0#

136 P1: Na gut dann, ah- #00:11:25-0#

137 (walks towards enemy, controlled attacking) #00:11:38-0#

138 TP: (inhales) Sollen wir die Mission weiter machen oder was? #00:11:49-0#

139 P1: Ja. #00:11:49-0#

140 (avatar climbs up, head follows the motion) #00:11:52-0#

141 P1: Das sind etwas vie:le denk ich. #00:11:58-0#

142 (keeps body still and focuses on game) #00:12:03-0#

143 P1: Müssen wir nach da drüben... #00:12:04-0#

144 (humming) #00:12:08-0#

145 P1: Ich bin zu, DICK, ich kann nich- ich kann nicht so lange laufen. #00:12:15-0#

146 TP: Na dann hier, der (x) Dingsbums hier (laughs) #00:12:19-0#

147 P1: Ho-ho, scheisse. #00:12:21-0#

148 (pushes keys slightly more loudly) #00:12:27-0#

149 P1: Wa:h, scheisse! (laughs while clicks quickly). Vor allem DINGEN:hh: (laughs). Kommt er auf mich zugerannt! #00:12:35-0#

150 (enemy attacking P1 gets shot by TP) #00:12:36-0#

151 (laughs loudly) #00:12:37-0#

152 P1: Ich versuche zu schlagen und so und zu töten und du eine Kugel, Boop. #00:12:43-0#

153 (both laugh) #00:12:45-0#

154 (stops laughing/ smiling, swallows) #00:12:47-0#

155 TP: Ja das ist der einzige Vorteil das ich schon so weit bin, ne. (inhales, sighs) #00:12:51-0#

156 P1: Aber ich nehme mal an Mumpeln sind auch wahre Sachen. #00:12:59-0#

157 TP: Ja, 50 Stück haben's ( x x), ja. #00:13:03-0#

158 P1: Jetzt müssen wir irgendwie darunter. #00:13:05-0#

159 (chews slightly) #00:13:09-0#

160 TP: So, wo müssen wir hin da eigentlich? #00:13:09-0#

161 P1: Wir müssen da drüben so nordlich, Richtung norden. #00:13:15-0#

162 TP: Achso, warte. Ich muss hier erstmal die richtige, richtige Mission auswählen. (.) Was ist denn das hier, "Vorsicht, Kurzspannung". #00:13:22-0#

163 P1: Was? #00:13:25-0#

164 TP: Da musst du mal hier bei, Inventar bei Quests auswählen, also im Menu. #00:13:31-0#

165 Menu screen shows up - #00:13:30-0#

166 P1: Quests, und dann uhm.. #00:13:36-0#

167 TP: "Vorsicht, Kurzspannung" (x) nehmen. #00:13:38-0#

168 P1: Ok. A:h. (.) Da müssen wir da drüben- WOÄH (neck stretches forward, clicks rapidly) Scheisse, ich bin in Bus gefallen:hh., Hilfe:! Hilfe! (smiles) #00:13:45-0#

169 (still clicks quickly) #00:13:45-0#

170 (defeated enemy, stops clicking) #00:13:48-0#

171 P1: (laughs, relaxes body) Vor allen Dingen! Der Kopf abgefallen. (.) Noch mehr Fahrgäste. (.) Jetzt müssen wir wieder zurück sozusagen? #00:14:05-0#

172 TP: Ein Stück, (nur bis) vor (x), auf die andere Seite, (inhales, sighs) (x x x) geht. #00:14:12-0#

173 P1: Naja, wir können ja dann da runter gehen wo wir- ahh, schon wieder in einen Bus reingefallen. #00:14:19-0#

174 (keeps body still and focuses on game) #00:14:19-0#

175 (sighs, then hums) #00:14:28-0#

176 P1: Mir wird schon ganz schwindelig. [Refers to in-game avatar] #00:14:41-0#

177 TP: (laughs) [So, da müssen ] #00:14:43-0#

178 P1: [Vom ganzen Laufen.] #00:14:43-0#

179 TP: Wir- mal gucken, da drüben (x x). Total in die falsche Richtung gelaufen (laughs) #00:14:48-0#

180 (keeps body still and stays focused on game) #00:14:56-0#

181 (looks around moving head) #00:15:12-0#

182 P1: Hm, die Passanten sehen aber nicht sehr gut aus. (smiles) #00:15:18-0#

183 TP: Wie bitte? #00:15:19-0#

184 P1: Die Passanten sehen aber nicht sehr gut aus. #00:15:22-0#

185 TP: Wa:h, Flugzeug, haha. (Ach) scheisse, bräuchten eigentlich dieses Packet aber scheiss drauf. (inhales) #00:15:33-0#

186 P1: Ist es weit weg? #00:15:36-0#

187 (looks at keys) #00:15:40-0#

188 TP: Ich weiss nicht mehr? #00:15:41-0#

189 P1: Mal gucken, da. (.) #00:15:47-0#

190 TP: Wollen wir's probieren? #00:15:47-0#

191 P1: Klar, wieso nicht? #00:15:52-0#

192 (head follows directions the avatar is going) #00:15:56-0#

193 TP: Weil diese komischen Typen sind dann ziemlich schnell da. Aber man sieht ja nicht mal den (Haufen). Oder wahrscheinlich viel zu spät, schätz ich. #00:16:08-0#

194 P1: Aber vielleicht ja da sonst irgendwas brauchbares. #00:16:12-0#

195 TP: Warte mal kurz. #00:16:15-0#

196 P1: Ja. #00:16:15-0#

197 (TP gets called and picks up phone) #00:16:24-0#

198 (attacks enemy, clicks fast) #00:16:26-0#

199 (jaw drops, shoulders pull back and together, body turns stiff) #00:16:27-0#

200 (smiles with open mouth) #00:16:29-0#

201 (stops clicking fast) #00:16:30-0#

202 (clicks controlled) #00:16:35-0#

203 (shakes head, opens eyes wide and pull back head slightly.) #00:16:49-0#

204 (leans in closer to screen) #00:16:52-0#

205 (looks at keys) #00:16:56-0#

206 (keeps body still) #00:17:08-0#

207 (looks to side while lifing hands of controls) #00:17:09-0#

208 (sighs, then laughs) #00:17:10-0#

209 (rubs fingers of left hand together) #00:17:10-0#

210 (looks back at screen, puts hands on controls) #00:17:12-0#

211 (leans in closer towards screen) #00:17:19-0#

212 (screams quietly, body rocks forward then back) #00:17:22-0#

213 (body stiffens) #00:17:22-0#

214 (jumps a little) #00:17:22-0#

215 (laughs) #00:17:24-0#

216 P1: Was hab ich dir gesagt, bleib liegen:hh! #00:17:25-0#

217 (body stays still) #00:17:30-0#

218 P1: Meine Güte... #00:17:30-0#

219 (attacks enemy, right arm builds up tension over time) #00:17:34-0#

220 (pulling shoulders up gradually) #00:17:34-0#

221 P1: (laughs) Stirb:hh endlich! (laughs) #00:17:36-0#

222 (looks to side, laughs, looks back) #00:17:37-0#

223 (shakes head) #00:17:38-0#



224 P1: Was?! (laughs) Vor allen DINGEN! (laughs loudly) #00:17:42-0#

225 P1: (grins, drops head) Bleib unten! #00:17:45-0#

226 (clicks quickly, laughs) #00:17:45-0#

227 P1: Ist es tot? Nein, immer noch nicht, what the fuck? (body pulls back from screen) #00:17:50-0#

228 (clicks quickly, screams quietly) #00:17:51-0#

229 P1: Stü:rb! #00:17:54-0#

230 (stops clicking, body relaxes) #00:17:58-0#

231 P1: Ich glaub, es ist to:t. (pulls back head slightly) (.) Glaub ich... Nein, nicht doch. Uh:. #00:18:04-0#

232 (body is still, focused on screen, slightly moving head right and left) #00:18:04-0#

233 P1: Meine Güte, der war aber sportlich. #00:18:09-0#

234 (attacks, stops when sees that it's TP) #00:18:11-0#

235 (breathes out quickly, body shakes slightly, shoulder sink) #00:18:11-0#

236 P1: Uh-hu! (laughs) #00:18:14-0#

237 (looks to side, laughs louder) #00:18:14-0#

238 P1: War ja gar kein Zombie! (body moves upwards and back) #00:18:15-0#

239 (looks to side again, then back at screen, still laughing) #00:18:17-0#

240 (sighs, body relaxes) #00:18:20-0#

241 P1: Die können (hier) jetzt nicht klettern, die haben keine Arme. #00:18:26-0#

242 (TP ends call) #00:18:26-0#

243 (P1 keeps body still and focuses on game) #00:18:27-0#

244 TP: Ja- ach das hier ist die Sicherzone oder was? #00:18:38-0#

245 P1: Das war, öh - weiss ich nicht, was das hier sein soll? Das sieht nicht aus wie eine Sicherheitszone hier, (laughs) sieht eher aus wär sie über=- #00:18:45-0#

246 TP: =Ja, doch doch. Das, ja, das Paket ist hier (weg). Ja, dann machen wir erstmal die Zone hier und dann.. #00:18:52-0#

247 P1: Was muss man da machen?=# #00:18:52-0#

248 TP: Einfach- Halt mir den Rücken frei, ich mach erstmal die Tür zu. #00:18:55-0#

249 P1: (screams quietly) #00:18:56-0#

250 (clicks quickly) #00:18:57-0#

251 TP: Ich geh mal eben rüber (wenn das geht). #00:19:00-0#

252 P1: Leichter gesagt als geta::n! (tenses, body pulls forward) #00:19:05-0#

253 P1: Wuä::, ich werde gefressen! Ah::, scheisse! (laughs, clicks keys rapidly) #00:19:09-0#

254 (body tenses, pulls back) #00:19:10-0#

255 (looks down at keys, hits key several times) #00:19:13-0#

256 (keeps body stiff and still) #00:19:20-0#

257 (head follows movements on screen) #00:19:28-0#

258 P1: Stirb doch endlich! (.) Meine Güte! #00:19:31-0#

259 (jumps down on enemy from above, screams quietly and leans head forward) #00:19:36-0#

260 (keeps body still) #00:19:37-0#

261 P1: (laughs) x, (screams quietly) #00:19:40-0#

262 P1: Ah, ich hab ihn getötet. (scratches cheek with right hand, relaxes) #00:19:45-0#

263 TP: Waren sie das alle? #00:19:46-0#

264 P1: Uhm.. #00:19:49-0#

265 TP: (Jetzt haste zuerst) x x.... #00:19:49-0#

266 P1: Sieht fast genauso aus, ja. #00:19:54-0#

267 (adjusts left hand, inhales, sighs) #00:19:58-0#

268 P1: (sighs) Uhm: #00:20:00-0#

269 TP: Guck mal hier was ich kann! #00:20:01-0#

270 P1: Was? #00:20:04-0#

271 TP: Ich schmier mich hier erstmal voll mit dem (Gedümpe) ein dann kannst du durch die Zombies durchlaufen. #00:20:09-0#

272 P1: Das kann ich aber noch nicht oder? #00:20:13-0#

273 TP: Das musst du erst lernen, ja. #00:20:14-0#

274 (scratches nose with right hand) #00:20:19-0#

275 TP: Hast du hier schon mal so ne, so ne Sicherheitszone freigeschaltet? #00:20:21-0#

276 P1: Nö. #00:20:24-0#

277 TP: Nö? #00:20:25-0#

278 P1: Ja, einmal oder so, die am Anfang aber, ich weiss, nich= #00:20:29-0#

279 TP: Ja, in der Regel musste dann die Tür zu machen, an die Zombies gehen und dann kannst die Sicherung anmachen dadrinne. #00:20:35-0#

280 P1: Ich hab Zigaretten gefunden. #00:20:38-0#

281 TP: Hm::! Zigaretten sehr gesundheitsfördernt. #00:20:42-0#

282 (laughs) #00:20:43-0#

283 TP: Also, da links, da kannst du die Sicherung reindreuen und dann. #00:20:51-0#

284 (focuses on screen, hits keys repeatedly and faster with time) #00:20:58-0#

285 P1: U:nd er kriegst auf, ja! (.) Oh, alte:... #00:21:04-0#

286 TP: Ja, gute alte Schraubsicherungen. #00:21:06-0#

287 (both laugh) #00:21:06-0#

288 P1: Eins von 17 steht da jetzt. #00:21:09-0#

289 TP: Ja. #00:21:11-0#

290 P1: Uhm, wie wechsele ich denn meine Waffe? #00:21:13-0#

291 TP: Mausrad. (.) Und reparieren mit R, wenn sie kaputt sein sollte. Aber kannst bloss drei mal reparieren oder so beim ersten (Zugang). (.) Angeblich. #00:21:27-0#

292 (looks at keyboard, leans back, then leans forward closer to screen) #00:21:29-0#

293 P1: Irgendwie.. #00:21:32-0#

294 TP: So, und ansonsten würde ich sagen machen wir uns weiter. #00:21:34-0#

295 (head turns left and right while browsing through the inventory) #00:21:35-0#

296 P1: Wie rüstet man aus? #00:21:37-0#

297 TP: Ja uhm:.. In dem Inventar denk ich Doppelklicken. #00:21:43-0#

298 P1: Ah, da ok, da sind Waffen. Die habe ich aber schon alle. #00:21:48-0#

299 (keeps body still and focuses on game) #00:21:52-0#

300 P1: Aber du kannst im gesicherten Bereich deine Waffe nicht ziehen, ne? #00:21:58-0#

301 TP: Hä? #00:22:00-0#

302 P1: Alles klar. #00:22:02-0#

303 (sighs) #00:22:05-0#

304 TP: Ok? #00:22:09-0#

305 P1: Ja. #00:22:09-0#

306 TP: (x?) #00:22:14-0#

307 P1: Weiss nicht. Irgendjemand hat da, gerade, sich befreit? #00:22:20-0#

308 TP: Ok. #00:22:21-0#

309 (head follows in-game movements) #00:22:25-0#

310 P1: Da biste lang. #00:22:29-0#

311 (avatar jumps, body goes slightly up along through the jump) #00:22:31-0#

312 (jumps down, screams quietly) #00:22:35-0#

313 P1: Uhm- ach da drüben bist du. #00:22:45-0#

314 (hums) #00:22:44-0#

315 (pushes keys repeatedly when trying to get up a building) #00:22:53-0#

316 P1: Wer redet da? #00:22:57-0#

317 TP: Ich weiss nicht da ist irgendjemand. (.) (Was unger.) Ich hab doch nicht die Hosen voll. #00:23:06-0#

318 P1: (shouts out, head moves quick side to side) Hier unten drunter (screams). #00:23:10-0#

319 (clicks quickly, body tenses) #00:23:09-0#

320 (body rocks forward) #00:23:18-0#

321 (laughs, body relaxes) #00:23:20-0#

322 P1: Mann. #00:23:22-0#

323 TP: Kaffee, hmm, Kaffee. Kaffee ess ich aber (x) gern. #00:23:33-0#

324 (both chuckle) #00:23:33-0#

325 P1: Das hält schön wach! (...) Ok, dann geht es weiter? #00:23:40-0#

326 (keeps body still, focuses on game) #00:23:45-0#

327 P1: Ah., es ist so warm. (...) Voll ausser Atem hier. (moans) #00:24:04-0#

328 (looks down in game, head follows the motion) #00:24:05-0#

329 (laughs to selv, attacks enemy out of reach) #00:24:10-0#

330 (screams, then laughs) #00:24:11-0#

331 (opens treasure chest) #00:24:12-0#

332 P1: Oh Kaffee, du hast Kaffee gefunden! #00:24:13-0#

333 TP: Vollstrecker(mod) und ein paar Äxte, ein paar Wurfäxte aber die kann ich nicht gebrauchen. (sighs) #00:24:20-0#

334 P1: Ok, ich hab nen Kaffee und nen Schrau- so, nen Schraub-, en Rohr, ne Rohrzange. #00:24:25-0#

335 TP: Ja. #00:24:27-0#

336 (looks at keyboard) #00:24:31-0#

337 TP: Trau dich komm! #00:24:32-0#

338 (leans forward, screams playfully, laughs) #00:24:35-0#

339 (smacks lips) #00:24:38-0#

340 TP: So (und jetzt) geht's nach da drüben. #00:24:40-0#

341 (tenses up when pushing keys to jump) #00:24:43-0#

342 (screams when jumping down) #00:24:50-0#

343 (laughs loudly) #00:24:52-0#

344 TP: Jetzt wär ich ja fast zu schnell. #00:25:01-0#

345 P1: Wo müssen wir jetzt lang? Sollen wir müssen wir jetzt dadrauf gehen? #00:25:08-0#

346 (keeps body still and focuses on game, moves head slightly left to right) #00:25:25-0#

347 P1: War das nicht hier wo ich wieder zurück rennen musste? Das Letzte mal? #00:25:33-0#

348 (clicks very fast, tenses arms) #00:25:33-0#

349 P1: Genau, jetzt ist das unser Dach! #00:25:41-0#

350 (both laugh) #00:25:41-0#

351 TP: Ist das hier? Das hier ist das einige Umspanwerk, ja. #00:25:46-0#

352 P1: Sieht ganz danach aus- He, was ist denn, was ist denn das für ein grüner Zombie? Der sieht nicht sehr gesund aus. #00:25:54-0#

353 TP: Soll ich meine Waffe rausholen oder was? #00:25:53-0#

354 P1: Uhm. Ich kann auch mal runterspringen und mal gucken. NEIN, töte es doch nicht gleich! #00:26:03-0#

355 TP: (laughs) #00:26:04-0#

356 P1: (smiles) #00:26:04-0#

357 TP: Wieso, willst Freundschaft schliessen? #00:26:06-0#

358 (both laugh) #00:26:07-0#

359 P1: So ungefähr! Der hat Zigaretten bei sich, vielleicht, deswegen war der vielleicht so grün. #00:26:13-0#

360 (clicks quickly, body grows tense) #00:26:19-0#

361 P1: Das ist so unser Umspanwerk! (looks to side, grins) #00:26:21-0#

362 (chuckles, body relaxes) #00:26:23-0#

363 (laughs loudly) #00:26:26-0#

364 (head falls slightly back, then forth again) #00:26:33-0#

365 P1: Oh, Nägel. #00:26:34-0#

366 TP: Das wird ja immer schlimmer hier. (x x), naja. #00:26:38-0#

367 P1: Uhm- ah. (.) Das nehm ich mit. (..) Neustart! #00:26:49-0#

368 TP: Mach mal heile-heile mit dir. #00:26:57-0#

369 (looks at keyboard) #00:26:57-0#

370 TP: Komm mal her hier halt mal still dafür. (inhales) #00:27:01-0#

371 P1: Wieso, blute ich? Oh nein ich blute! Ah, ist ein Zombie. (smiles) #00:27:04-0#

372 TP: (laughs) #00:27:05-0#

373 P1: Na also der da drüben der brennt sogar. (laughs) #00:27:09-0#

374 TP: Dann mal auf zum nächsten, ja. #00:27:12-0#

375 P1: Ach, hast du mich schon fertig? #00:27:14-0#

376 TP: Jap. #00:27:15-0#

377 P1: Da lang. #00:27:17-0#

378 P1: Wo kriegt man eigentlich die ganzen Waffen? #00:27:24-0#

379 TP: [x im Kampf] #00:27:28-0#

380 P1: [doofe Frage] #00:27:28-0#

381 TP: Also du meinst jetzt hier, richtig, Pistolen und so ein Zeug und== #00:27:33-0#

382 P1: =Ja, sowas mein ich.= #00:27:35-0#

383 TP: =Aja, warte erstmal ab bis du bei diesem komische (Raiz) bist hier, der dich schon ordentlich versucht zu- Beep, beep, beep beep beep, ja, ja. (.) Weiss ja nicht inwiefern man hier frei sprechen darf. (laughs) #00:27:49-0#

384 P1: Das weiss ich nicht, die Videos guckt sich sowieso [observer] nur an, die werden dann, die muss dann das Interview aufschreiben, sozu- oder aufschreiben was wir da so gesagt haben. Das wird ja nicht weiter, weitergemacht, oder, weiter rumgezeigt. #00:28:06-0#

385 TP: War das hier nicht als Masterarbeit gedacht oder sowas? #00:28:08-0#

386 P1: Ja, doch aber, es wird [nur aufgeschrieben.] #00:28:11-0#

387 TP: [Aber ist das dann nicht meistens] für irgendwelche, für irgendwelche öffentlichen Zwecke genutzt, im Nachhinein? #00:28:15-0#

388 P1: Ja, aber das was wir sagen wird nur aufgeschrieben. Aber das Filmmaterial wird nicht gezeigt. #00:28:22-0#

389 TP: Ahja. #00:28:22-0#

390 P1: Wie komm wir da rein, Stacheldraht.(4) Ah hier. Das ist aber- das ist aber leicht einzubrechen. Hallo? Ist jemand zuhause? #00:28:39-0#

391 TP: Ja, hier ist ein grosser (x)? #00:28:41-0#

392 P1: Sicher? Ich mach mal auf. Guten Tag! (...) Ach das muss man aufmachen? #00:28:50-0#

393 TP: Ja, ja. (...) Ne, ok, das war dann der andere. #00:28:56-0#

394 P1: Uh, eine Truhe, eine Truhe, uh Insektenspray. Zigaretten, ganz schön viele Zigaretten also die sind ganz schön abhengig hier im Spiel, ja? #00:29:08-0#

395 TP: (laughs) #00:29:10-0#

396 P1: Mullbinden. #00:29:14-0#

397 In-game dialog - #00:29:18-0#

398 TP: Noch ein drittes. (.) Ich hab nen Plastik(kontainer) gefunden. #00:29:22-0#

399 P1: (sigh) Auf zum dritten Umspannwe:rk. #00:29:29-0#

400 (keeps body still and focuses on game) #00:29:32-0#

401 P1: (sings) Lauf lauf lauf lauf lauf lauf. #00:29:41-0#

402 (jumps down, head follows motion quickly) #00:29:49-0#

403 (clicks quickly) #00:29:49-0#

404 (laughs loudly) #00:29:52-0#

405 (body tenses, pulls shoulder to the front) #00:29:56-0#

406 TP: Ja... #00:29:59-0#

407 (laughs loudly) #00:29:59-0#

408 TP: Wenn ich dir zu hard unterwegs bin muss du's sagen, dass lass ich sie einfach weg. #00:30:04-0#

409 P1: (laughs) Nein, das geht schon. (...) Unsere Bezahlung, Gott, Zombietöter auf Bezahlung was ist denn das für ne Kiste? (.) Metallteile. (5) Aber keine Zigaretten und keinen Kaffee. #00:30:24-0#

410 TP: Ne Klingel und nur Schnur. #00:30:26-0#

411 (avatar jumps, leans forward and pushes keys harder) #00:30:33-0#

412 P1: Uh Fu- (laughs loudly, body rocks backover) #00:30:38-0#

413 TP: Was war denn das jetzt? (Durchgefallen?) #00:30:40-0#

414 P1: Nein:hh:, nein, du bist- (laughs, rocks forward) Weisst du was passiert ist? #00:30:44-0#

415 TP: Ja, der ist dir hinterher gerannt. #00:30:45-0#

416 P1: Ja, der ist mir hintergerannt du bist draufgesprungen auf'n Kopf und er ist runtergefallen. (laughs) #00:30:51-0#

417 TP: Achso? (laughs) #00:30:52-0#

418 P1: (inhales) Deswegen fand ich das so (lau-). #00:30:54-0#

419 (chews slightly) #00:31:01-0#

420 P1: Gucken., hupp. Und, äh, hups. Wääh, Gott, da- das ist ein bisschen weit. (10) Sind ja keine Superhelden. #00:31:23-0#

421 (tenses shoulders while avatar jumps) #00:31:26-0#

422 (taps keys quickly to jump) #00:31:27-0#

423 P1: Ui, Kiste. #00:31:28-0#

424 (looks at chest) #00:31:35-0#

425 TP: (laughs) Was ma-, was machst denn du hier? #00:31:34-0#

426 P1: (laughs, leans to side) Falsche Knopf gedrückt.= #00:31:36-0#

427 TP: ="Geh auf geh auf geh auf!"= #00:31:37-0#

428 P1: Oh Kaffee, kaffee! (grins) #00:31:39-0#

429 TP: Ne ganze Hand Kaffee. Und Zigaretten. #00:31:43-0#

430 P1: Guck mal da drü- boah, da ist ein grossen Umspannwerk. #00:31:49-0#

431 TP: Ja, das wird jetzt nein- Urg, ich habs ja geahnt. #00:31:53-0#

432 P1: Bist du to:t? (chuckles) #00:31:55-0#

433 TP: Ne. #00:31:55-0#

434 (clicks quickly) #00:31:59-0#

435 P1: Ih., die haben ja auch Waffen. (...) Keine (Weise). #00:32:04-0#

436 TP: (inhales) Das hier war jetzt irgendwie., nicht so einfach, ja. Da kommen schon wieder so Renner von hinten. #00:32:14-0#

437 (head turns slowly left and right) #00:32:20-0#

438 TP: Ach scheisse.. Ah, sorry! (laughs) #00:32:26-0#

439 P1: Uhm, wo... (.) Wo müssen wir lang? #00:32:39-0#

440 TP: (x x) da ist der Zaun kaputt da gehen wir rein. #00:32:39-0#

441 P1: Ah, da. #00:32:43-0#

442 (lowers head, frowns) #00:32:48-0#

443 P1: Mein:e Fresse sind hier viele Zombies. (adjusts sitting position) #00:32:51-0#

444 TP: Wir müssen (nach) dem Gebäude dahinter, das Gebäude hier unten ist es leider nich. (laughs) #00:32:55-0#

445 P1: Was ist unter uns? #00:32:57-0#

446 TP: Ja, ich habe früher gedacht das Gebäude hier unter uns wäre das Gebäude wo wir hinmüssen, aber es ist das Gebäude da hinten. #00:33:06-0#

447 P1: Ok. #00:33:09-0#

448 TP: Der Weg rein ist, ist einfach der Weg raus, nicht so einfach. #00:33:12-0#

449 (quickly looks at keyboard) #00:33:11-0#

450 P1: (Erstmal die). (.) Das Ding reparieren hier.= #00:33:17-0#

451 TP: =Also am Besten, tja, nur so als Vorschlag, man muss halt zuschlagen, ja. #00:33:24-0#

452 P1: Erst mal hinlaufen? #00:33:26-0#

453 TP: Du kannst dann hier auf diese Stromgenerator dann kannst hoch klettern. #00:33:33-0#

454 P1: Hmmh. #00:33:33-0#

455 TP: Dann kannst du den- #00:33:38-0#

456 (looks up while avatar climbs up roof) #00:33:37-0#

457 P1: Woah: #00:33:42-0#

458 (hits keys loudly) #00:33:42-0#

459 P1: Hmm, können die da rein? #00:33:53-0#

460 TP: Nö. #00:33:55-0#

461 P1: Hallo? Ist jemand zuhause? (.) Sieht nicht so aus. Wo müssen wir das Teil anmachen? #00:34:11-0#

462 (looks at keyboard) #00:34:11-0#

463 TP: Wo.? #00:34:15-0#

464 P1: Hier. #00:34:18-0#

465 TP: Ist doch hier irgendwo #00:34:18-0#

466 P1: Da. #00:34:20-0#

467 TP: Während des Tages nicht verfügbar. #00:34:25-0#

468 P1: Ah:. Müssen wir jetzt warten bis in die Nacht? #00:34:28-0#

469 TP: Sch:eint so. #00:34:32-0#

470 P1: Woah:., wo kommt ihr denn her? #00:34:33-0#

471 (clicks quickly) #00:34:34-0#

472 TP: Mmmm #00:34:38-0#

473 P1: Die kommen ja einfach durch den Zaun durchgekletter, woah:!(laughs) #00:34:56-0#

474 (clicks rapidly) #00:35:01-0#

475 (open mouth) #00:35:05-0#

476 P1: (laughs) Scheisse. Ich bin, ich bin (laughs). (...) (laughs) Dankeschön, ich wär beinah getötet worden. #00:35:17-0#

477 P1: Ist ganz schön schwierig wenn du nur dieses Eisenteil hast. #00:35:32-0#

478 TP: Aber echt, gehen die einfach durch den Zaun durch, ja. #00:35:34-0#

479 P1: Ja, ich seh das. #00:35:35-0#

480 TP: Das dürften die normalerweise gar nicht. #00:35:38-0#

481 (swallows) #00:35:43-0#

482 TP: Komm wieder hoch, du bist fast tot. Heile dich erstmal. #00:35:53-0#

483 (looks at keyboard) #00:35:53-0#

484 P1: Mit "H", ne? #00:35:57-0#

485 (looks at keyboard) #00:06:04-0#

486 TP: Kannst du dich nicht heilen? #00:06:06-0#

487 P1: Mit "H" oder wie war das? #00:06:09-0#

488 TP: "H" ja, richtig schon. #00:06:10-0#

489 P1: Nee, ich hab anscheinend kein Medipack dabei. #00:06:15-0#

490 TP: Da sind noch so viele... (6) Nicht warten. Aber du kannst ja hier nicht nachts hin, dass ist ja, blöd. #00:36:38-0#

491 P1: [Und, siehst du was?] #00:36:41-0#

492 TP: [Aus dem Fenster] gucken #00:36:41-0#

493 (both laugh) #00:36:42-0#

494 P1: Hier gibts kein Klo.. #00:36:52-0#

495 TP: Wieso, musst du mal pullern oder was? #00:36:56-0#

496 (both laugh) #00:36:57-0#

497 P1: Nee, also hier auf dem Bett kann ich nichts machen, nee, um, anscheinend nicht. #00:37:03-0#

498 TP: Das ist ganz grosser Mist, ja. #00:37:05-0#

499 P1: Vielleicht kann ich mir ja ein Medipack zusammenbauen, ich hab bestimmt irgendwas mit mir rumschleppen. Ich hab Alkeho:l, Kreuzritter, war's das? #00:37:23-0#

500 TP: Das wäre eine Sache, du kannst dir sicherlich was zusammenbauen.Äh..#00:37:28-0#

501 P1: Aber, Böller hab ich auch noch. #00:37:31-0#

502 TP: x x x. #00:37:34-0#

503 P1: Drei Handgranaten. #00:37:36-0#

504 TP: Handgranaten, hm:... x, 16 Stück. x. #00:37:46-0#

505 P1: Wie baut man, wie kann man Sachen zusammen bauen, weisst du das? #00:37:49-0#

506 TP: Du gehst auf Entwürfe, und- dann einfach- dann einfach auf Enter. #00:37:53-0#

507 P1: Ah. (7) Ah, ich kann Dietriche bauen, lo:l. Medikid, sechs mal ja, kann ich bauen. (..) Dann bau ich mir mal ein paar Medikids. #00:38:16-0#

508 TP: Was haben wir hier, Mul(binden) x x, Wurfsterne, volle Wurfsterne, explosiv Wurfsterne, ja (laughs). #00:38:26-0#

509 P1: So jetzt habe ich mir mal sechs Medikids zusammengebaut. Kann mir noch einen Dietrich bauen. (.) Das er nicht sagt, "ich brauch einen Dietrich". (smiles) "Womit denn?" (laughs). #00:38:43-0#

510 (looks at keyboard) #00:38:43-0#

511 P1: Jetzt kann mich ver- wohoo! Bin ich jetzt wieder gesund? #00:38:47-0#

512 TP: Ja. #00:38:48-0#

513 P1: Wo sieht man das eigentlich? #00:38:52-0#

514 TP: Ja ich sehe deinen Namen da oben links im Bild, da drüber, da drunter ist ein blauer Balken. #00:38:57-0#

515 P1: Ja, du bist aber auch nicht ganz frisch. (..) Jetzt bist du wieder gesund. #00:39:06-0#

516 TP: Du dich selber siehst es auch ganz oben links ja, die Anzeige neben den Herz. #00:39:10-0#

517 P1: Ach, da. Ok. #00:39:11-0#

518 TP: Und unten drunter steht die Anzahl der Medikits die du hast. #00:39:15-0#

519 P1: Hmm. Was kann ich noch bauen? Ich kann noch Molotowcocktails bauen. Mach ich auch (taps keys loudly) gleich mal noch (taps key). Was? (.) Ah., ich habe keinen Platz mehr in meinem Inventar. (5) Ok. #00:39:29-0#



520 TP: [Tja, was x x jetzt? ] #00:39:32-0#

521 P1: [Was liegt denn hier] noch. Zigaretten, brauchst du Zigaretten? #00:39:33-0#

522 TP: Eigentlich nicht. So, 16:17 Uhr ja? Naja, vergnügen wir uns noch ein bisschen da draussen oder was? #00:39:43-0#

523 P1: Jap. (..) Heija:! #00:39:47-0#

524 (clicks controlled) #00:39:56-0#

525 (looks at keyboard) #00:40:07-0#

526 (keeps body still and relaxed, looks at keyboard again) #00:40:13-0#

527 (attacks, clicks controlled) #00:40:31-0#

528 P1: (lifts head) Sti:rb doch endlich (laughs)! #00:40:35-0#

529 (tabs keys loudly) #00:40:38-0#

530 P1: Ah:, ich werd gefressen. #00:40:44-0#

531 (clicks quickly, body rocks slightly back) #00:40:45-0#

532 P1: Woah:, von hinten! #00:40:47-0#

533 (tabs keys quickly) #00:40:47-0#

534 P1: (laughs) Vor allen Dingen. (rubs nose) #00:41:00-0#

535 TP: Hast du x Gas eingesetzt? #00:41:03-0#

536 (looks at keyboard, tabs keys a few times) #00:41:03-0#

537 P1: "Deine Waffe ist defekt"? #00:41:11-0#

538 TP: "A" gedrückt halten, wenn du (noch deine) Waffe hast, reparierst die, ja. #00:41:14-0#

539 (looks at keyboard) #00:41:12-0#

540 P1: Achso. Ah:, ich hab nen (x)-Rohr. (...) Jetzt kommen sie nicht mehr rein, lustig. #00:41:29-0#

541 TP: ( x x x x ) #00:41:32-0#

542 P1: Achso? Stimmt ja. #00:41:36-0#

543 TP: Die ganzen Päckchen überall hier. #00:41:37-0#

544 P1: Die kann man verkaufen, oder? #00:41:40-0#

545 TP: Verkaufen, oder, du baust dir draus was, ja. (inhales, sighs) #00:41:49-0#

546 P1: Also das ist irgendwie grotesk Zombies zu fleddern. (15) Echt hier das sind voll viele Metallteile, Alkohol,- (turns head) Woäh! #00:42:11-0#

547 (shakes, leans back and tenses body, screams quietly) #00:42:19-0#

548 (looks at keyboard) #00:42:22-0#

549 (lifts head, inhales, then sighs) #00:42:27-0#

550 P1: Meine Güte... #00:42:27-0#

551 (swallows) #00:42:33-0#

552 OB: Ist es eine gute Aufregung oder eine schlecht Aufregung? #00:42:36-0#

553 P1: (laughs) Ne Gute, ich sterb ja noch nicht. (..) Es ist etwas schwierig, das Spiel. #00:42:48-0#

554 OB: Mhm. #00:42:51-0#

555 P1: Ist halt was anderes wenn, man Waffen hat, und genug Munition. (10) Wo kommen diese ganzen Pakete her? #00:43:13-0#

556 TP: Von all den Toten Zombies die verschwinden. #00:43:17-0#

557 P1: Ah. Die haben viel mit sich rumschleppen. Ach wollen wir den nicht- #00:43:23-0#

558 TP: Ja, mir war ne nette Idee gekommen, ne. #00:43:25-0#

559 (clicks quickly) #00:43:32-0#

560 (screams, hits keys quickly) #00:43:33-0#

561 (looks at upper left corner) #00:43:33-0#

562 P1: Ich will auch was werfen, wie wirft man denn? (6) Wie wirft man? #00:43:56-0#

563 TP: Mausrad. Drücken. #00:44:00-0#

564 P1: Ah. #00:44:00-0#

565 TP: Lockst sie jetzt an (laughs).

566 (looks at keyboard) #00:44:23-0#

567 TP: Wie spät haben wir's jetzt, also, im Spiel? #00:44:32-0#

568 P1: Uhm (rubs nose) wo steht das? (puts hand back on mouse) #00:44:37-0#

569 TP: Äh: (...) x (jetze), muss erstmal googeln... (...) Ja nee, wann wird denn das dunkel, ich wess es nicht mehr. (5) Wurfpeile!! #00:44:54-0#

570 P1: Nich wahr? #00:44:55-0#

571 TP: Schade das ich das nicht mehr in Erinnerung hatte dem nachts. #00:44:11-0#

572 (looks at keyboard) #00:45:14-0#

573 TP: Die ginge mit (D alt), aber das würde ich nicht hier draussen auf der Strasse machen. #00:45:17-0#

574 P1: Ok. #00:45:17-0#

575 TP: Da würde ich mich irgendwo sicher stellen (wenn du magst). (...) Das (Andezin) im Inventer denk ich, kannst sie zerlegen in x, oder mit "X", bzw. ja. #00:45:34-0#

576 P1: (sighs) Wie kann man Waffen ausrüsten? Ausrüsten.. #00:45:46-0#

577 TP: Äh...(...) Weiss ich nicht (sighs), na, Doppelklick, oder? ( x x x) #00:45:57-0#

578 P1: Ich dachte aber (leans closer to screen, then back again) ah, ok. AH: (moves head in circle), so macht man das. #00:46:02-0#

579 TP: (chuckles) ok. #00:46:11-0#

580 P1: Was denn? #00:46:12-0#

581 TP: Ja da unten ist grad ne Zombie in so ne- in so nen DINGS reingerannt... #00:46:21-0#

582 P1: Musste erst dobbelklicken und dann li:nks (adjusts sitting position) und da drübenreinklicken. #00:46:30-0#

583 (head goes quickly left to right several times) #00:46:42-0#

584 P1: Und dann kann man Zeug hier zerlegen mit "C". (..) Na? (..) Kriegt man dann "Schrotteile" sozusagen? #00:46:55-0#

585 TP: Jap. Das sind ja Einzelteile dafür, ja. #00:47:01-0#

586 P1: So, dann kann ich nämlich wieder Sachen aufheben. #00:47:26-0#

587 TP: Ja ich denke mal so wieder zum Turm, ein paar Quests abgeben, ne? #00:47:32-0#

588 P1: Was sind das für Leute, laufen hier mit Maurerhämmern rum. #00:47:38-0#

589 TP: Ja, das sind doch weise Leute hier, von denen ( x x). #00:47:43-0#

590 P1: Achso. #00:47:45-0#

591 TP: Die können wir ja gerne mal nen Besuch abtatten, aber die Quests abgeben ne. #00:47:52-0#

592 (adjusts sitting position) #00:48:19-0#

593 (looks at keyboard) #00:48:29-0#

594 P1: Ah, ich hatte noch Fähigkeitspunkte. #00:48:34-0#

595 TP: Prima. #00:48:33-0#

596 P1: (mumbles) Was ist denn besser, Feilschen:, Fähigkeitsexperte oder (Sterner) des Schmerzens? (grins) #00:48:48-0#

597 TP: (chuckles) Das fragst du mich? (laughs) Wess ich nicht. (..) Ich hab auf jeden Fall erstmal alles genommen was viel (Wert) war. #00:49:00-0#

598 P1: Ich hab erstmal, die gebauten Sachen verbessert also wenn du jetzt Sachen baust das die besser sind. #00:49:10-0#

599 TP: Ja. (4) Der ist noch da? #00:49:14-0#

600 P1: Was hast du jetzt gemacht? #00:49:14-0#

601 TP: Ich habe das, Überlebenspaket abgegeben. #00:49:20-0#

602 P1: Ah. #00:49:20-0#

603 TP: Gibt- gibt Punkte, ja. #00:49:22-0#

604 P1: Das was ich eingesammet habe? #00:49:26-0#

605 TP: Ja was wir da an dem bunten Baustahl geholt haben aus der Kiste. #00:49:29-0#

606 P1: Mhmh. #00:49:29-0#

607 TP: Ein SCHNÄPPCHEN! (inhales) #00:49:36-0#

608 P1: Für mich? #00:49:37-0#

609 (rubs nose) #00:49:40-0#

610 TP: (sighs) Was für ein Rohrfass-fass spezial... (6) Rostige Schrotflinte... #00:49:53-0#

611 P1: Komposit Baseballschläger (chuckles), Stromkabel= #00:49:58-0#

612 TP: OH! Ich könnte nen Bogen kaufen... #00:49:58-0#

613 P1: Achso? #00:50:00-0#

614 TP: Mhmh. #00:50:01-0#

615 (leans in closer) #00:50:04-0#

616 P1: Industrie-Igel. Was ist das? #00:50:08-0#

617 TP: Was, was, was ist was? #00:50:12-0#

618 P1: Ein Drawf-Industrie-Igel. #00:50:16-0#

619 TP: Müsstest du fast- kannst dir so ne Waffe bauen halt. #00:50:20-0#

620 P1: (swallows) Braucht man eigentlich Kaffee für irgendwas oder kann man den verkaufen einfach? #00:50:26-0#

621 TP: Der ist zum verkaufen da, ja, gibt's gut Geld für. Das sind so die Wertgegenstände sozusagen. (.) Wo man durchaus für x. #00:50:39-0#

622 P1: Sind Zigaretten auch, sozusagen? #00:50:42-0#

623 TP: Ja. #00:50:45-0#

624 P1: Ist ja gut dass man nicht raucht und keinen Kaffee trinkt (laughs loudly). #00:50:52-0#

625 TP: Mhmh, ja. (chuckles) Da sagste dem Richtigen. #00:50:57-0#

626 (laughs) #00:50:58-0#

627 P1: Und was ist mit der Tasche? (cocks head) (.) Ist die auch zu verkaufen? #00:51:02-0#

628 TP: Tasche? #00:51:04-0#

629 P1: Ja, ich hab da irgendwie Tasche? #00:51:04-0#

630 TP: Ja, wess nicht. Kannst du die vielleicht aufmachen oder was? #00:51:12-0#

631 P1: Jetzt hab ich sie verkauft (laughs) Rückkauf, mal gucken.(.) Wenigstens kostets genauso viel wie du's verkaufst. (chuckles) (..) Müsste ich dann mal gucken ob ich die aufmachen kann? #00:51:25-0#

632 TP: x x x x. #00:51:30-0#

633 P1: Nee, kann ich nicht. Lustig. #00:51:35-0#

634 TP: Ja, es gibt gewisse Waffen die du erst ab ner gewissen Levelgrenze (sehen) kannst. #00:51:41-0#

635 P1: (sighs) Wie viel Geld hab ich jetzt eigentlich wo steht das denn da unten Bargeld, oder ist das der-?= #00:51:51-0#

636 TP: #00:15:32-0#7 hab ich. #00:51:55-0#

637 P1: Steht das da, wenn vor-, wenn du irgendwas kaufst da rechts? #00:52:00-0#

638 TP: Ja, ganz recht unter der Uhrzeit. #00:52:02-0#

639 P1: Ah ja da, ok. (.) Könnte ich diesen komischen, Angebot des Tages Industri-Igel könnte ich ja kaufen. Erweitert jede Nahkampfwaffe um den Effekt- = #00:52:18-0#

640 TP: =Jap. #00:52:16-0#

641 P1: Ist das gut? #00:52:21-0#

642 TP: In der Regel schon, ja. #00:52:23-0#

643 P1: Ok. (...) Mal gucken, Entwürfe... #00:52:30-0#

644 TP: Das macht halt gute Waffen noch besser, ja. Das ist das Schöne an der Sache. #00:52:35-0#

645 (looks down, hits key loudly) #00:52:38-0#

646 P1: Öh... #00:52:39-0#

647 TP: Wenn du jetzt hier auf Entwürfe gehts-= #00:52:42-0#

648 P1: =Ja, ich gucke grade. #00:52:44-0#

649 TP: Ah. Jap. #00:52:44-0#

650 P1: Ah.. #00:52:46-0#

651 TP: Industri-Igel hab ich auch, (stand auf Felgenverlauf), fast auf spezial, was is'n das? (...) Frei Angriff, mehr (x). (7) "Spassbremse" (laughs). #00:53:07-0#

652 P1: So.. (4) Bau ich mir noch ein paar Dietriche. #00:53:16-0#

653 TP: (x x) (8) 2 mal 76. 2 mal 47 + 24, naja da haben wir (inhales) machen wir's mal....(...) Da kannst du dann noch extra (Uhrzeit) kaufen, ja, wie gesagt. (x x x) #00:53:47-0#

654 P1: Mhm. Hab ich gerade eben probiert. (10) Ok, dann müssen wir noch den einen Typen oder wie? #00:54:08-0#

655 TP: Warte, ich bin bei (Geräte-)Upgrade. (...) Das bau ich da ein... #00:54:15-0#

656 P1: Ich hab auch noch was abgegeben. #00:54:20-0#

657 TP: Ja., ok. Das sind nur 72 plus 41 Schaden, und plus vier Haltbarkeit. (.) Das war (x x x). Da haben wir mehr (von der Fassung). (laughs) #00:54:37-0#

658 P1: Bauen wir uns einen Böller. (...) Medikit. #00:54:50-0#

659 (looks at keyboard, lifts hand from mouse) #00:55:05-0#

660 TP: So, wo wollen wir denn hin? Upgrade bestätigen. Jetzt hab ich ne Waffe mit 340 Schaden, yeah! #00:55:11-0#

661 P1: (laughs loudly) Ich hab hier lumpige 48 oder sowas. #00:55:17-0#

662 TP: Ein Polizei-Wehrmachtsgürtel, 92, ne und mit der Machete die ich mir grade gebaut habe rund 340. #00:55:24-0#

663 P1: Boah:!( rubs nose) #00:55:27-0#

664 TP: Aber das hängt wirklich damit zusammen dass ich halt in dem Spiel- schon viel weiter bin als du. Das kommt alles mit der Zeit. Deswegen ist es auch besser dein Spiel zu spielen als meins. #00:55:46-0#

665 P1: Ja.= #00:55:47-0#

666 TP: =Für dich. #00:55:48-0#

667 (rubs chin) #00:55:51-0#

668 TP: Zu dieser komischen Lena müssen wir glaub ich noch. #00:55:54-0#

669 P1: Lena? Wo ist die, ist die oben oder? #00:55:56-0#

670 TP: Ja. #00:55:58-0#

671 Transition screen shows - #00:56:01-0#

672 (leans back and runs hands over head) #00:56:02-0#

673 P1: In den Fahrstuhl (yawns, then stretches) #00:56:04-0#

674 (sighs) #00:56:09-0#

675 (leans back forward, lifts glass and drinks) #00:56:13-0#

676 - Transition screen over - #00:56:16-0#

677 (puts glass back down and hands on controls) #00:56:19-0#

678 TP: Immer diese Kinder die gucken wollen was du da machst. #00:56:25-0#

679 (laughs loudly) #00:56:25-0#

680 TP: (Was ist-) ach das ist Hautcreme hier. (..) Etage runter. #00:56:39-0#

681 In-game scene - #00:56:49-0#

682 (rubs face) #00:56:50-0#

683 (rubs lips) #00:56:54-0#

684 (rubs chin) #00:56:58-0#

685 (rubs nose) #00:57:07-0#

686 In-game scene is over - #00:57:13-0#

687 (puts hand back on mouse) #00:57:13-0#

688 P1: Hmm. Kann man ja richtig Geld machen. Ist der wie Trevor? #00:57:19-0#

689 TP: Ja, so ungefähr ja (laughs). #00:57:22-0#

690 P1: "(Ver)brennen Sie Zombies. Finden Sie die meisten Beute"- wollen wir das machen, nee huh? #00:57:35-0#

691 TP: Ach. #00:57:36-0#

692 P1: Ist das hier auch so'n komisches, Heim, also? #00:57:52-0#

693 TP: J-ja warte mal. #00:57:55-0#

694 P1: Ist das schon freigeschaltet? #00:57:56-0#

695 TP: Das ist schon freigeschaltet, huh? (..) Pass auf, das ist doch hier die (inhales) das ist doch die (x x). #00:58:03-0#

696 P1: Ah. #00:58:04-0#

697 TP: Bloss von der anderen Seite. #00:58:07-0#

698 P1: Ok. #00:58:09-0#

699 (keeps body still and focuses on game) #00:58:11-0#

700 P1: (Vertrag) Zombies #00:58:33-0#

701 (cocks head slightly) #00:58:42-0#

702 P1: Das ist aber noch so ein Sicherheitsteil, oder? #00:58:48-0#

703 TP: Äh, nee. #00:58:51-0#

704 (opens mouth to speak but remains silent) #00:58:51-0#

705 TP: Das ist für später was. Für viel später. (11) Du hattest alene das Spiel also noch gar nicht weiter gespielt hier oder was? #00:59:15-0#

706 P1: Nein, ich hatte irgendwie, wie gesagt, ich hatte kein-, mein Typ Spielflash ist verloren gegangen. (...) Ich hatte nur noch ein bisschen "The Witcher" gespielt und dann... #00:59:29-0#

707 TP: Ok. (10) Dieses Unfaire was ihr da habt. #00:59:46-0#

708 P1: (laughs) Ja, weil du ja so- = #00:59:47-0#

709 TP: =(x x x x). #00:59:48-0#

710 P1: Das davor? #00:59:50-0#

711 TP: Jap. #00:59:51-0#

712 TP: Halt bloss nicht an, (weiter). #01:00:01-0#

713 (lifts right hands, rubs fingers together, puts it back down) #01:00:15-0#

714 P1: Das war aber nicht weit. (..) Ist das hier- ah. #01:00:27-0#

715 In-game scene - #01:00:27-0#

716 (adjusts sitting position, looks to side, swallows) #01:00:31-0#

717 (rubs fingers of right hand together) #01:00:32-0#

718 (leans back, scratches shoulders) #01:00:44-0#

719 (rubs chin) #01:01:00-0#

720 TP: Sympatisch, ja. #01:01:07-0#

721 (both laugh) #01:01:08-0#

722 (puts both hands down and rests them over mouse and keyboard) #01:01:10-0#

723 P1: Da liegt diese Hand von vorhin. #01:01:55-0#

724 (both laugh) #01:01:56-0#

725 In-game scene over - #01:01:57-0#

726 (shakes head slightly) #01:01:58-0#

727 P1: Ok. #01:02:02-0#

728 In-game transition - #01:02:05-0#

729 (scratches arm, then grabs cup and drinks) #01:02:10-0#

730 In-game transition over - #01:02:16-0#

731 (puts down cup) #01:02:17-0#

732 P1: (Gehört der Shop) #01:02:17-0#

733 (places hands on controls) #01:02:18-0#

734 In-game scene - #01:02:31-0#

735 (rubs nose) #01:02:32-0#

736 (rubs temples) #01:02:35-0#

737 (puts hands and elbows in desk) #01:02:37-0#

738 TP: Bin gleich wieder da, (zieh mir was an) #01:02:37-0#

739 - TP away from keyboard - #01:02:38-0#

740 P1: Jap. #01:02:38-0#

741 (adjusts sitting position) #01:02:40-0#

742 (puts hands on controls) #01:02:44-0#

743 (keeps body still) #01:02:59-0#

744 (stretches shoulder) #01:03:08-0#

745 (yawns) #01:03:13-0#

746 In-game scene ends - #01:03:13-0#

747 P1: x x Stahl. #01:03:24-0#

748 (swallows) #01:03:34-0#

749 (looks to side) #01:03:36-0#

750 P1: [responds to in-game dialog] Ich bin kein Schisser. #01:03:52-0#

751 (keeps body still and focuses on game) #01:03:53-0#

752 (upper body rocks slightly back, snorts very quietly) #01:04:38-0#

753 (checks observer out of corner of their eyes) #01:05:03-0#

754 TP returns to game - #01:05:56-0#

755 TP: You ready-go? #01:05:57-0#

756 P1: Also ich bin ready-go, ja. #01:06:02-0#

757 TP: Ja. #01:06:03-0#

758 In-game transition - #01:06:21-0#

759 (rubs nose) #01:06:21-0#

760 (leans back and scratches back of head with both hands) #01:06:27-0#

761 P1: Ra:iz:!(puts hands back on controls) Raiza:!(smiles) (5) Geht's jetzt hier wieder raus? #01:06:39-0#

762 TP: Na hier. #01:06:40-0#

763 P1: Ah hier. #01:06:40-0#

764 TP: Da wo, da wo wir rein sind. #01:06:43-0#

765 P1: (swallows) Dann müssen wir da rüber. (6) Ah, auf der Brücke ist der. (5) Ein bisschen mehr trainieren Junge! #01:07:09-0#

766 TP: Ja. (...) Bisschen Eisbein. #01:07:13-0#

767 P1: Ist der IM Wagon oder? #01:07:18-0#

768 In-game scene starts - #01:07:18-0#

769 P1: Ah. #01:07:19-0#

770 (scratches head with left hand) #01:07:20-0#

771 TP: Wieder so ein typisches (x x) #01:07:40-0#

772 P1: Mhm. #01:07:41-0#

773 In-game scene ends - #01:07:52-0#

774 P1: Ich hoffe du erzählst nichts. (laughs) #01:07:56-0#

775 TP: So. (x) Antenne, äh... ja.= #01:08:02-0#

776 P1: =Da drüben die da? #01:08:02-0#

777 TP: Ja. #01:08:05-0#

778 (rubs fingers of right hand together, hovering hand over mouse) #01:08:09-0#

779 P1: Sollen wir denn nicht- #01:08:13-0#

780 In-game dialog starts - #01:08:13-0#

781 (avatar jumps, pushes keys loudly several times) #01:08:24-0#

782 P1: (swallows) Oh, eine rote Kiste. #01:08:28-0#

783 P1: (unlocks chest) Oh., ich habs geschafft! (...) U:nd, was ist drin was ist drin was ist drin du-du-du-du-du- uh::. Ein Vollstecker? (...) Premiumsterne? #01:08:58-0#

784 TP: Oh, zeremonielles Kurzschwert, uh:! #01:09:01-0#

785 P1: (leans slightly back) Na was machst denn du für Sachen! (grins) (leans forward again) #01:09:04-0#

786 TP: (laughs) Lag bei mir in der Kiste drin. #01:09:08-0#

787 (swallows) #01:09:11-0#

788 (slightly moves head while moving around in game) #01:09:12-0#

789 P1: Ach, URGH! [copying Zombie sound] #01:09:22-0#

- END OF TRANSCRIPTION -



PLAYER 2, (2016, June 2). Personal observation.

- START OF TRANSCRIPTION -

- 2 (The player get's ready to start playing. While the game is loading, they move the keyboard, make space for the mouse and take a sip of water.They choose their character, get into the game's waiting room and wait for the game to start. They walk and look around in waiting room.) #00:00:13-0#
- 3 P2: (rubs chin) Jeg er egentlig ikke så sikkert hva som skjer nå... (laughs) #00:00:23-0#
- 4 OB: Ah, du er jo... du har ikke spilt så mye så da skjønner jeg (laughs) #00:00:27-0#
- 5 (while zooming in on enemy he stops chewing gum) #00:00:37-0#
- 6 (starts chewing again slower than before) #00:00:38-0#
- 7 (rubs face) #00:00:54-0#
- 8 (leans back and forward) #00:01:08-0#
- 9 (meets enemy and stops chewing) #00:01:09-0#
- 10 Dies - #00:01:13-0#
- 11 (starts chewing again) #00:01:13-0#
- 12 (while watching killcam, the player taps the mouse several times with his finger, then taps fingers from both hands alternately. Rubs chin) #00:01:23-0#
- 13 Respawn - #00:01:24-0#
- 14 (lowers head to look over glasses, lifts head after) #00:01:28-0#
- 15 (focuses on the game) #00:01:48-0#
- 16 (laughs when the platforms he's standing on starts moving) #00:01:49-0#
- 17 OB: Hvorfor lo du nu? #00:01:55-0#
- 18 P2: (laughs) Fordi at han begynte å bevege meg så skjønte jeg skjønte ikke hvorfor. #00:01:58-0#
- 19 (laughs) #00:01:58-0#
- 20 P2: Så sto jeg på en platform. (laughs) #00:02:01-0#
- 21 (stops chewing) #00:02:54-0#
- 22 Dies - #00:02:55-0#
- 23 (checks the character setup of both teams. Puts hand in front of mouth) #00:02:59-0#
- 24 (watches kill cam while scratching head while frowning) #00:03:04-0#
- 25 Respawns - #00:03:14-0#
- 26 (sits upright) #00:03:31-0#
- 27 (zooms onto enemy, stops chewing) #00:03:38-0#
- 28 (door bell rings. Looks surprised and gets up to open door) #00:03:56-0#
- 29 (sits back down) #00:04:28-0#
- 30 P2: Tror det var en selger, (den) var ikke bra, jeg forsto ikke helt. #00:04:30-0#
- 31 (laughs) #00:04:33-0#
- 32 OB: Okay. #00:04:35-0#
- 33 (focuses on game, shortly after victory screen shows) #00:05:18-0#
- 34 P2: (laughs) Ha, vi vant. (rubs face with thumb) Jeg visste ikke at vi vant eller ikke. (laughs) #00:05:24-0#
- 35 (The player watches end-game summary while taking a sip of water, still laughing. When the "player of the game"

shows on screen, P2 nods. They watch a replay scene of "player of the game" while holding their water bottle in their lap, fidgeting with the cap. After the replay stops, they raise their eyebrows and again nod. They put back the water bottle and start moving their mouse in circles over screen.) #00:05:53-0#

- 36 P2: Jeg vet ikke ka det er her. (laughs) #00:05:54-0#
- 37 P2: Det står her at (x x x). #00:06:03-0#
- 38 OB: Så det går rett til neste spillet? #00:06:01-0#
- 39 P2: Eg tror det. #00:06:05-0#
- 40 OB: Okay. #00:06:06-0#
- 41 (laughs) #00:06:06-0#
- 42 OB: Vi antar det. #00:06:07-0#
- 43 (laughs) #00:06:10-0#
- 44 (P2 looks confused at screen, moves mouse a bit while the next screen loads. They start scratching their head. When the screen switches to "choose character"- screen, P2 looks at screens and sighs.) #00:06:30-0#
- 45 (chooses a character, then enters the waiting room.) #00:06:28-0#
- 46 (starts moving around in the waiting room. Returns to "choose character" screen. Looks at the character for a bit while touching nose, then picks up phone.) #00:06:56-0#
- 47 (puts phone back down. Holds hand close beneath the keyboard. When the game starts, they put them on mouse and keyboard and return to the waiting room.) #00:07:18-0#
- 48 (walks around, zooms onto an object in game while leaning forward. Returns to original position and starts using in-game gestures like waving or speech) #00:07:50-0#
- 49 (leans to the right towards the screen, then turns back) #00:08:11-0#
- 50 New round starts - #00:08:17-0#
- 51 (stops chewing) #00:08:17-0#
- 52 (leans back) #00:08:33-0#
- 53 (leans slowly forward again) #00:08:48-0#
- 54 Dies - #00:08:50-0#
- 55 (lifts both hands away from controls, then puts them back down. Starts chewing again) #00:08:51-0#
- 56 Respawns - #00:09:00-0#
- 57 (they check the character setup for both teams while walking towards the enemy team) #00:09:01-0#
- 58 (stops chewing while fighting enemy) #00:09:26-0#
- 59 (focuses on game while keeping whole body still) #00:10:00-0#
- 60 (rubs nose, sniffs) #00:10:14-0#
- 61 Dies - #00:10:29-0#
- 62 (lifts both hands away from controls, then puts them back) #00:10:29-0#
- 63 P2: Hmf. #00:10:29-0#
- 64 Respawns - #00:10:44-0#
- 65 (focuses on game and enemy, stops chewing and keep body still) #00:11:18-0#
- 66 (walks away from enemy, starts chewing again. Sniffs) #00:11:27-0#
- 67 Dies - #00:11:50-0#
- 68 (lifts all fingers from controls and moves them wavelike) #00:11:51-0#
- 69 (watches kill cam, moves head slightly, then sighs) #00:11:59-0#

70 Victory screen shows - #00:12:04-0#

71 (holds water bottle in lap while watching the victory screen. Puts bottle back) #00:12:06-0#

72 Experience screen shows - #00:12:22-0#

73 (holds onto bottle while studying the screen, slightly moving head) #00:12:24-0#

74 OB: Så det ser ut som du får sånn ekstra poeng om du har sånn flere... kamp etter hverandre? #00:12:29-0#

75 P2: (nods) Ja. (scratches head) (...) Det ser ut som jeg datt ut nå. #00:12:40-0#

76 OB: Å. #00:12:40-0#

77 P2: Den sier at den søker. (5) Tror jeg. #00:12:43-0#

78 OB: Hmm. Den sa vel sånn fem sekunder til neste match og så var det. (laughs) #00:12:50-0#

79 (clicks mouse quickly without aim while waiting for the game to find a match) #00:12:56-0#

80 P2: Kom igjen. #00:12:56-0#

81 (clicks some more. Then rubs face and leans on elbow) #00:13:01-0#

82 OB: Har du lyst på mer? #00:13:04-0#

83 (laughs) #00:13:06-0#

84 (clicks more) #00:13:06-0#

85 P2: Jeg var jo, jeg var INN i det nå. #00:13:07-0#

86 OB: Ja. #00:13:08-0#

87 Loading screen - #00:13:10-0#

88 P2: Da var det jo KJEMPE (dumt). (laughs) #00:13:11-0#

89 OB: Dem var ikke så lange, etter hverandre. #00:13:14-0#

90 P2: Ja! (nods) Jeg tror ikke det var på grunn av meg! (laughs) #00:13:15-0#

91 P2: Oi. #00:13:18-0#

92 (looks at character choosing screen. Switches between characters unlike before.) #00:13:27-0#

93 P2: Han så ut som en kul fyr. #00:13:30-0#

94 (chooses character.) #00:13:34-0#

95 P2: Nei, ikke kul nok. (laughs, then goes back to choose another) #00:13:34-0#

96 (browses through characters) #00:13:42-0#

97 P2: Her var det (mye) mange raringer altså. #00:13:42-0#

98 (rests head on hand) #00:13:45-0#

99 P2: Ko mange er det av dem egentlig? (starts counting them) 10, 15, 19? #00:13:50-0#

100 OB: Har du tilgang til alle allerede, eller det

101 [noen som er låst?] #00:13:53-0#

102 P2: [ah...]. #00:13:53-0#

103 (shakes head and opens hand, then smiles) #00:13:54-0#

104 P2: [jeg veit ikke] (laughs) #00:13:56-0#

105 OB: [du vet ikke?] #00:13:56-0#

106 (laughs) #00:13:56-0#

107 (rest head on hand) #00:14:00-0#

108 OB: Nei det, det er greit. Det er nytt spill da, så det er... #00:14:03-0#

109 P2: Ja. #00:14:03-0#

110 OB: Så det er ikke så (nøye). #00:14:06-0#

111 P2: (still chooses character) Okay.. Jeg vet ikke.. SÅNN! (choose a character). (.) Sånn. #00:14:13-0#

112 (sits upright with both hands on controls. Screen changes to waiting room) #00:14:15-0#

113 P2: Det sto- det var en sånn liste på høyre sida der det sto, at, det teamet her vil har flere folk som er sånn og sånn. #00:14:24-0#

114 OB: Hmm. (.) Så du får sånn forespørsel fra teamet sjøl= #00:14:29-0#

115 P2: =Ja.= #00:14:29-0#

116 OB: =nesten. #00:14:30-0#

117 P2: Da., da: velger jeg her hun dama, for at, (scratches head) teamet er på en måte vil at jeg skal være det. #00:14:39-0#

118 OB: Hmm. #00:14:40-0#

119 P2: (At), det her spilte jeg i sta. (nods approvingly). (.) Oi! (smiles) da skjedde det igjen! [referring to moving platforms] #00:14:46-0#

120 (laughs) #00:14:46-0#

121 New round starts - #00:14:49-0#

122 (chews gum. Scratches face with both hands) #00:14:58-0#

123 (head pushes forward to look closer. Zooms in. Stops chewing) #00:15:01-0#

124 (clicks fast to shoot at enemy from afar) #00:15:13-0#

125 Dies - #00:15:49-0#

126 (clicks their tongue, smiles) Han var (flink her). #00:15:50-0#

127 (smiles while watching kill cam. Chews with mouth wide open. Laughs) #00:15:58-0#

128 (stretches fingers. Adjusts glasses) #00:15:59-0#

129 Respawns - #00:16:10-0#

130 (puts hands on controls, chews gum slowly) #00:16:10-0#

131 (focuses on game) #00:16:29-0#

132 P2: Uh-oh. #00:16:40-0#

133 (keeps body still and stops chewing) #00:16:48-0#

134 (gets attacked by special attack) #00:16:56-0#

135 Dies - #00:16:56-0#

136 (purses lips, starts chewing again) #00:16:59-0#

137 (watches kill cam. Purses lips again and nods slightly) #00:17:08-0#

138 P2: Det var noe voldsomt! (laughs, then smiles) #00:17:11-0#

139 (scratches neck while with an impressed looks on his face, then smiles and laughs again while putting hand back on controls) #00:17:12-0#

140 P2: Er det bare spill eller? (still laughing) #00:17:15-0#

141 Respawns - #00:17:18-0#

142 (focuses on game) #00:17:18-0#

143 Dies - #00:17:40-0#

144 (lifts hands from controls, rubs fingers together then puts them back again) #00:17:40-0#

145 (watches kill cam, then hums) #00:17:45-0#

146 (switches to another character) #00:17:48-0#

147 P2: Da (gjør vi oss) til en som ser kul ut. #00:17:52-0#

148 OB: Ja.. jeg ser det. #00:17:57-0#

149 (chuckles. Focuses on game with blank expression. Stops chewing) #00:18:06-0#

150 P2: Oi. #00:18:06-0#

151 (fights enemy) #00:18:09-0#

152 P2: OI. #00:18:09-0#

153 Dies - #00:18:18-0#

154 P2: OI. OI. Er jeg DØ? (.) Ja. (laughs) #00:18:22-0#

155 OB: Men, men, du drepte vel noen før, ikke sant? #00:18:25-0#

156 (watches kill cam intensely) #00:18:26-0#

157 P2: Oi. (.) Dem er så voldsomme alle sammen (scratches nose, then puts hand back and smiles) #00:18:35-0#

158 (blank expression, hums, then checks controls of the character they're playing) #00:18:43-0#

159 P2: Hmm. #00:18:48-0#

160 (continues game. Lowers head and looks over glasses while aiming at enemy) #00:18:56-0#

161 (head slowly rises while he fights enemy) #00:19:08-0#

162 Dies - #00:19:09-0#

163 (watches end of kill cam. Purses lips.) #00:19:21-0#

164 Respawns - #00:19:21-0#

165 (focuses on game) #00:19:54-0#

166 Dies - #00:19:54-0#

167 Respawns - #00:20:09-0#

168 (scratches head, hums, then sighs) #00:20:11-0#

169 (focuses on game, stops chewing. Inhales breath through nose) #00:20:35-0#

170 Dies - #00:20:53-0#

171 (purses lips and lifts head. Smacks their lips twice, then starts chewing again) #00:20:55-0#

172 (looks at other characters to choose, then watches kill cam.) #00:21:00-0#

173 (lifts up right hand, moving his fingers wavelly then puts them down again) #00:21:02-0#

174 Respawns - #00:21:03-0#

175 (takes a deep breath in, then sighs and nods slightly) #00:21:04-0#

176 (Starts humming. Sniffs.) #00:21:08-0#

177 P2: (uses a special attack) Oi. #00:21:17-0#

178 (focuses on game) #00:21:18-0#

179 (stiff body while attacking) #00:21:40-0#

180 (stiffens up more) #00:21:44-0#

181 Dies - #00:21:44-0#

182 P2: AH! (laughs and leans forwards towards keyboard) Han ene er så skummel! #00:21:48-0#

183 (Moves back up while laughing) #00:22:00-0#

184 (Puts hand in front of mouth, then moves it down throat, still laughing) #00:22:01-0#

185 (Lowers head slightly while watching kill cam) #00:22:02-0#

186 (Tugs at his shirt with his hand) #00:22:06-0#

187 P2: Å! Ja ja. #00:22:07-0#

188 Respawns - #00:22:08-0#

189 (stops laughing, puts hand back on controls, and continues playing) #00:22:08-0#

190 (Sniffs, then swallows once) #00:22:10-0#

191 (chews gum, then meets enemy and stops chewing) #00:22:12-0#

192 (kills enemy, purses lips and nods approvingly, starts chewing again) #00:22:20-0#

193 (focuses on game) #00:22:30-0#

194 (sniffs, takes a deep breath while leaning backover, stiffens, stops chewing) #00:22:35-0#

195 Dies - #00:22:50-0#

196 P2: Oi. #00:22:50-0#

197 (cocks head slightly. Breathes out, adjusts sitting position.) #00:22:52-0#

198 (watches kill cam. Purses lips and nods approvingly once. Sniffs) #00:23:55-0#

199 P2: Han var flink. Eller hu. (...) Han sa nettopp "I must redeem myself." Så dårlig er (nå eg). #00:23:12-0#

200 (focuses on game again) #00:23:14-0#

201 P2: (Det er) en skummel fyr. (chewing) #00:23:26-0#

202 (focuses on playing, no chewing) #00:23:43-0#

203 P2: Oi! #00:23:45-0#

204 Dies - #00:23:53-0#

205 P2: (laughs) Nei. #00:23:53-0#

206 (Gestures to be slowly beating the keyboard with hands, then hits it with his thumbs only, in turns. Tapping his right-handed fingers on keyboard while watching the kill cam, left hand moves back to controls) #00:23:56-0#

207 (continues to watch kill cam while chewing loudly, sniffs) #00:23:58-0#

208 (stops chewing and moves his right hand slightly up and down) #00:24:01-0#

209 Respawns - #00:24:02-0#

210 (moves right hand back to mouse and starts playing) #00:24:06-0#

211 (keeps body still and focuses on game) #00:24:10-0#

212 Victory Screen shows - #00:25:00-0#

213 (P2 laughs while holding water bottle in right hand, points his open left hand towards the screen, gesturing a lack of understanding. Takes bottle in both hands and drinks) #00:25:05-0#

214 (watches "player of the game" while still holding bottle in both hands. #00:25:08-0#

215 P2: Oi, her det var det noe voldsomt. #00:25:11-0#

216 (raises eyebrows, then nods while pursing lips) #00:25:12-0#

217 Statistics screen shows - #00:25:23-0#

218 (drinks while moving the mouse with his left hand. Keeps his body still while drinking and studies the screen) #00:25:25-0#

219 Experience received screen shows - #00:25:30-0#

220 (P2 moves mouse without aim. Stops drinking and puts down bottle. Takes hand away from mouse and puts chin on left hand, the right one on his lap. Looks at the screen. Stays in position even when screen turns black. Rubs upper lip with left hand. "Choose

character"- screen shows. P2 lifts head, places both elbows wide on the desk. Drops down head and sighs heavily, while making a "hmm" sound) #00:25:55-0#

221 (looks at screen and slowly raises head. Puts right hand on mouse and browses through characters to play) #00:25:57-0#

222 (hits keys with right hand, then leans head on left hand) #00:26:00-0#

223 (switches between characters with the right hand on the arrows keys while looking at screen) #00:26:04-0#

224 P2: Der var det karakteren som sa jeg skulle dø: hele tida. #00:26:06-0#

225 (points one finger of his left hand into his chin while still resting head on it, continues to switch between characters) #00:26:17-0#

226 (starts chewing loudly by smacking lips. Chooses character) #00:26:26-0#

227 P2: Hu var kul. #00:26:26-0#

228 (enters waiting room) #00:26:29-0#

229 P2: Viktig for meg (sjø) at dem skal vær kul. #00:26:30-0#

230 OB: Ahh. #00:26:32-0#

231 (laughs) #00:26:32-0#

232 P2: (Vet ikke ka hun..) #00:26:34-0#

233 (opens screen for controls for this character. Leans head to right side and scratches it.) #00:26:36-0#

234 (leans head back and rubs upper lip with right hand) #00:26:38-0#

235 (closes control screen, quickly looks at left hand and adjusts position. Puts right hand back on mouse) #00:26:42-0#

236 (shoots, reloads, and walks around in waiting room) #00:27:17-0#

237 (looks at left hand and pushes key, repeats this action.) #00:27:18-0#

238 (hits the last key several times by lifting whole hand up and down, looking at screen) #00:27:20-0#

239 (places whole hand back on keyboard) #00:27:21-0#

240 (when countdown [from 5 to 1] starts, lifts head and sits up straight, rolling left shoulder. Focuses on screen) #00:27:28-0#

241 - New round starts - #00:27:28-0#

242 (stays still and focuses on game) #00:28:14-0#

243 (purses lips quickly) #00:28:14-0#

244 (focuses on game while keeping body still) #00:28:40-0#

245 (Swallows once, sticks out tongue) #00:28:40-0#

246 (Keeps tongue sticked out, pulls it partly back in, keeps tip of tongue sticking out) #00:28:50-0#

247 (pulle tongue back in, swallows once, keeps body still) #00:28:55-0#

248 (chews a few times, then stops chewing) #00:29:04-0#

249 (chews slowly) #00:29:12-0#

250 (body moves like it's shaken, stiffens twice) #00:29:20-0#

251 (stops chewing) #00:29:37-0#

252 (sniffs) #00:29:37-0#

253 (sucks cheeks inside, holds breath) #00:29:42-0#

254 (lifts head slightly then sniffs and chews gum) #00:29:47-0#

255 (sucks in cheeks, holds breath, body shakes slightly while using controls) #00:29:53-0#

256 (chews gum) #00:30:01-0#

257 (keeps body still) #00:30:10-0#

258 P2: Hmm? (lifts head, shakes it) #00:30:10-0#

259 - Victory screen shows - #00:30:08-0#

260 P2: (laughs) #00:30:13-0#

261 (lifts fingers from controls, grabs water bottle with right hand, still laughing) #00:30:18-0#

262 OB: Kom det overraskende igjen, eller? #00:30:20-0#

263 P2: (laughs, shaking head) Nei. [In the sense of "no, didn't expect it at all"] #00:30:22-0#

264 (watches play of them game) #00:30:22-0#

265 P2: (scratches head) Hørte bare at noen (ble opptatt) på et eller annet på et språk, og så bare så var spillet om. Så vart jeg litt forvirra. #00:30:33-0#

266 (watches while chewing loudly) #00:30:33-0#

267 (stops chewing, purses lips and shakes head, taps fingers on water bottle) #00:30:37-0#

268 Victory team screen shows - #00:30:38-0#

269 P2: Oi. (grabs mouse) Eg som er her (points with mouse) #00:30:44-0#

270 OB: Wow. (Gratulerer) #00:30:48-0#

271 P2: Takk. Vet ikke hva det betyr (gets closer to screen, stops chewing, blinks a few times). #00:30:48-0#

272 Experience received screen shows. #00:30:52-0#

273 OB: 66% av team-damage. #00:30:56-0#

274 P2: (purses lips and nods head, lifts eyebrows) #00:30:58-0#

275 P2: OI. Jeg har fått et level, men jeg vet ikke om det egentlig spiller noe rolle. #00:31:02-0#

276 (purses lips and sucks in cheeks) #00:31:01-0#

277 P2: Hmm (sucks in air, pulls head to side) Kanskje gjør det (noke) ting alikevel da? (grabs bottle, leans back and drinks) #00:31:12-0#

278 OB: Hmm, det var et stort "Badum!" om det. #00:31:13-0#

279 (laughs silently) #00:31:13-0#

280 loading screen shows. #00:31:16-0#

281 (puts bottle back down) #00:31:17-0#

282 P2: (Cracking knuckles, puts hands in lap and leans forward) Oi, nå fer vi til en ny bane, jeg vet ikke kor det er hen. (puts elbows wide on desk, sucks in air loudly) #00:31:22-0#

283 O: Ah ny bane? (Har ikke hørt den før)...? #00:31:23-0#

284 choose character screen shows. #00:31:23-0#

285 P2: (..) skal vi sjo. Kanskje vi mangler (andre) spiller nå. #00:31:32-0#

286 (chews, switches between characters with right hand on arrow keys, stops chewing) #00:31:33-0#

287 P2: Artig å spille hun her sjø. #00:31:35-0#

288 (chooses character, looks at screen) #00:31:41-0#

289 OB: Det er artig å, heale folk og- #00:31:42-0#

290 P2: Det er ganske gøy for at han jeg- Ah, jeg spiller med han der er han fyren igjen, ja. (moved hand to mouse and clicks, smiles). Jeg husker han sjø for det var han jeg heala ista ved (Shaftka). #00:31:48-0#

291 P2 enters waiting room - #00:31:48-0#

292 P2: (smiles, places both hands on controls) Der er han! Oh, han jeg syns var skikkelig flink! (smiles) Han har (imponert) meg i hvert fall (laughs, places elbow on desk and leans chin on left hand), så da har jeg bare heala han. #00:31:55-0#



293 (leans head to side, scratches neck with left hand, sits back up) #00:00:03-0##00:01:58-0#

294 OB: Ah. Du sa du var flink eller...- #00:31:59-0#

295 P2: Nei, jeg syns han (raises eyebrows) var flink (nods quickly, smiles, rubs fingers of right hand together) #00:32:00-0#

296 OB: Ah, sånn, okay. Jeg skjønnte slik at han sa det sånn (x x). #00:32:04-0#

297 (nods, puts both hands on controls, starts clicking without aim) #00:32:06-0#

298 OB: Fins det egentlig noe chat mens dere spiller eller? #00:32:07-0#

299 P2: (leans closer to screen) Ja det står jo noe her "join team voice chat" (rubs fingers together). (.) Find players in channel. (starts writing on keyboard). Klarer jeg å skrive, hallo? Team... He:y gu::ys! #00:32:22-0#

300 (rubs nose twice then places it in lap, left hand still on keyboard) #00:32:26-0#

301 P2: Smilefjes. (...) Se om- (smiles) Hey, HEY! (laughs) Her er det noen som snakker til meg. (scratches neck with left hand, still smiling) Artig. #00:32:33-0#

302 Enters waiting room - #00:32:33-0#

303 (places both hands on controls, focuses on screen) #00:32:33-0#

304 P2: Han spiller samme karakteren det er artig. (breathes in quickly then sighs) #00:32:42-0#

305 P2: (x x x) (...) Hvor er du? #00:32:52-0#

306 (moves around in waiting room, clicks very fast, then stops) #00:32:52-0#

307 P2: (x x) hvis jeg holder in den knapp så kan jeg gjør ting. #00:33:01-0#

308 P2: (uses in-game gestures) Hello! #00:33:05-0#

309 (looks at gestures, when music starts, starts clicking mouse quickly.) #00:33:24-0#

310 (lifts fingers of right hand and hits mouse hard once) #00:33:26-0#

311 Countdown from #00:05:01-0# starts - #00:33:27-0#

312 P2: Takk sa han! (moves head a little, smiles) #00:33:33-0#

313 Round starts - #00:33:33-0#

314 (focuses on game, keeps body still, chews slowly) #00:33:38-0#

315 (sniffs, chews normally) #00:33:51-0#

316 P2: (body stiffens quickly) Oi, her var det (den) (clicks fast to attack enemy) #00:34:06-0#

317 (opens mouth, closes it again) #00:34:09-0#

318 (keeps body still, chews slowly) #00:34:13-0#

319 (clicks very quickly) #00:34:15-0#

320 (body shakes slightly, mouth stops moving) #00:34:29-0#

321 P2: Oi, OI, jeg tror ikke jeg skal vær her in. #00:34:41-0#

322 Dies - #00:34:41-0#

323 (purses lips and hangs head, looks to side then lifts head and rubs fingers together) #00:34:42-0#

324 (adjusts sitting position while smiling) #00:34:44-0#

325 (watches kill cam while tapping both hands on keyboard in turns) #00:34:49-0#

326 Respawns - #00:34:51-0#

327 (sniffs, looks at screen for a moment, then places both hands on controls) #00:34:53-0#

328 (looks at team setup) #00:34:56-0#

329 P2: Hvor. Er. kompisen min. (4) Ah, AH. (body pulls back, left hand moves fast. Laughs, then smiles) #00:35:09-0#

330 (sits still and focuses on game) #00:35:10-0#

331 P2: Der. (x x-) Hallo? (chews loudly) #00:35:19-0#

332 P2: (Tror) jeg må finne meg en ny en. (4) AH. (stiffens, clicks very fast) #00:35:30-0#

333 (keeps body still, clicks fast again) #00:35:35-0#

334 Dies - #00:35:36-0#

335 (stops clicking, grimaces, looks focused at kill cam) #00:35:40-0#

336 P2: Hm:: (opens "character meny", starts chewing) #00:35:43-0#

337 (chooses new characer) #00:35:52-0#

338 Respawns - #00:35:52-0#

339 (checks character controls, rubs nose with right hand) #00:35:56-0#

340 P2: Oi. (rest head on right hand, looks at screen) #00:36:01-0#

341 (closes meny, sits upright and puts hands on controls) #00:36:04-0#

342 (looks at team setup) #00:36:07-0#

343 (checks character controls) #00:36:13-0#

344 (stays still and focuses on game) #00:36:46-0#

345 (checks keys from corner of their eye quickly) #00:36:46-0#

346 (opens mouth) #00:36:53-0#

347 (closes mouth) #00:37:05-0#

348 (sniffs) #00:37:05-0#

349 (body is taken slightly aback) #00:37:21-0#

350 (clicks very fast) #00:37:31-0#

351 (stops clicking fast) #00:37:41-0#

352 (leans far back while inhaling, exhales with a long sigh and leans back forwards) #00:37:47-0#

353 OB: Var det spennendes? #00:37:49-0#

354 P2: Ja: (laughs) #00:37:53-0#

355 (stays still and focuses on games) #00:37:57-0#

356 (clicks very fast, stops shortly after) #00:38:05-0#

357 P2: Oh- (laughs to himself) Der var mange slemminger. Nei! (clicks very fast) (..) Okay. #00:38:23-0#

358 (sits still and focuses on game) #00:38:25-0#

359 (while jumping down in game, body moves slight down too) #00:38:37-0#

360 Dies - #00:38:42-0#

361 P2: ( x x x x) (rubs fingers of right hand quickly, sniffs, puts fingers back down) #00:38:45-0#

362 Respawns - #00:38:52-0#

363 (keeps body and mouth still and focuses on the game) #00:38:52-0#

364 (sniffs, chews, then swallows) #00:39:30-0#

365 (stops chewing, clicks quickly) #00:39:33-0#

366 (enemy dies, stops clicking quickly) #00:39:38-0#

367 (clicks quickly) #00:39:51-0#

368 (stops clicking quickly) #00:39:54-0#  
369 (stays still and focuses on game) #00:39:56-0#  
370 (opens mouth) #00:40:37-0#  
371 Dies - #00:40:37-0#  
372 P2: Oh.. (swallows, chews, lifts fingers of controls, moves them then puts them back down) #00:40:43-0#  
373 Kill cam shows - #00:40:43-0#  
374 (sighs while lowering head, looking over glasses at the screen) #00:40:46-0#  
375 (looks to the right, then lifts head back up) #00:40:48-0#  
376 Respawns - #00:40:50-0#  
377 (checks key on the left) #00:40:50-0#  
378 (sits still, purses lips) #00:40:53-0#  
379 (focuses on game) #00:40:55-0#  
380 (sniffs, stops chewing) #00:41:03-0#  
381 (right hand moves very fast, body moves a bit backwards) #00:41:45-0#  
382 (stays still and focuses on game) #00:41:47-0#  
383 (rubs eye with right hand while action sequence shows in game, puts hand back on mouse) #00:41:53-0#  
384 (stays still and focuses on game) #00:41:52-0#  
385 (clicks very fast) #00:42:13-0#  
386 (opens mouth) #00:42:17-0#  
387 Dies - #00:42:18-0#  
388 (stops clicking, closes mouth and chews) #00:42:19-0#  
389 (purses lips, shakes head) #00:42:22-0#  
390 (lifts fingers, sniffs, leans back and stretches shoulders while watching kill cam) #00:42:27-0#  
391 Respawns - #00:42:29-0#  
392 (sniffs, keeps body and mouth still) #00:42:34-0#  
393 (when character takes of, body is moving slightly back) #00:42:38-0#  
394 (lifts head slightly) #00:42:51-0#  
395 (clicks quickly) #00:42:56-0#  
396 Dies - #00:43:04-0#  
397 (lifts right hand and presses fingers together, cracks knuckles of right hand) #00:43:10-0#  
398 (keeps pressure on right thumb with fingers while watching kill-cam) #00:43:12-0#  
399 P2: Oi! #00:43:17-0#  
400 Defeat screen shows - #00:43:17-0#  
401 (scratches leg with right hand, sucks air into mouth through pressed lips, shakes head slightly) #00:43:20-0#  
402 (sniffs, puts right hand in lap) #00:43:23-0#  
403 (supports left elbow with right hand, using left hand to grab water bottle) #00:43:27-0#  
404 Player of the Game shows - #00:43:31-0#  
405 (drinks while watching replay) #00:43:35-0#

406 (nods) #00:43:44-0#

407 Player end screen shows - #00:43:47-0#

408 (stops drinking and puts bottle aside, scratches nose with left hand) #00:43:51-0#

409 OB: "Epic". #00:43:53-0#

410 P2: (nods) (..) (smacks lips) Han var en bra fyr. (smirks) #00:44:02-0#

411 Experience received screen shows - #00:44:02-0#

412 (puts left hand on mouse, looks at screen) #00:44:03-0#

413 (clicks without aim) #00:44:05-0#

414 Meny screen shows - #00:44:13-0#

415 (moves mouse with left hand, still supporting left elbow with his right hand ) #00:44:14-0#

416 Loot box screen shows - #00:44:15-0#

417 (looks at box) #00:44:22-0#

418 P2: Okay. (opens loot box) #00:44:23-0#

419 Loot box opens, shows in-game rewards - #00:44:29-0#

420 (lifts eyebrows, scratches neck with left hand quickly, puts left hand back on mouse) #00:44:33-0#

421 Loading screen shows - #00:44:33-0#

422 P2: (shakes head) Jeg vet ikke. (throws left hand up with palm side up) #00:44:35-0#

423 (laughs) #00:44:35-0#

424 OB: Fikk ikke sjanse til å se på det engang? #00:44:38-0#

425 P2: Nei. Det var trist.

426 (smirks, adjust sitting position) #00:44:39-0#

427 Choose character screen shows - #00:44:39-0#

428 P2: (leans head on left hand, puts right hand on mouse) OI. (starts browsing through characters) #00:44:43-0#

429 (browses, then starts tapping arrow keys in turns with fingers without aim) #00:45:00-0#

430 (chooses character) #00:45:03-0#

431 (rests whole face in left hand, looks to the right, swings slowly back with chair) #00:45:07-0#

432 (swings back forward again. Swings back and forth another time) #00:45:11-0#

433 (puts left hand on keyboard and starts tapping finger on it) #00:45:14-0#

434 Enters waiting room - #00:45:15-0#

435 (puts both hands on controls, checks team setup) #00:45:24-0#

436 (moves around aimlessly in waiting room, looks at arcade games in waiting room while another character destroys the screen of the arcade games) #00:45:42-0#

437 (laughs to himself) #00:45:41-0#

438 (moves around in waiting room) #00:45:51-0#

439 P2: (laughs) Han... han bare (skje:r). #00:45:54-0#

440 (watches other team player destroy inventory) #00:45:54-0#

441 P2: Oi. (uses inventory) #00:45:55-0#

442 (walks around it) #00:46:02-0#

443 P2: Kan eg spill? #00:46:02-0#

444 (walks around tennis-table alike inventory and clicks several times) #00:46:08-0#  
445 Countdown from 5 to 1 starts - #00:46:08-0#  
446 P2: Oh. (leaves inventory and walks to door) #00:46:11-0#  
447 Round starts - #00:46:14-0#  
448 (sits still and focuses on game, chewing) #00:46:14-0#  
449 (sees enemy and stops chewing) #00:46:19-0#  
450 (aims at enemy, mouth opens) #00:46:24-0#  
451 (mouth closes, chews) #00:46:28-0#  
452 (adjusts sitting and moves chair closer, aches) #00:46:42-0#  
453 P2: Oi. #00:46:43-0#  
454 (sits still and focuses on game) #00:46:49-0#  
455 (clicks with even pauses) #00:47:00-0#  
456 (clicks fast) #00:47:04-0#  
457 (swallows, stays still and focuses on game) #00:47:08-0#  
458 (clicks fast) #00:47:18-0#  
459 (clicks fast) #00:47:41-0#  
460 P2: Oi, jeg har drept to stykker, okay, hva gjorde jeg. (laughs) #00:47:47-0#  
461 (focuses on game again) #00:47:50-0#  
462 (scratches left ear with right hand, puts hand back quickly) #00:48:33-0#  
463 (head twitches) #00:48:39-0#  
464 (focuses on game) #00:48:57-0#  
465 (after avatar jumps and lands on feet, head copies landing motions) #00:49:04-0#  
466 (inhales deeply through nose, exhales slowly) #00:49:12-0#  
467 (clicks fast) #00:49:23-0#  
468 Dies - #00:49:24-0#  
469 (lifts fingers from controls, chews faster, hits keys with left finger harder) #00:49:27-0#  
470 (opens "choose character screen", checks controls for another character) #00:49:37-0#  
471 Respawns with new character - #00:49:38-0#  
472 (checks character controls) #00:49:41-0#  
473 (sticks out tip of tongue) #00:49:48-0#  
474 (closes mouth) #00:49:51-0#  
475 (checks character controls) #00:49:52-0#  
476 (keeps body and mouth still , focuses on game) #00:49:54-0#  
477 (chews slowly, sniffs) #00:50:04-0#  
478 (opens mouth) #00:50:35-0#  
479 (move slightly back and forth with body) #00:50:38-0#  
480 (closes mouth) #00:50:40-0#  
481 (moves head quickly along while shooting at enemy) #00:50:41-0#

482 Dies - #00:50:42-0#

483 P2: Uh-oh:. #00:50:44-0#

484 (looks at kill-cam, keeping body still) #00:50:51-0#

485 Respawns - #00:50:51-0#

486 (purses lips, lifts fingers, then forms fists and looks to the right) #00:50:54-0#

487 Defeat screen shows - #00:50:54-0#

488 (looks back at screen, puts hands on keyboard and taps with fingers) #00:50:59-0#

489 (sits still) #00:51:03-0#

490 (scratches face with right hand, adjusts glasses) #00:51:04-0#

491 P2: Oi, GG skrev dem. (writes in chat) x x #00:51:10-0#

492 Player of the game shows - #00:51:10-0#

493 (looks at screen, moves head back in surprise, lifts eyebrows) #00:51:14-0#

494 P2: (Ah)! (puts hands into lap and leans elbows wide on desk, watches replay) #00:51:17-0#

495 O: Det var ganske spennendes. #00:51:22-0#

496 P2: (lifts eyebrows and nods several times) #00:51:23-0#

497 Statistics screen shows - #00:51:24-0#

498 P2: (smacks lips, adjusts sitting position) uhm,- (sniffs) jeg må på do. (sighs, gets up) #00:51:31-0#

499 P2 off screen - #00:51:32-0#

500 P2 back on screen - #00:52:31-0#

501 P2: Oi. (hits arrow-keys with right hand repeatedly, browsing back and forth) Uh.m. #00:52:39-0#

502 (lifts hand, puts it back down, lift hand again and puts it on mouse) #00:52:42-0#

503 P2: (Tror hu-) hu var litt kul. #00:52:46-0#

504 (grabs water bottle and drinks) #00:52:54-0#

505 Enters waiting room - #00:52:54-0#

506 (puts bottle down and left hand on keyboard, rubs eye quickly) #00:52:55-0#

507 (moves around while putting right hand on mouse) #00:52:58-0#

508 (stays still and focuses on game) #00:53:01-0#

509 (asjusts sitting position, leans back) #00:53:09-0#

510 Another player speaks through the game - #00:53:38-0#

511 (looks surprised to the left) #00:53:38-0#

512 (laughs) #00:53:41-0#

513 P2: Hallo? #00:53:42-0#

514 (chews with open mouth) #00:53:46-0#

515 Countdown from 5 to 1 starts - #00:53:48-0#

516 (stops chewing) #00:53:49-0#

517 Round starts - #00:53:52-0#

518 (starts chewing slowly) #00:53:57-0#

519 (stays still and focuses on game) #00:54:01-0#

520 (clicks fast) #00:54:06-0#

521 (stops clicking) #00:54:14-0#

522 (clicks fast) #00:54:17-0#

523 (clicks controlled with pauses) #00:54:25-0#

524 P2: (clicks fast) Oh-uh. #00:54:32-0#

525 Dies - #00:54:34-0#

526 (laughs) #00:54:37-0#

527 (sits up and watches kill cam) #00:54:38-0#

528 OB: Du visste at du kommer til å bli drept? #00:54:41-0#

529 P2: Hmmh? (leans closer to observer, adjusts sitting position) #00:54:43-0#

530 OB: Du visste du kommer til å bli drept? #00:54:44-0#

531 P2: Æ, ja, jeg skjønna (laughs, scratches side with right hand). Eg skulle egentlig ikke over, eg skulle bare stå oppå. (smirks) Det var trist... #00:54:54-0#

532 (sits still and focuses on game) #00:54:56-0#

533 (hits key hard) #00:54:56-0#

534 (hits key hard) #00:54:57-0#

535 (sucks in cheeks into mouth) #00:55:02-0#

536 (sniffs, licks lips and relaxes mouth) #00:55:03-0#

537 (sucks in cheeks into mouth) #00:55:11-0#

538 (hits keys loudly a few times) #00:55:15-0#

539 (shallows) #00:55:17-0#

540 (clicks fast) #00:55:34-0#

541 P2: Nei! (smirks) Ikke Igje:n! (laughs quietly) Uh! (smiles) #00:55:41-0#

542 (keeps body still and focuses on game) #00:55:43-0#

543 - Dies - #00:56:05-0#

544 (lifts fingers, rubs fingers of right hand together, inhales deeply) #00:56:11-0#

545 Resawns - #00:56:17-0#

546 (puts hands on controls, lowers head a bit) #00:56:18-0#

547 P2: Ups. (chuckles to himself) #00:56:19-0#

548 (keeps body still and focuses on game) #00:56:27-0#

549 (taps key gently twice) #00:56:29-0#

550 (clicks quickly) #00:56:56-0#

551 Dies - #00:57:01-0#

552 (rubs base of nose with right hand, adjusts glasses, puts hand back on mouse) #00:57:05-0#

553 - Resawns - #00:57:10-0#

554 (clicks fast) #00:57:41-0#

555 Dies - #00:57:44-0#

556 P2: Hmm! #00:57:45-0#

557 (lifts fingers, rubs right fingers together) #00:57:48-0#

558 (clicks very quickly without aim while kill cam shows) #00:57:50-0#

559 (opens choose character windows) #00:57:51-0#

560 (checks team setup) #00:57:57-0#

561 Respawns - #00:58:01-0#

562 (browses through characters) #00:58:04-0#

563 Starts moving - #00:58:06-0#

564 (lifts head slightly) #00:58:27-0#

565 Dies - #00:58:53-0#

566 (lifts head slightly) #00:58:56-0#

567 - Victory text shows - #00:58:58-0#

568 (moves hands towards body, leans back and puts right hand on chin, rubs chin) #00:59:00-0#

569 P2: [Oi. ] #00:59:02-0#

570 OB: [Dere vant!] #00:59:02-0#

571 P2: (nods, puts left hand on mouse, taps on it, laughs) #00:59:04-0#

572 P2: Jeg tror det her, det var nok min dårligste game (vil jeg si). #00:59:10-0#

573 OB: Var det det? #00:59:11-0#

574 P2: Eg vet ikke. (chuckles, grabs water bottle with left hand) #00:59:13-0#

575 P2: Jeg føler det at ( x x det er det ikke) #00:59:15-0#

576 (puts bottle in lap and holds it with both hands, watching replay smiling) #00:59:17-0#

577 P2: Kanskje man får sånn følelse. Når man har spilt mye ikke sant? #00:59:21-0#

578 OB: Hmmh. #00:59:21-0#

579 P2: (smacks lips) Jeg vet ikke (shakes head, tilts it a little) #00:59:24-0#

580 Victory player screen shows - #00:59:27-0#

581 (focuses on screen) #00:59:27-0#

582 OB: Du har spilt en time nå. Du kan gjerne spille litt mer, men hvis du vil stoppe kan du det også. #00:59:34-0#

583 (puts right hand on mouse and clicks aimlessly) #00:59:35-0#

584 OB: Hvis du vil ha -en til-, så går det fint (laughs). #00:59:37-0#

585 P2: (smiles) OK, vi tar EN te! (adjusts sitting position) #00:59:38-0#

586 OB: Ok. Du kan spille så lenge du vil, jeg bare si ifra. #00:59:41-0#

587 (looks down at wrist watch, looks back up) #00:59:43-0#

588 (holds bottle in left hand while right hand rests on mouse) #00:59:45-0#

589 (browses through victory statistics screen) #00:59:50-0#

590 P2: (shakes head while browsing) Det er so MYE! (sighs) #00:59:54-0#

591 (scratches nose, then forehead with right hand) #00:59:58-0#

592 P2: "Noob Team" var det som (skreva). (puts bottle on desk) (.) Det var litt trist. (puts right hand on mouse, left elbow resting on chair) #01:00:03-0#

593 OB: Var det noen som skrev det? #01:00:05-0#

594 P2: Ja. Noen som kalte (Nagi) for en noob. (runs finger of left hand across keyboard) #01:00:09-0#



595 OB: Aww. #01:00:08-0#

596 P2: (shakes head, smacks lips) Jeg tror ikke det var på mitt lag sjø. Tror dem som hadd sagt. (scratches cheek with left hand, then rests chin on it.) #01:00:14-0#

597 Opens loot box - #01:00:18-0#

598 P2: (moves mouse along in-game rewards) Nei, øh.. (shakes head) vet ikke. #01:00:26-0#

599 - Menu shows - #01:00:26-0#

600 P2: Jeg tror det er bare stuff. #01:00:29-0#

601 (clicks aimlessly on screen while game is searching for open match) #01:00:31-0#

602 Hero Gallery shows - #01:00:35-0#

603 (looks at screen, chooses a hero) #01:00:49-0#

604 (clicks to play audio of the character, snorts smiling) #01:00:53-0#

605 P2: (still clicking) Nei, Nei.. #01:00:58-0#

606 Returns to menu screen - #01:00:58-0#

607 Finding game screen shows - #01:01:01-0#

608 (looks at screen, body keeps still, moves mouse a bit) #01:01:20-0#

609 (picks up phone) #01:01:31-0#

610 Choose character screen shows - #01:01:58-0#

611 (puts down phone) #01:01:59-0#

612 (puts both hand on controls and browses through heros) #01:02:01-0#

613 Enters game, new round starts - #01:02:08-0#

614 (keeps body still and focuses on game) #01:02:14-0#

615 (leans back in chair) #01:02:21-0#

616 (clicks quickly) #01:02:33-0#

617 (lifts mouse slightly and adjust position, moving whole body slightly) #01:02:39-0#

618 Dies - #01:03:01-0#

619 (leans back, raises eyebrows and purses lips at once) #01:03:02-0#

620 (scratches head, adjusts glasses then puts hand back on mouse) #01:03:11-0#

621 Respawns - #01:03:11-0#

622 (sits still, focuses on game) #01:03:17-0#

623 (stiffens a bit, body shakes slightly) #01:03:37-0#

624 (scratches face quickly while raising eyebrows, puts it back on mouse) #01:04:03-0#

625 (leans back quickly) #01:04:05-0#

626 Dies - #01:04:31-0#

627 P2: Uh.. (rubs fingers of right hand together) #01:04:33-0#

628 Respawns - #01:04:42-0#

629 (sniffs) #01:04:50-0#

630 (looks at team setup) #01:04:55-0#

631 Dies - #01:05:35-0#

632 (spreads all fingers, forms them to fists) #01:05:37-0#

633 (puts them back on controls) #01:05:40-0#  
634 Respawns - #01:05:45-0#  
635 P2: Hmpf. (raises eyebrows and purses lips, then frowns) #01:06:25-0#  
636 (stops frowning) #01:06:35-0#  
637 (swallows) #01:06:46-0#  
638 Dies - #01:06:58-0#  
639 (rubs fingers of left hand together, then both) #01:07:03-0#  
640 Respawns - #01:07:10-0#  
641 (puts all fingers back) #01:07:10-0#  
642 Dies - #01:07:54-0#  
643 (inhales, rubs fingers) #01:07:57-0#  
644 (puts fingers back, chews a few times, exhales) #01:07:59-0#  
645 Respawns - #01:08:04-0#  
646 (body twitches) #01:08:18-0#  
647 (clicks quickly) #01:08:52-0#  
648 Dies - #01:08:53-0#  
649 (raises eyebrows, rubs left fingers together) #01:08:54-0#  
650 Respawns - #01:09:03-0#  
651 (lifts head slightly) #01:09:03-0#  
652 Dies - #01:09:18-0#  
653 (licks lips, opens character menu) #01:09:21-0#  
654 Respawns - #01:09:31-0#  
655 (clicks very fast) #01:09:41-0#  
656 Dies - #01:09:44-0#  
657 (sucks in cheeks, rubs chin with right hand) #01:09:49-0#  
658 (adjusts glasses) #01:09:52-0#  
659 (checks keys, hits key, sighs) #01:09:54-0#  
660 Respawns - #01:09:57-0#  
661 (puts right hand back on mouse) #01:09:58-0#  
662 P2: Oi. (laughs) #01:10:12-0#  
663 (clicks very quickly) #01:10:25-0#  
664 (clicks very quickly) #01:10:43-0#  
665 Dies - #01:10:53-0#  
666 (lifts fingers slightly of controls, rubs them together) #01:10:59-0#  
667 Defeat text shows - #01:10:59-0#  
668 P2: (scratches right hand) Ah. #01:11:02-0#  
669 (puts both his hands loudly on lower part of keyboard, pulling themselves up) #01:11:07-0#  
670 (inhales, exhales while turning head to side to observer) #01:11:09-0#

671 (laughs) #01:11:10-0#

672 (asjusts sitting positions, picks up water bottle with right hand, drinks and watches "Player of the game replay" ) #01:11:14-0#

673 OB: Jeg syns du har vært flink. #01:11:18-0#

674 P2: Hmmh? (lowers head a little) #01:11:20-0#

675 OB: Jeg syns du har vært flink. #01:11:21-0#

676 (stops drinking, raises eyebrows quickly, smiles) #01:11:22-0#

677 P2: Takk. (puts bottle back down) #01:11:25-0#

678 (leans left hand on left leg) #01:11:28-0#

679 (looks at statistikk screen) #01:11:32-0#

680 P2: (leans back) Ja, nei, okay:hh., det var det. (leans chin on left hand, clicks exit) #01:11:38-0#

681 OB: Det var det. Ok, da tar vi en slutt her. #01:11:42-0#

- END OF TRANSCRIPTION -

PLAYER 3, (2016, March 21). Personal observation.

- START OF TRANSCRIPTION -

- 1 (The player sits down with their dog in their lap and opens the browser game.) #00:00:06-0#
- 2 P3: Ok, so you only need one road to connect to them instead of (sighs).. but then these fit into two by two, so then we get this awkward space here. But then when you build this one out again we're gonna have (moves hand forward) more space, I'm thinking maybe this is a good idea... yeah.. can I have two.. ah. (...) I guess I can... (touching/scratching face). (sighs) Alright. (laughs) #00:00:34-0#
- 3 (adjusts sitting position) #00:00:34-0#
- 4 P3: Yes, of course! (laughs). #00:00:39-0#
- 5 (rests head on left hand, elbow on desk) #00:00:39-0#
- 6 P3: But, alright... I can't do very much more now anyways, it's a start at least.. And these are only 15 minutes now, because I'm more hardcore than you..(laughs) (5) (listening) mhm.Fine. #00:01:07-0#
- 7 P3: Yes, you might get unlock and then fix that... I guess I stop sharing now. It's 12 minutes left on your buildings? #00:01:18-0#
- 8 (turns to observer and shows the cities the player owns.) #00:01:19-0#
- 9 P3: I'm not making fun of you now, it's ok. (laughs) I wouldn't dream of it. (laughs) Of course you should... #00:01:49-0#
- 10 (humming) #00:01:43-0#
- 11 P3: I'm just starting my production and then I'll join you. That was all. No. No. You can play (path) later. #00:02:02-0#
- 12 (hits mouse loudly) #00:02:02-0#
- 13 P3: Now we're gonna play (hots). #00:02:05-0#
- 14 P3: Ah, I have one left until my city expansion. #00:02:11-0#
- 15 (moves hand to chin) #00:02:11-0#
- 16 P3: One left. Alright! #00:02:15-0#
- 17 (starts the game, leans back and stretches arms) #00:02:14-0#
- 18 P3: Yeah, no no, now I probably got this one knowledge point. Yes. Mhm. #00:02:21-0#
- 19 Loading screen shows - #00:02:21-0#
- 20 (stops stretching and places hands on controls) #00:02:21-0#
- 21 P3: Then I have another expansion! Hmh. #00:02:27-0#
- 22 P3: Cold? Yeah. #00:02:32-0#
- 23 (applies lotion) #00:02:32-0#
- 24 P3: Then you should turn on the heater. (turns to observer) Er du kald? Ok. (turns back) We're not cold (laughs). #00:03:01-0#
- 25 P3: (applies lotion) Yeah, I have two games so you should be cracked with three games. #00:02:51-0#
- 26 (puts both hands on controls) #00:02:51-0#
- 27 P3: It's just that one left. Three games I'm the support, three games I'm the assassin. #00:02:58-0#
- 28 Choose character screen shows - #00:02:58-0#
- 29 (rests head on left hand) #00:02:57-0#
- 30 P3: Guess we have six games. Oh, I'm already an assassin, okay, I guess I'll stay on her then. #00:03:03-0#
- 31 (rubbing nails with fingers). #00:03:12-0#
- 32 P3: No. (Suana is a) warcraft hero, tho. I don't know. Do you? Yeah. Sure. #00:03:30-0#
- 33 Countdown from 5 to 1 starts - #00:03:30-0#
- 34 P3: Haven't you been playing her before? Yeah, I hope you embaress yourself on cam (laughs). #00:03:39-0#

35 Loading screen shows - #00:03:39-0#

36 P3: Yeah, she'll look all bitter like "Who's that noob?" (laughs). "He's worse than the AI!" #00:03:48-0#

37 (laughs, rubs hands together, leans back) #00:03:51-0#

38 P3: I'm poor (load) #00:03:55-0#

39 (applies lotion). Mhm (laughs) #00:04:01-0#

40 (puts down lotion, fidgets with wrist warmer, puts hands back on controls) #00:04:02-0#

41 P3: I don't know. I don't think anyone knows. #00:04:14-0#

42 (Puts trash aside) #00:04:15-0#

43 P3: (rests head on left hand) Oh I hate this map. (readjusts headphones with right hand) Well I guess it's ok to play with AI but... (sighs) #00:04:22-0#

44 Game starts - #00:04:23-0#

45 (puts both hands on controls) #00:04:34-0#

46 P3: Hm. Yeah, okay. (laughs). She's so sarcastic, this character. Do you think he needs to go (ups)? Do you think he needs to go (but), no top, I think it's top. No:!(laughs) I got this! Yeah. Why-, what are you doing? Well, I'm trying to get in to go here first. Yeah, it's there now thanks to me! Yeah, you think you did all that work, but it that was me, all. Mhm. (...) #00:05:26-0#

47 (sighs) #00:05:26-0#

48 P3: I don't know, I hope you feel the pressure (laughs) #00:05:33-0#

49 (clicks quickly) #00:05:33-0#

50 P3: (screams) Really? (laughs) #00:05:46-0#

51 (stops clicking quickly) #00:05:46-0#

52 P3: No no, of course not. It's cool I got this. Oh, a treasure... #00:05:58-0#

53 (smiles) #00:05:58-0#

54 P3: Yeah, it's my specialty. See? I'm getting (Grimer out of)- Ah:!! No I gotta win. And that (x) always back... #00:06:10-0#

55 (scratches head with left hand) #00:06:10-0#

56 P3: Noone is taking the bottom one. Who is he facing? Someone has to take and then left. I don't know whats- ..start playing so much. He's facing (Vallah). Ah, missed her. #00:06:51-0#

57 (sighs) #00:06:51-0#

58 P3: I'm going (midt). Maybe should I be turn in first, huh? (6) (laughs) Nope. Ok, I got enough coins. #00:07:17-0#

59 (adjusts glasses, brushes hair out of face) #00:07:21-0#

60 P3: Aha, you gonna turn in? Who's got the 3. coin, is that you? Yeah, maybe we should try to turn in... Already did. Hmmh. (smacks lips). What? (.) (laughs) Another healer... Oh yeah, you are. #00:07:48-0#

61 (sighs, lifts fingers of mouse and rubs them together) #00:07:48-0#

62 P3: Yeah, guess that's how we're loosing, huh? (chuckles) Yeah, I'm the best I guess. Let's see I'm gonna go... I like the magic missile build more than the (forth) build, yeah. #00:08:09-0#

63 (scratches nose) #00:08:11-0#

64 P3: Yeah, but that was very annoying, you have the be at the right distance and- Oh god, we're having trouble top, I'm going top. #00:08:18-0#

65 (starts chewing motions, swallows) #00:08:20-0#

66 (lifts right hand from mouse while holding down key) #00:08:21-0#

67 (tabs keys quickly) #00:08:24-0#

68 P3: Oh shit. #00:08:27-0#

69 (starts clicking quickly, screams) #00:08:28-0#

70 P3: OH NO! (laughs) I got through! It's ok, he can die now. (laughs). #00:08:36-0#

71 (stops clicking quickly) #00:08:35-0#

72 (laughs, tabs keys loudly) #00:08:36-0#

73 P3: No. #00:08:41-0#

74 (tabs key loudly) #00:08:41-0#

75 P3: I'm just teasing... Damn, I wish we had only time in (Morales). (...) Shit, I am so lo:w. Ah. (laughs) Ok, I think I have to back, it's like one shot and I'm dead. #00:09:05-0#

76 (scratches neck with left hand) #00:09:05-0#

77 (puts left hand in front of mouth, starts humming) #00:09:08-0#

78 P3: I don't now, there is noone (bott), at all. #00:09:19-0#

79 (places left hand on keyboard) #00:09:19-0#

80 (sighs, then twitches) #00:09:22-0#

81 P3: Oh, they're taking our camp. (...) (laughs) Nei.... (laughs) I know. Scared them away though. #00:09:41-0#

82 (twitches) #00:09:41-0#

83 P3: OH! Why am I walking?! Arg, stupid auto-path in this game... #00:09:48-0#

84 (clicks quicky) #00:09:48-0#

85 P3: It's gonna get me killed. (...) Ni:ce. (...) (screams) Oh, again! (laughs). Damn. #00:10:03-0#

86 (swallows) #00:10:03-0#

87 P3: Alright. (hums) I think I should be going? Maybe I should go bott. (...) Yeah, but if I know. GOD, my- #00:10:21-0#

88 (hits keys loudly) #00:10:21-0#

89 P3: My (x) is so bad! (chuckles). That's true you can't heal minions, I find that so weird... Got her! There. #00:10:39-0#

90 (cocks head to side, scratches neck) #00:10:39-0#

91 P3: You got that one? (chuckles). I'm almost there, done. #00:10:49-0#

92 (swallows) #00:10:49-0#

93 P3: Ok, coming. Haha, she's gonna die: (laughs). (..) I can take that and you can move back a lane. (..) Ten, we need two more. #00:11:15-0#

94 (clicks quickly on same spot) #00:11:15-0#

95 P3: Oh, yeah, I guess we are. Oh, you would take the last two instead of me turn in (laughs). #00:11:26-0#

96 (scratches left arm) #00:11:26-0#

97 P3: Such shitty plan, like- Oh! #00:11:29-0#

98 (body rocks slightly back) #00:11:29-0#

99 P3: Hello little (attendant moralless). There. #00:11:37-0#

100 (cocks head to side, lifts hand from mouse and rubs fingers together) #00:11:37-0#

101 (chuckles) #00:11:40-0#

102 (puts hand back on mouse) #00:11:41-0#

103 P3: Oh::. #00:11:44-0#

104 (moves head back to upright position) #00:11:44-0#

105 P3: Oh, I guess he'll loose his coin too then. #00:11:49-0#

106 (inhales deeply, sighs) #00:11:49-0#

107 P3: Well we got more though. #00:11:52-0#

108 (moans, rubs fingers of left hand together) #00:11:52-0#

109 P3: We've got more than we need... #00:11:58-0#

110 (stops rubbing fingers and puts hand back on mouse) #00:11:58-0#

111 P3: Na, yeah, I know he's just sleeping in there. (laughs) No, you don't... #00:12:13-0#

112 (adjusts glasses with left hand) #00:12:13-0#

113 (does chewing motion, starts humming) #00:12:15-0#

114 P3: Shit... #00:12:23-0#

115 (tenses upper body, rocks slightly while moving mouse) #00:12:24-0#

116 P3: I think they're doing a camp. No, they're not, where are they? Or, they did the camp up there. It's ok (Chaos) and me got this. Oh I can't (help in the back) and keep the camp barely (laughs). #00:12:41-0#

117 (relaxes upper body) #00:12:41-0#

118 P3: Think we're good... Ah, ok. #00:12:43-0#

119 (rubs nose) #00:12:46-0#

120 P3: I'll back then. (rubs nose) They let me, yeah, they're gonna keep pushing unless we call them back. #00:12:55-0#

121 (sighs) #00:12:56-0#

122 Switches to browser game - #00:13:01-0#

123 Switches back to main game- #00:13:02-0#

124 P3: (There?) Ah, NO:, don't die:! #00:13:05-0#

125 (clicks quickly, laughs) #00:13:05-0#

126 P3: Shit! Ah, fucking hell, oh my god, oh MY god, (leans forward) OH MY GO:D! #00:13:11-0#

127 Dies - #00:13:11-0#

128 (leans back in chair) #00:13:13-0#

129 P3: That was awkward. (laughs). Yeah, you shouldn't let me turn in- well, you died too... It's ok, they're pushing (bott), they got this. #00:13:25-0#

130 Switches to browser game - #00:13:26-0#

131 P3: No:. Oh I put this on one hour, that explains that... #00:13:27-0#

132 Switches back to main game - #00:13:27-0#

133 (puts fingers in front of mouth) #00:13:28-0#

134 P3: (sighs, rests head on left hand) A:ll of my, production. #00:13:32-0#

135 (adjust sitting, scratches legs, adjusts dog on lap) #00:13:35-0#

136 P3: (puts hands on controls) Yeah, all left they turn in. We can manage to kill them then. Yeah. Let's try to get (Crymain). Arg. (..) Sun is a bit harder to kill than (Crymain), but... Hmm... a:h, I really wish you could teleport- while- you see them- together... N::ice! (laughs) NO:!! (laughs) Oh, he's gonna die, maybe, you get him- there- nice. Wo:!! #00:14:13-0#

137 (exhales quickly, lowers shoulders, sighs) #00:14:17-0#

138 P3: Yeah (GG ease), huh? It's not playing with (Amber). (laughs) ALL over again. We've got 14 (chuckles), now... No:... Never get back. #00:14:33-0#

139 (humming) #00:14:36-0#

140 (tabs finger on keyboard twice, puts left elbow on desk and left hand in front of mouth) #00:14:38-0#

141 P3: Mhm. This auto-type-build, you know I'm, (I'm building there all those x attacks)... #00:14:53-0#

142 (leans back up and puts hands on controls) #00:14:53-0#

143 P3: Oh, bott! You know that one? (..) The auto-attack build, on uhm.. uhm.. (Giny)? (..) What she has when you use an ability increases your next basic attack by 75%, and cause it to deal ability damage, stack up the two kinds? (..) I'm not sure if I should go with that one or- Gosham is a bit risky. (sighs) Yeah, but my HP!! (chuckles). Oh, there is a fucking chest, or you're taking it, good. (..) Yeah, way let me know, thanks. (..) Yeah. (..) That's what you get for not letting me know. #00:15:49-0#

144 (tabs keys loudly) #00:15:55-0#

145 P3: That's strange. #00:15:57-0#

146 (moans, clicks quickly) #00:16:01-0#

147 P3: This (Tauron) almost killed me. #00:16:02-0#

148 Dies - #00:16:05-0#

149 P3: Shit! #00:16:05-0#

150 (scratches neck with right hand, moves hair over shoulder while placing hand back on mouse) #00:16:05-0#

151 P3: Yeah, the (target), and then I was (chandeling) when they came back, so... #00:16:09-0#

152 - Switches to browser game - #00:16:09-0#

153 (rests left elbow on desk and places head on hand) #00:16:09-0#

154 P3: (sighs) That kinda su:cked. Where you even go, (Cissy)? #00:16:16-0#

155 Switches back to main game - #00:16:18-0#

156 P3: Yes, yes. I'm a (feeder). #00:16:23-0#

157 (takes lip balm and applies on lips) #00:16:23-0#

158 P3: They're pushing top though, what I wanna do is (care for less of these). #00:16:29-0#

159 (puts lip balm back, rests head on left hand, watching screen) #00:16:30-0#

160 P3: Nonsense... #00:16:34-0#

161 (puts fingers in front of mouth, scratches face, leans head back on hand) #00:16:35-0#

162 P3: Urg! (..) (sighs) This (kill-)timer is too lo::ng, too long I tell you! #00:16:49-0#

163 Returns to game - #00:16:49-0#

164 (clicks quickly) #00:16:49-0#

165 OB: Oh dear... Na... #00:16:54-0#

166 (puts left hand on keyboard, clicks quickly) #00:16:54-0#

167 P3: I'll just topp here and then I come by... #00:16:59-0#

168 (lifts hand of mouse and rubs fingers of left hand together) #00:17:10-0#

169 P3: On my way (sighs) (...) These (x) run fast... when can... #00:17:23-0#

170 (starts humming) #00:17:23-0#

171 P3: Oh, there's a (morales)... #00:17:44-0#

172 (keeps hands still) #00:17:44-0#

173 P3: AH!! (laughs) #00:17:47-0#

174 Dies - #00:17:47-0#

175 P3: Fuck. #00:17:49-0#

176 Switches to browser game - #00:17:50-0#

177 (leans chin on hand) #00:18:02-0#



178 (starts browsing through news website) #00:18:03-0#

179 (checks emails) #00:18:10-0#

180 (checks Facebook) #00:18:12-0#

181 Switches back to main game - #00:18:16-0#

182 (scratches head, sighs) #00:18:21-0#

183 Switches to browser - #00:18:21-0#

184 (leans head on left hand) #00:18:22-0#

185 (checks Facebook) #00:18:25-0#

186 (opens link to video) #00:18:26-0#

187 (watches video) #00:18:28-0#

188 P3: (chuckles) Så sø:::!! (laughs) So cute! Here's a little kitty giving high-fives! #00:18:36-0#

189 Switches back to main game - #00:18:40-0#

190 (puts hands on controls, continues playing) #00:18:37-0#

191 P3: It's a little KITTY, giving high-FIVES. #00:18:43-0#

192 (adjust sitting closer to pc, leans back) #00:18:44-0#

193 P3: You know high-fives? A video, on 9Gag. (...) Damn, they're pushing, huh? (...) See if I can get away with this. Almost... #00:19:04-0#

194 (lifts hand from mouse to push a cup away from mousepad) #00:19:04-0#

195 P3: Alright... Only there was a healer here (breathes out). #00:19:14-0#

196 (hits keys loudly twice) #00:19:15-0#

197 P3: (takes deep breath in) Yeah.. (laughs) NO:!! (laughs) Not the (evils)! (laughs) Damn. That's decent way to play at least. (..) Yeah. Oh shit. Oh, nice! They're gonna turn in them (morales) though. (..) Chests... Once again... Ya:y... I'm so lo:w.. I can not hear this... Are you dying? (...) Wow, almost, huh? (...) We need... (sudden) more... Yeah. #00:20:18-0#

198 (presses lips together) #00:20:18-0#

199 P3: Did you ever do that thing with your brother yesterday? 'Bout the.. no? Okay... (...) Off work. #00:20:30-0#

200 (scratches neck with left hand, stretches fingers of right hand quickly) #00:20:30-0#

201 P3: Hm:... #00:20:37-0#

202 (sighs, cocks head) #00:20:37-0#

203 P3: Yeah... #00:20:37-0#

204 (tabs finger on keyboard) #00:20:37-0#

205 P3: I don't know if I should go with the temper of- with the slow on my old, or with the cycling abilities. I dunno, (sits upright) I kinda like the cycling abilities one? (...) I haven't tried-okay, I'll try it then 'cause I've never even- #00:20:53-0#

206 (screams, then laughs) #00:20:55-0#

207 P3: I've never even tried the (temper of fox) one... (...) I'm so brave. (..) I have like two HP. #00:21:09-0#

208 (lifts fingers slightly off controls) #00:21:09-0#

209 (lifts hands and fidgets with them) #00:21:10-0#

210 P3: It's so hard though. #00:21:11-0#

211 (puts right hand on mouse, left hand pets dog on lap) #00:21:15-0#

212 P3: Apparently today counts as a- weekend. This whole week... #00:21:22-0#

213 (stretching arms and wrists) #00:21:22-0#

214 P3: ...is counting as weekend, yeah, cause... (yawns) All the Norwegians get (puts hands on controls) a week off for Easter or something. Yeah.. Yeah, I know! A WEEK! I don't know. Cause they're LAZY! #00:21:37-0#

215 (giggles) #00:21:36-0#

216 P3: (laughs) Na:! Ah:, shoot shoot! #00:21:46-0#

217 Dies - #00:21:46-0#

218 (grins, scratches head with right hand) #00:21:46-0#

219 P3: I thought- yeah... #00:21:49-0#

220 (scratches upper chest area, plays with hair) #00:21:50-0#

221 P3: (sighs) Na, she's German, she agrees with me, it's okay (laughs). #00:21:54-0#

222 (adjust sitting position, rolls closer to pc) #00:21:56-0#

223 Switches to Facebook - #00:21:59-0#

224 P3: No, no, apparently I'm good! (laughs). (looks at dog) Hei Chili! (laughs). #00:22:11-0#

225 (checks online newspaper, then emails, then checks Facebook) #00:22:12-0#

226 P3: Yeah, so I have to wait for half an hour. Oh no, I didn't have to, but (..) uhm.. The busses don't go as often. #00:22:24-0#

227 Switches back to main game - #00:22:29-0#

228 P3: When I'm going to the (bend). #00:22:31-0#

229 (moves chair closer to desk, puts both hands on controls) #00:22:31-0#

230 P3: Because the busses don't go so often and I have to make sure I'm there in time. #00:22:33-0#

231 (rubs fingers of left hand together) #00:22:33-0#

232 P3: Oh I GUESS since most people are off there won't be the rush at four o'clock. #00:22:38-0#

233 (stops rubbing and puts hand back on mouse) #00:22:38-0#

234 P3: Yeah, I guess. #00:22:43-0#

235 (puts left hand in front of mouth) #00:22:43-0#

236 P3: Yeah 2:30, so... #00:22:46-0#

237 (fidgets with fingers) #00:22:46-0#

238 P3: ...two hours almost? (puts hands back on controls). A little less than two hours? (5) Let's go for the BOSS. #00:22:57-0#

239 (clicks mouse loudly twice) #00:22:59-0#

240 P3: You have ping too much. #00:23:06-0#

241 Switches to Facebook - #00:03:08-0#

242 P3: (sighs) They would be rebels. #00:23:09-0#

243 (hums to self) #00:23:13-0#

244 Switches back to the main game - #00:23:16-0#

245 (hums to self) #00:23:18-0#

246 P3: Alright! (...) I'm starting it. #00:23:38-0#

247 (tabs keys quickly and loudly) #00:23:38-0#

248 P3: Sweet. (...) Sweet. Oh, let's kill them. (11) What the... (..) Think yeah, or purple. (..) Oh no my- (screams)! (laughs) Ah, they're almost dead though, SWEE:T. #00:24:21-0#

249 (makes chewing motion) #00:24:21-0#

250 P3: I got this, it's cool- oh NO I don't got this! (laughs) She was so lo::w! So lo::w! (6) Yeah, because of these walls and stuff. Makes sense, makes sense. (4) You WOULD heal bosses instead of me. #00:24:50-0#

251 (hits keys loudly with both hands) #00:24:50-0#

252 P3: GG! #00:24:50-0#

253 (scratches cheek with left hand, places right hand on mouse) #00:24:51-0#

254 (puts left hand on keyboard) #00:24:52-0#

255 P3: I don't NEED it, I'm only lacking like a third of HP! #00:24:58-0#

256 (snickers) #00:24:58-0#

257 Victory screen shows - #00:24:58-0#

258 P3: HE has full health. Hmmh. #00:25:04-0#

259 (Round is over, the game returns to menu screen shows. Player starts petting and talking in Swedish to their dog in the player's lap and takes a break. After a while, the player turns back to the game.)

260 New round starts in game - #00:25:53-0#

261 P3: Ah, I get to play (Zol), huh? (Zo:l)... #00:26:10-0#

262 (Player sets the dog back to lap to get it out of the screen. The player brushes hair out of the face, adjusts glasses and puts the hands back on keyboard and mouse.) #00:26:20-0#

263 P3: Ah, you and your bells! (Tyrant)! #00:26:23-0#

264 (looks down and pets dog, looks back up) #00:26:27-0#

265 P3: Oh! (scratches head with left hand) We didn't have to move anyone. #00:26:33-0#

266 (puts left hand on keyboard) #00:26:33-0#

267 P3: No. #00:26:36-0#

268 (rubs face with left hand, adjusts glasses) #00:26:39-0#

269 P3: Oh dear, oh dear! (pets dog) #00:26:40-0#

270 (puts both hands on controls) #00:26:41-0#

271 P3: Yeah, do it. Come here Nova! Oh, you got her, no? (chuckles) Yeah, (touches face with right hand) she's following me now! #00:26:49-0#

272 (lifts hand of mouse, reaches for dog, but puts it back on mouse quickly) #00:26:50-0#

273 P3: Oh! What? No! (laughs) What do we do no:w? (laughs) I guess I'll go down. (..) Oh, I need that! Damn, I didn't get it... Oh yeah? Okay. No I do no:t, I take offence to that. (laughs) Fun:ny! Hmmh. (...) Gaslow, huh? (5) Ah:, he's gonna die! (laughs) As he was charching his weapon! (laughs). Poor Gaslow. #00:27:39-0#

274 (touches mouth with right hand) #00:27:40-0#

275 OB: Urg, I got hair in my mouth now. (5) Hm... #00:27:46-0#

276 (swallows) #00:27:47-0#

277 P3: Good for you. Good for you. #00:27:50-0#

278 (inhales deepy, hits keys loudly) #00:27:53-0#

279 P3: Do you remember- #00:27:54-0#

280 (sighs, then laughs) #00:27:56-0#

281 P3: Of course you do... Do you remember, how they changed it in League that you can't like interrupt the first wave of minions? It seems like you're able to do that here I think. Yeah, cause you're able to drop the (cycle of Eliot)- Oh shit, fire. Shrine in two seconds! #00:28:19-0#

282 (scratches cheek with right hand, adjusts glasses) #00:28:19-0#

283 P3: The shrine or (the latern). #00:28:23-0#

284 (starts singing) #00:28:25-0#

285 (hits keys louder) #00:28:28-0#

286 P3: Yeah, you can stay here, we got this. #00:28:32-0#

287 (clicks quickly) #00:28:30-0#

288 P3: Get (possidor!). Nice. (...) (laughs). (...) Shit. #00:28:40-0#

289 (stops clicking quickly) #00:28:40-0#

290 P3: I am so lo:ow! Shit. (...) Yeah, that might be a problem.. (.) Ok, Gaslow is really low. (laughs). So am I! #00:29:13-0#

291 (presses lips together) #00:29:09-0#

292 P3: Ok, I'm gonna back, then if you gonna stay here. (..) Oh shoo:t! (sighs) No, I'm gonna stay, they're attacking our.. Really? Come on! Do your job! Psh! #00:29:23-0#

293 (hits keys loudly) #00:29:24-0#

294 P3: This girl won't heal me. #00:29:27-0#

295 (hits keys harder, clicks quickly) #00:29:27-0#

296 P3: Huh? #00:29:35-0#

297 (sings to self) #00:29:40-0#

298 P3: Arg:, he's charging! He's such a useless though when he's charches full every time. He's just thrown out of it! Yeah, I got (ammo)! #00:29:52-0#

299 (clicks quickly) #00:29:52-0#

300 P3: Shi::t! #00:29:57-0#

301 (lifts fingers from mouse) #00:29:57-0#

302 P3: Okay, I'm backing now. #00:29:57-0#

303 (stretches jaw) #00:30:00-0#

304 P3: Guess I'll go, BOTT or something... #00:30:03-0#

305 (keeps hands still) #00:30:09-0#

306 P3: Maybe, na, I'll go with the boss. #00:30:09-0#

307 (rubs fingers of left hand together) #00:30:09-0#

308 P3: I'm better at pushing than minion-clearing anyways. #00:30:13-0#

309 (looks at left hand, continues rubbing fingers) #00:30:13-0#

310 P3: (laughs) GG, brah! Yeah, (scratches cheek) you just threw this game (laughs). #00:30:23-0#

311 (puts right hand on mouse) #00:30:23-0#

312 P3: Way to go! Costing us the victory, huh? Ah, (x) died! (Fanastica) goes invisible. Become- does it become (hits keys loudly) like (a partible) like you? Okay. Yeah, because otherwise that would have killed him. But it seems like the fire just went through him. #00:30:49-0#

313 (hits keys loudly) #00:30:49-0#

314 (hums) #00:30:50-0#

315 P3: Now I got "Should I stay or should I go now" on my head. (...) Well, you were the one who said it and you thought I didn't mind it (laughs). You know you deserve it! (snickers) #00:31:12-0#

316 (sighs) #00:31:24-0#

317 P3: Alright, I guess I go midt. Okay, but you're already bott, so. (...) I would (quit) never... (5) Neve:r. (...) No. (...) (laughs) #00:31:48-0#

318 (hits keys loudly) #00:31:49-0#

319 P3: Yeah, she knows what she's doing! (5) Yeah. Oh, why is everyone running- OH, they're going invade our camp, oh NO! Well they're waiting to invade our camp at least (laughs). I killed her! Like the minions (were like,) killing you from, (smacks lips) from one side and I felt it from the other side. I need Lily. Come here Lily! Thank you. (5) Shrin:e. (...) #00:32:29-0#

320 (presses lips together) #00:32:29-0#

321 P3: This is almost too easy, this game. (...) I DO! #00:32:37-0#

322 (cocks head, makes chewing motion) #00:32:37-0#

323 P3: Yeah, he gets all cranky when it's not going well (chuckles).I've never tried the other one (rubs left eye) would it knock enemies back? Cause the beam is so good, (I guess)? (stops rubbing eye) #00:32:55-0#

324 (keeps hands still) #00:32:55-0#

325 P3: Mana mana, no::: (...) Which one? Oh, I never played him. So I wouldn't know... Okay, I'm gonna back soon, because I'm totally out of mana. And I wanna get back before... #00:33:19-0#

326 (rubs nose, stretching arms and wrist) #00:33:22-0#

327 P3: Oh, they have minions pushing top too. Guess I'll go there then. #00:33:25-0#

328 (keeps hands still) #00:33:26-0#

329 (humming) #00:33:35-0#

330 (stops holding hands still) #00:33:41-0#

331 P3: Oh dear... Good. (4) (chuckles) You're so good at this game. (snickers) You're welcome. (...) Maybe I should take this minion camp while, push through this one first though... "(They) have to say "Haha" " (laughs). No. #00:34:10-0#

332 (scratches neck with right hand) #00:34:10-0#

333 P3: Not sure I can pull that off! (laughs) No. How about no. Hmmh. (laughs). Oh, they're hurt me:, no:w! (...) Oh god, I might die here! Shit. Ah:: NO! #00:34:38-0#

334 Dies - #00:34:38-0#

335 (laughs, puts right hand in front of mouth, leans to side) #00:34:38-0#

336 (puts hand back on mouse) #00:34:43-0#

337 P3: And they were coming too! I just could just have backed up! That is so bad! (laughs) #00:34:51-0#

338 (rolls back chair and readjust sitting) #00:34:51-0#

339 P3: Oh, that is the amazing! Yes, of course! (laughs) Of course we do! It was planned, totally planned! #00:34:59-0#

340 (laughs and pets dog) #00:35:01-0#

341 P3: Okay, you need to stop saying "Ha ha". (laughs) #00:35:09-0#

342 Returns to game - #00:35:09-0#

343 P3: No no, it's not. #00:35:12-0#

344 (rubs nose with right hand) #00:35:13-0#

345 P3: (turns to observer) He keeps saying "Ha ha" like (fidgets with fingers) typ... 15.000-ganger så sitter han bare (gestures) og si det hele tiden. #00:35:22-0#

346 (sniffs) #00:35:19-0#

347 P3: Makes me wanna smack him! (sighs) #00:35:22-0#

348 (sits upright) #00:35:22-0#

349 P3: Yeah, yeah, now she'll write that, she'll write then you're so annoying, you make me wanna smack you! Yeah, yeah, that'll be in the paper now, just so you know! (laughs) Yeah, you should (x) that (laughs). #00:35:36-0#

350 (leans back in chair) #00:35:36-0#

351 P3: I don't know, that would be an interesting paper! (laughs). #00:35:43-0#

352 (pets dog with right hand) #00:35:43-0#

353 P3: So, she'll have a lot of people who'd agree then! (laughs) "115 ways, that (these) will make me wanna smack you!" (laughs). I should write a paper like that. (laughs). #00:36:01-0#

354 (swallows) #00:36:02-0#

355 P3: Oh dear, a shrine. Yeah, good. Good for you, good for you. #00:36:08-0#

356 (rubs cheek with right hand) #00:36:08-0#

357 P3: See? Got it for you, no problem. Yeah! (nods), you need to hurry top though. #00:36:18-0#

358 (rubs nose) #00:36:18-0#

359 P3: Well you don't need to hurry. #00:36:20-0#

360 (inhales, leans over to phone, tabs it twice) #00:36:20-0#

361 P3: I think we got... #00:36:22-0#

362 (leans back, sighs) #00:36:23-0#

363 P3: Yeah? Good. Why haven't you tried it before then? (...) #00:36:34-0#

364 (laughs and rubs eye, adjusts glasses) #00:36:35-0#

365 P3: I still haven't seen it, so I don't know when he's using it. (...) Huh? Sure. What's the cool-down? Oh, okay. (sighs) Mine is only twenty:. (smacks lips) Yeah. It's cause my outfit is better than yours, huh? (...) (laughs) Aha? Oh god, they're pushing bott, or midt I mean. #00:37:08-0#

366 (sighs quietly, swallows) #00:37:09-0#

367 P3: Yea:h. #00:37:15-0#

368 (tabs keys loudly) #00:37:15-0#

369 P3: I'll go- no I think I'm backing.... #00:37:22-0#

370 (cocks head, lifts right hand of mouse, sighs) #00:37:22-0#

371 P3: I don't know everyone clear mid at least... #00:37:26-0#

372 (puts hand in mouse, starts humming) #00:37:26-0#

373 (lowers head) #00:37:28-0#

374 (stops humming) #00:37:36-0#

375 P3: Yeah, where are they? #00:37:38-0#

376 (moves head into upright position) #00:37:38-0#

377 P3: (Lead to side)? #00:37:39-0#

378 (looks left) #00:37:39-0#

379 P3: Yeah. (...) (laughs) Yeah! #00:37:47-0#

380 (tabs keys loudly) #00:37:47-0#

381 P3: Aw, Chili, he's shaking. He's getting impatient. #00:37:56-0#

382 (looks at dog, pets it once on the head) #00:37:56-0#

383 P3: (What's that? ...) Yeah. (...) Probably. Got swa:g. (laughs) Yeah. #00:38:15-0#

384 -Turns around to pick up cover to tuck in dog - #00:38:23-0#

385 P3: I know right? Yeah, your brother told me that one, with the duck. (..) No, no, are you sure? I think like he knows a lot. #00:38:35-0#

386 (chuckles quietly) #00:38:37-0#

387 P3: (laughs) Okay... #00:38:42-0#

388 P3: Oh, we're pushing so slow here. (5) Yeah, but, they get through to pass then... #00:38:57-0#

389 (humming) #00:38:59-0#

390 P3: Ya:y! #00:39:01-0#

391 (keeps hands still) #00:39:01-0#

392 P3: Yes! What up, you? (sighs) I'll try. #00:39:09-0#

393 (leans slightly forward while hitting keys) #00:39:15-0#

394 (humming) #00:39:16-0#

395 (leans slightly forward while hitting keys) #00:39:19-0#

396 P3: Okay, now they're pushing top. (...) Oh, I'm currently- pushing (..) mi:dt. Oh shoot, we need to go top though, cause we're getting a lot there. I'm backing. #00:39:39-0#

397 (scratches nose with right hand) #00:39:39-0#

398 (humming) #00:39:41-0#

399 P3: Yeah, (sighs) that's cool. I don't need you anyways (laughs). Yes, it is. (...) #00:39:50-0#

400 (rolls head quickly) #00:39:51-0#

401 P3: Yeah. It sounds like solid, good advice... #00:40:00-0#

402 (keeps hands still) #00:40:03-0#

403 P3: I got (Segora) dead! (..) And you did get (Sonia) too, yeah. Oh now I see them, ah, they're pretty cool. They just stand there? Fine. #00:40:13-0#

404 (swallows) #00:40:17-0#

405 (giggles quietly, then laughs) #00:40:21-0#

406 (leans back laughing) #00:40:21-0#

407 P3: And the minions getting you, that's funny! #00:40:24-0#

408 (stretches, then yawns) #00:40:28-0#

409 (scratches left arm) #00:40:28-0#

410 (puts hands on controls) #00:40:33-0#

411 (hums) #00:40:35-0#

412 P3: Damn. (..) Do you have any Lily in this game? (..) WHA- what? Oh, okay. Got it! #00:40:49-0#

413 (humming) #00:40:54-0#

414 P3: Lily got us, it's ok. #00:41:07-0#

415 (snorts) #00:41:09-0#

416 P3: Alright, guess we need to push midt then. (5) Thank god. I was worried there for a second. No. #00:41:28-0#

417 (scratches head) #00:41:28-0#

418 P3: (snickers) Good. You remember to check your Elvenar [the browser game]. #00:41:40-0#

419 (adjusts sitting) #00:41:40-0#

420 P3: You should do that. Since it's only for, since they put it on such, I didn't think about the fact that you should have (Wanda). (...) Noice. Oh, there's a (x)! (..) I got it! #00:42:04-0#

421 (scratches neck) #00:42:04-0#

422 P3: It's ok. We can win now. (snickers) (..) Oh, (Elena)! (..) (laughs) Yeah, damn, that went fast! Sonia is like attacking your ghost. I got Sonia too, ah! (laughs) (...) Do you think we got them? No:!( smiles) No, I don't know. No, no:.. #00:42:33-0#

423 (uses chat to write GG, hits keys hard while doing so, then pushes chair back and sighs) #00:42:34-0#

424 P3: No no no no... Yeah! (laughs) #00:42:38-0#

425 Victory screen shows - #00:42:38-0#

426 (rolls closer to desk) #00:42:39-0#

427 P3: Good! That's a solid game plan! #00:42:41-0#

428 (puts hands on knee and stretches arms) #00:42:41-0#

429 P3: Tab out and win! #00:42:43-0#

430 (Observer asked about what keys the player used before the victory screen, which was the chat of the game. She explains that they and other players and play against bots. Then explains some of the gaming mechanics and experiences.) #00:44:01-0#

431 - Round is over, switches to Facebook - #00:44:01-0#

432 OB: I am getting hungry! Hungry, hungry, hungry. (5) NO! (..) (laughs) #00:44:30-0#

433 Switches back to main game - #00:44:30-0#

434 P3: You wanna try something harder? You want us to show some tilting, or right scream at the desktop? (laughs) #00:44:38-0#

435 (stretching arms) #00:44:37-0#

436 P3: Scream at the laptop? #00:44:39-0#

437 (scratches right hand) #00:44:39-0#

438 P3: (Only mere run)? #00:44:40-0#

439 (grins, fidgets with hands) #00:44:40-0#

440 P3: Are we doing a lead? #00:44:43-0#

441 (cocks head) #00:44:44-0#

442 P3: Yeah, well, cause then we have a challenge, right? #00:44:48-0#

443 (takes lip balm, applies to lips) #00:44:50-0#

444 P3: Yeah? (...) #00:44:54-0#

445 (closes lip balm and puts it away) #00:44:54-0#

446 P3: I wouldn't (be able to)- okay. #00:44:57-0#

447 (leans back, hands in lap) #00:44:58-0#

448 P3: What did you choose, elite, better? #00:44:59-0#

449 (tabs fingers on desk wavelike) #00:44:59-0#

450 P3: Okay. #00:45:01-0#

451 (nods, then laughs) #00:45:03-0#

452 New round starts - #00:45:04-0#

453 (Player explains the different difficulty settings and that the other player shouldn't choose the hardest to avoid decreases in mood.) #00:45:14-0#

454 P3: (laughs) I am way to "zen" (you know it) when it goes bad, but, yeah, she should be viewing you. You're the one who tilts and go all angry, yeah. #00:45:22-0#

455 (slides left hand over keyboard, looks around keyboard) #00:45:22-0#

456 (grabs a water bottle, pours water on tissue) #00:45:23-0#

457 P3: Fucking hundehår overall. #00:45:24-0#

458 (starts cleaning keyboard an accidently leaves game) #00:45:26-0#

459 P3: Ups! #00:45:27-0#

460 Switches back to loading screen - #00:45:27-0#

461 (sighs, cleans keyboard with tissue) #00:45:32-0#



462 P3: Jeg liker ikke helt å stå på mens jeg holder på med det... #00:45:39-0#

463 (stops cleaning) #00:45:39-0#

464 P3: Oh, we're already on two lanes. #00:45:41-0#

465 (throws away tissue) #00:45:41-0#

466 P3: When do we go bott? #00:45:45-0#

467 (rests head on left hand, adjusts glasses) #00:45:45-0#

468 P3: Aha, okay. #00:45:46-0#

469 (scratches head with left hand) #00:45:46-0#

470 (scratches cheek) #00:45:48-0#

471 P3: Ready to call (any) up. #00:45:49-0#

472 (yawns) #00:45:52-0#

473 (leans over to left) #00:45:53-0#

474 P3: I woke up at eight today. #00:45:54-0#

475 (leans back, rests head on left hand) #00:45:54-0#

476 P3: It's like, someone's bedtime now (laughs). So early. #00:46:01-0#

477 P3: Solid hammer. #00:46:03-0#

478 (leans slightly back, puts hands on controls) #00:46:03-0#

479 P3: Good. good. #00:46:05-0#

480 (leans completely back) #00:46:05-0#

481 P3: You make her go else where. (..) I don't know. #00:46:11-0#

482 (humming) #00:46:14-0#

483 (Turns to observer, realizes observer is writing notes, turns back. Then player explains keyboard mechanics in the game with it's combos, cool-downs, etc. When asked whether the player likes combos they have to think but says they generally like them as long as don't have to be rushed through) #00:47:27-0#

484 P3: Oi, (walking), where you headed? #00:47:29-0#

485 P3: Yeah, [observer] is going to cost us this game! (You won't be-) (laughs). It's okay, we will blame her. (laughs). #00:47:35-0#

486 (rolls closer to desk) #00:47:35-0#

487 P3: I know where she lives, you already know. (laughs) Take it out- (laughs) #00:47:41-0#

488 (abruptly stops laughing/smiling) #00:47:42-0#

489 P3: Oh no:::! #00:47:42-0#

490 (clicks quickly) #00:47:44-0#

491 P3: She survives! I don't know, why did- (screams). #00:47:49-0#

492 (rubs nose) #00:47:49-0#

493 P3: Sorry, (x) was on me. #00:47:52-0#

494 (rubs forehead) #00:47:52-0#

495 P3: We've got immortal (spy). #00:47:53-0#

496 (hits key loudly) #00:47:53-0#

497 (player turns to observer and explains maps and characters in the game.) #00:48:10-0#

498 P3: Ey! #00:48:11-0#

499 (smiles, hits keys loudly) #00:48:11-0#

500 P3: Yeah, you better know that. #00:48:14-0#

501 (turns to observer and explains more of game) #00:48:17-0#

502 P3: Yeah, and we are, fucking going disturb them a little I guess. I know, if I had (alt) this would be perfect. #00:48:29-0#

503 (swallows) #00:48:30-0#

504 P3: AH (Celsica) no::! (laughs) Oh, you're still here, good- Ah, shit. Ah, I'm very low. (4) Oh, shoot. #00:48:48-0#

505 Dies - #00:48:48-0#

506 (screams, scratches right cheek) #00:48:49-0#

507 P3: (whispers) That wasn't me! (laughs) #00:48:52-0#

508 Switches to browser game - #00:48:53-0#

509 P3: No sir, you know. Let's see if my Elvenar are up yet. Nope, Twelve more minutes. #00:48:59-0#

510 Switches back to main game - #00:49:00-0#

511 OB: How long is the down time, when you die? #00:49:04-0#

512 P3: Hm. (chuckles) It varies. The higher level you are, the longer it takes. #00:49:09-0#

513 (scratches shoulder) #00:49:09-0#

514 (slowly lifts hand of mouse) #00:49:12-0#

515 P3: No! Our mortal is preparing. #00:49:17-0#

516 (lowers hand back on mouse) #00:49:17-0#

517 P3: (Move on). #00:49:18-0#

518 (clicks quickly) #00:49:21-0#

519 (player explains that you can get up to level 30, but the cool-down time is already long at level 20. Player described the waiting time as frustrating) #00:49:46-0#

520 P3: Why did he- why did he use that one? (...) (laughs) It's a bot. Bots, we don't question them. We just accept. #00:49:57-0#

521 (screams) #00:49:58-0#

522 P3: Okay. Oh, hello Jane! Hehehe, yeah, I got her. She dead now! Do you think I can get him too? I don't know he's kinda tanky... Yeah. #00:50:08-0#

523 (leans back) #00:50:09-0#

524 P3: Wait. I should, remember I'm very squish. (Kill Tossover instead), no! (laughs) #00:50:17-0#

525 (hits keys loudly) #00:50:17-0#

526 P3: It's okay (Tossover) got this. #00:50:23-0#

527 (swallows) #00:50:23-0#

528 P3: No:: You need to go top after this though. All of them are gonna go bott. I gonna make Joana come with me. So I got a (cocks head) ta::nk! Yes yes, we do. #00:50:39-0#

529 (humming) #00:50:42-0#

530 P3: Because of the camp, I told you. (..) Oh, they got another camp, damn. #00:50:50-0#

531 (tabs keys loudly) #00:50:50-0#

532 P3: They're really taking those camps. (...) Oh yeah cause it's (weed). At least Joanna is here with me, even if... You abandoned me, to die:. #00:51:05-0#

533 (smirks) #00:51:05-0#

534 P3: Oh my, you have fun with the rest of the bots protecting you, psh. #00:51:11-0#

535 (adjust sitting position, moves chair closer to desk) #00:51:10-0#

536 (pets dog, puts hands on controls) #00:51:13-0#

537 P3: Chillli is calling you a pussy. (smacks lips, cocks head) #00:51:16-0#

538 (laughs, then smirks) #00:51:20-0#

539 P3: No, I wouldn't. That's just wrong. You don't say that. (..) Yeah, it is wrong. Oh GOD, I feel I'm doing no damage. Are you dead? Oh, you're dead. (..) BeYOND dead! (laughs) Yes, you are. I guess you are beyond dead. I don't know how we're gonna do this without you though. (...) Ya::y, a:h, we got two of them. Oh yeah... It's okay, (I have them ten) now. Ups, I'm trying to attack our- (laughs). That's how much attention I'm paying to this game. #00:52:09-0#

540 (swallows) #00:52:09-0#

541 P3: Yeah! (grins) Then we can savely blame me... A:h, I don't know what I'm gonna eat. #00:52:19-0#

542 P3: I've got to (back) though I'm out of man- #00:52:20-0#

543 (about to adjust glasses, quickly puts hand back on keyboard) #00:52:20-0#

544 P3: Oh! Jane da, hello! #00:52:23-0#

545 (clicks quickly) #00:52:23-0#

546 P3: Yeah, oh. (..) A:h. See? I got that, no problem. #00:52:30-0#

547 (scratches nose, adjusts glasses, puts left hand on right arm) #00:52:32-0#

548 P3: I wouldn't (dream) on that. (chuckles) #00:52:34-0#

549 (rubs nose) #00:52:35-0#

550 P3: Okay, I'm going top cause I'm better at that. (..) Were you doing bottom? #00:52:40-0#

551 (rubs base of nose) #00:52:41-0#

552 P3: Please, thank you! #00:52:44-0#

553 (looks to left, rubs left eye) #00:52:46-0#

554 (moans, stretches arms) #00:52:50-0#

555 P3: (speaks while yawning) (x x x x about) #00:52:53-0#

556 (swallows) #00:52:53-0#

557 P3: (What would that one say)? (...) Yeah. It's annoying to go in there. #00:53:04-0#

558 (chewing motion) #00:53:04-0#

559 P3: Especially when it's like, if I had to have the same (bat) as last time, when I... #00:53:10-0#

560 (rubs nose, adjusts glasses, puts hair back) #00:53:13-0#

561 P3: ...When she (x back) she still wouldn't be able to compare and be just as in much pain or, it's a lot better, a lot worse. #00:53:20-0#

562 (swallows) #00:53:20-0#

563 P3: Uhm, but, yeah...(smirks) Oh yea:h, you gonna die:! Nope, he didn't die (laughs). What a bitch! #00:53:30-0#

564 (hits keys louder) #00:53:31-0#

565 P3: Uh shit. #00:53:40-0#

566 Dies - #00:53:40-0#

567 P3: Ah, #00:53:41-0#

568 Switches to browser game - #00:53:41-0#

569 P3: I died though. #00:53:42-0#

570 P3: ...Worth. Someone has, let's see. (...) Corn that has (x x x). #00:53:54-0#

571 (tabs fingers on keyboard, wavelike) #00:53:56-0#

572 P3: I need two more, I need more, I need three more to that now. Wow. #00:54:01-0#

573 Switches back to main game - #00:54:01-0#

574 (yawns and touches face) #00:54:04-0#

575 P3: (speaks while yawning) What is happening? #00:54:04-0#

576 (yawns more, puts hands in front of mouth) #00:54:05-0#

577 P3: Oh god. #00:54:07-0#

578 (puts hands down on lap, sniffs) #00:54:07-0#

579 (fidgets with hands, then puts hands back on controls) #00:54:10-0#

580 P3: Yeah. (5) Yes you could do a camp (now plus) push... (...) See if I can do anything about these first. (...) No, they got too scared. (...) I am ambition, who's giving us vision. (5) Do you, so in like, like in meat or (you can see the tea-) mushrooms? (...) Someone just gave us fish in some way. (...) We could see the... spells, that she puts down on the creep. #00:55:04-0#

581 (yawns) #00:55:06-0#

582 P3: Yeah. (...) Morta::ls. (5) No, I need that heart! Got it! #00:55:25-0#

583 (chews on lips) #00:55:24-0#

584 P3: (chuckles) Yeah, you stay there and us do the fighting. #00:55:36-0#

585 (stretches yaw) #00:55:40-0#

586 P3: Is it for one reach- yeah it's for one reach 50 percent (asjusts glasses) they switch bases, oh it's hard to time their skill. Are they not even come? #00:55:50-0#

587 (clicks quickly) #00:55:51-0#

588 P3: Where are they? Oh they're doing a camp right there. (...) Or they're saving my old- no? (5) Stunned. Yeah that was a good shield (Tossover). #00:56:07-0#

589 (hits keys louder) #00:56:07-0#

590 P3: Now they're all too late. Not agai::n! (...) Ups, (laughs). WELL PLAYED (Cigarra), well played! #00:56:21-0#

591 (swallows) #00:56:23-0#

592 P3: O:h dear, you're dying. Don't think there is a:nything I can do to save you. Maybe I actually can. WELL, you know that's, that's just fucking! (snickers) I thought I would time-out a little faster. Ups, he STUNNED me! With my alt! Oh dear, he wants me. I get down, ah:!. Yeah, he gets scared, huh? There you go. (...) Thank you.(...) No, no. #00:57:06-0#

593 (presses lips together) #00:57:06-0#

594 P3: Psh... I don't know, don't look at me Diablo!(...) Good, good (Tossover) can tank this. Anybody but me can tank this technically. (...) NO! Ah! (laughs) #00:57:29-0#

595 Dies - #00:57:29-0#

596 (leans forward while laughing, both hands on desk) #00:57:31-0#

597 P3: Killed it dead. NO::! #00:57:32-0#

598 (leans back, laughs, fidgets with fingers) #00:57:33-0#

599 P3: Yeah, you BETTER get back (x), #00:57:37-0#

600 (stretches arms) #00:57:37-0#

601 P3: I sacrificed my- yeah you could down a repair part! #00:57:41-0#

602 (stops stretching, inhales) #00:57:41-0#

603 (yawns, puts left hand in front of mouth and speaks while yawning) #00:57:44-0#

604 (leans back and places hands in lap on top of dog) #00:57:48-0#

605 (humming) #00:57:50-0#

606 Switches to browser game - #00:57:52-0#

607 P3: (clicks with tongue) Two minutes. #00:57:56-0#

608 (humming) #00:58:02-0#

609 Switches back to main game - #00:58:05-0#

610 (tabs finger on keyboard) #00:58:06-0#

611 (adjusts sitting position) #00:58:11-0#

612 Timer runs out - #00:58:11-0#

613 (swallows, lifts fingers of mouse) #00:58:13-0#

614 (clicks a few times, lifts fingers of mouse) #00:58:16-0#

615 P3: No, think this one is still bots. They would ignore that and go to you, it's not even- arg. Ok, they're listening. #00:58:26-0#

616 (Player explains to observer about the bots. Hits keys loudly in between.) #00:58:40-0#

617 Puts down dog and leans back in chair - #00:58:47-0#

618 (Player goes on explaining about bots) #00:58:59-0#

619 (yawns, puts left hand in front of mouth) #00:59:00-0#

620 P3: NEI, I refuse. #00:59:04-0#

621 (wiggles feet, leads to shaking upper body) #00:59:04-0#

622 P3: I'm staying here. (..) Yes. (..) I'm after, I have a, death to pay with this little- oh, it's dead, oh, okay. Ah, that is so sad! (chuckles). I wanted to kill my parent! (laughs). We might not always say eye-to-eye but, he was always there. #00:59:26-0#

623 (laughs loudly) #00:59:27-0#

624 P3: Yeah, you're welcome. #00:59:31-0#

625 (clicks tongue, lifts fingers of mouse) #00:59:31-0#

626 P3: Let's see here. (swallows) I'm gonna take care of that little camp. #00:59:38-0#

627 (puts fingers back on mouse) #00:59:38-0#

628 P3: Oh, they're all defending, huh? #00:59:41-0#

629 (rubs left eye) #00:59:42-0#

630 (stops wiggling feet) #00:59:44-0#

631 (humming) #00:59:46-0#

632 P3: NO:! Got it! #00:59:55-0#

633 (wiggles feet, leads to shaking upper body) #00:59:55-0#

634 P3: Okay. (...) I'll come with you guys. See if we can kill some more of them. #01:00:07-0#

635 (licks lips, adjusts glasses) #01:00:07-0#

636 (screams, grins) #01:00:10-0#

637 P3: Oh dear, ah! No no no! #01:00:17-0#

638 Dies - #01:00:17-0#

639 (laughs, sinks lower into chair) #01:00:20-0#

640 P3: You trapped- oh you're not them, nevermind. #01:00:23-0#

641 Switches to browser game - #01:00:23-0#

642 P3: Ah se, nå kommer dem ut! Akkurat. Perfect time. Perfect death. Now I can harvest, (puts left hand in front of mouth) my supplies. #01:00:34-0#

643 (puts left hand in lap) #01:00:35-0#

644 P3: (Cause I'll be x to 15 minutes) #01:00:37-0#

645 (humming) #01:00:41-0#

646 Switches back to main game - #01:00:46-0#

647 (puts both hands on controls) #01:00:47-0#

648 P3: (inhales) See! (sighs) #01:00:50-0#

649 (rubs nose) #01:00:53-0#

650 P3: (Christaburg?) #01:00:58-0#

651 (picks cover up, yawns, stretches arms) #01:00:58-0#

652 P3: It's not. (5) I'm just trying to click and drag the count like you do in Elevenar. #01:01:09-0#

653 (grins) #01:01:09-0#

654 P3: Instead of, you know, scrolling I think... #01:01:15-0#

655 (scratches cheek) #01:01:15-0#

656 P3: Ya:y! GG! (laughs) #01:01:17-0#

657 Victory screen shows - #01:01:21-0#

658 (Player explains that the GG for "Good Game" is used this time to make the loser of the game suffer for losing and not to compliment the own players.) #01:01:26-0#

659 (adjusts sitting position to an upright position) #01:01:26-0#

660 P3: Yeah, that's all your fault! Now you look crazy, talking GG to bots! Yeah. Yeah! (laughs). You would be happy for that too! (laughs) #01:01:36-0#

661 OB: Alright. That was one hour. #01:01:39-0#

662 P3: (nods and smiles) Yes, and that was a good end. #00:01:41-0#

- END OF TRANSCRIPTION -

PLAYER 4, (2016, March 23). Personal observation.

- START OF TRANSCRIPTION -

- 2 (The player started the game and chooses a destination on the map.) #00:00:02-0#
- 3 Clicks on destination, loading screen shows- #00:00:06-0#
- 4 (runs hands through hair) #00:00:06-0#
- 5 (makes space for mouse) #00:00:09-0#
- 6 (moves keyboard) #00:00:10-0#
- 7 (moves both mouse and keyboard more up) #00:00:13-0#
- 8 (scratches head) #00:00:19-0#
- 9 (cracks neck both ways) #00:00:22-0#
- 10 (moves head in circle and stretches shoulders) #00:00:26-0#
- 11 (chews once) #00:00:28-0#
- 12 (looks at observer) #00:00:29-0#
- 13 (looks at screen) #00:00:29-0#
- 14 (looks up, leans back and runs fingers through hair) #00:00:34-0#
- 15 (stretches) #00:00:35-0#
- 16 (yawns) #00:00:38-0#
- 17 (leaves hands on head) #00:00:42-0#
- 18 loading screen over, avatar shows on map - #00:00:43-0#
- 19 (puts hands on controls) #00:00:43-0#
- 20 (puts left hand on lips/chin, resting head on elbow. Still uses mouse.) #00:00:52-0#
- 21 (puts left hand back on keyboard) #00:01:05-0#
- 22 (rubs face with left hand, rests head on it. Still uses mouse.) #00:01:39-0#
- 23 (puts hand back on keyboard) #00:01:46-0#
- 24 (quickly looks at keyboard, adjusts left hand) #00:02:10-0#
- 25 (sniffs) #00:02:13-0#
- 26 (moves head left-to-right several times) #00:02:15-0#
- 27 (puts left hand on chin, rests head on it. Still uses mouse.) #00:02:18-0#
- 28 (puts hand back on keyboard) #00:02:32-0#
- 29 (puts left hand on chin, rest head on it) #00:02:34-0#
- 30 loading screen shows - #00:02:43-0#
- 31 (sniffs, puts hand back on keyboard) #00:02:44-0#
- 32 (rubs face with right hand) #00:02:47-0#
- 33 P4: (looks at observer) Filmer du alt eller? (smiles, turns around) Ja det-(points at camera) bra. (turns back to screen, puts hands on controls) #00:02:51-0#
- 34 (hums, slides fingers of left hand over keyboard) #00:02:53-0#
- 35 (sniffs) #00:02:54-0#
- 36 P4: (swallows) Sånn her (points at screen) er det spillet som jeg spiller for å slapp av (rubs head with right hand), sånn etter jobb og (. ) (rubs neck) sånnt. #00:03:01-0#

37 (yawns) #00:03:03-0#

38 P4: Det er jo typiske, MMORPG spillet; (looks at observer, smiles) lage en character og rasse og... (puts hand back on mouse, sniffs) #00:03:11-0#

39 (rubs head with right hand) #00:03:13-0#

40 loading screen over, avatar shows - #00:03:13-0#

41 (puts hand back on mouse) #00:03:14-0#

42 (keeps body still and focuses on game) #00:03:14-0#

43 (sniffs) #00:03:24-0#

44 (leans in slightly closer) #00:04:31-0#

45 (leans back) #00:04:58-0#

46 (shakes head quickly) #00:05:18-0#

47 (looks at keyboard) #00:05:26-0#

48 (looks to right bottom corner, than leans to the left and closer to screen, holding down with thumb) #00:06:00-0#

49 (doesn't move, than lifts thumbs and moves back to an upright sitting position) #00:06:06-0#

50 (adjusts left arm) #00:06:08-0#

51 (hits key harder) #00:06:21-0#

52 P4: Fuck. (snickers) Var et forsøk. #00:06:26-0#

53 (quickly glances at left hand) #00:06:31-0#

54 (rubs face with left hand, rests chin on it. Still moves mouse.) #00:06:35-0#

55 (puts hand back on keyboard) #00:06:51-0#

56 loading screen shows - #00:06:56-0#

57 (looks at keyboard and adjusts hand, sighs) #00:06:58-0#

58 (rubs nose with right hand) #00:07:00-0#

59 loading screen over - #00:07:02-0#

60 (puts back hand on mouse) #00:07:02-0#

61 loading screen shows - #00:07:33-0#

62 (rubs face with right hand) #00:07:33-0#

63 loading screen over - #00:07:35-0#

64 (puts hand back on mouse) #00:07:35-0#

65 (keeps body still and focuses on game) #00:07:46-0#

66 (rubs face with left hand, rests head on it) #00:08:24-0#

67 (puts hand back on keyboard) #00:08:37-0#

68 (stretches neck by moving head left and right) #00:09:21-0#

69 (quickly scratches right shoulder with left hand, puts hand back on keyboard) #00:09:40-0#

70 (sighs slowly) #00:09:48-0#

71 (quickly glances at keyboard, pushes key with thumb, looks back at screen) #00:10:28-0#

72 (rubs eyes with right hand) #00:10:47-0#

73 (puts hand back on mouse) #00:10:49-0#

74 (scratches left cheek with right hand) #00:10:55-0#



75 (scratches right side of cheek, puts hands down on mouse) #00:10:57-0#

76 (hits key loudly) #00:11:13-0#

77 (adjusts sitting position) #00:11:20-0#

78 (touches face with right hand, rubs chin, puts hand back on mouse) #00:11:25-0#

79 (twitches slightly) #00:11:42-0#

80 (rocks slightly forward) #00:11:44-0#

81 (twitches slightly) #00:12:00-0#

82 (quickly glances at keyboard) #00:12:02-0#

83 (shakes sideways slightly) #00:12:06-0#

84 (hits keys quickly) #00:12:18-0#

85 (glances at keyboard) #00:12:27-0#

86 (leans quickly to the right and back) #00:12:31-0#

87 (rubs temples fast with right hand and puts it back on mouse) #00:12:51-0#

88 (shakes slightly back and forth) #00:13:14-0#

89 in-game scene starts - #00:13:23-0#

90 (stretches neck and rubs back with right hand) #00:13:23-0#

91 (quickly grabs phone with right hand) #00:13:26-0#

92 (puts phone down) #00:13:28-0#

93 in-game scene over - #00:13:29-0#

94 (scratches head once, puts hand back on mouse) #00:13:29-0#

95 (glances at keyboard) #00:13:37-0#

96 (leans back and scratches belly, puts hands back on controls) #00:13:47-0#

97 (clicks very quickly) #00:13:49-0#

98 (starts writing in chat with both hands) #00:13:57-0#

99 (puts right hand back on mouse) #00:14:01-0#

100 (scratches leg with right hand, puts it back on mouse) #00:14:11-0#

101 (glances at keyboard) #00:14:24-0#

102 (scratches head, moves hair out of forehead, puts hand back) #00:14:47-0#

103 (moves body slightly left to right) #00:15:02-0#

104 (taps keys quickly) #00:15:06-0#

105 (stops tapping keys quickly) #00:15:12-0#

106 P4: Som er litt morsomt med det spillet her da, er at det krever veldig mye, krever veldig kontrol på all de knappa, bruker veldig mye knapper i spillet. #00:15:20-0#

107 (rubs face with right hand) #00:15:21-0#

108 P4: Det er (egentlig) litt morsomt og. Krever en del training. #00:15:27-0#

109 OB: Så du liker at du har blitt flink til å bruke= #00:15:31-0#

110 P4: =Mhm.= #00:15:31-0#

111 OB: =noe sånnt? #00:15:31-0#

112 P4: Ja jeg har spilt nå snart 300 timer på spillet her og det er jo, kjenner at jeg begynner å få god kontroll ja. #00:15:38-0#

113 (glances at keyboard) #00:15:44-0#

114 (sniffs, leans back) #00:15:46-0#

115 (moves both hands to keyboard and uses chat) #00:15:51-0#

116 (keeps hands still, lowers head and stares at screen) #00:15:54-0#

117 (moves head slightly, stops staring and puts right hand back on mouse) #00:15:58-0#

118 (glances at keyboard) #00:16:02-0#

119 (inhales, cocks head slightly to side, sighs quietly) #00:16:09-0#

120 (tabs keys quickly) #00:16:13-0#

121 (glances at keyboard) #00:16:34-0#

122 (scratches neck with right hand) #00:16:40-0#

123 (glances at keyboard) #00:16:42-0#

124 (glances at keyboard) #00:16:49-0#

125 (sniffs, leans a little back) #00:16:58-0#

126 (tenses body a little) #00:17:06-0#

127 (shakes head once, sniffs) #00:17:12-0#

128 (relaxes body) #00:17:18-0#

129 (rocks forward) #00:17:21-0#

130 P4: Ser du hva som skjer? (grins and chuckles) #00:17:32-0#

131 P4: Nei... (points at screen) det er sånn (rubs nose) "Champion Run" som het det. Kan være (x x) og så får du i ett tog og da drep sånn Champion som het det - gjør det bare for å få ny stuff da. Utstyr. (5) Det er en sånn "Playback" (looks quickly at observer, then focuses back at screen) #00:17:52-0#

132 (keeps body still and focuses on the game) #00:17:53-0#

133 (clicks quickly) #00:18:07-0#

134 (stops clicking, hits one key quickly) #00:18:07-0#

135 (stops hitting key) #00:18:08-0#

136 OB: Spiller du med noen du kjenner for øyeblikket, eller- #00:18:14-0#

137 P4: Nei ikke nå nei, nei. Det er (random). #00:18:17-0#

138 (tabs keys quickly, glances at keyboard) #00:18:18-0#

139 (lifts head slightly) #00:18:27-0#

140 (avatar jumps, P4 hits keys harder) #00:18:36-0#

141 (sniffs, rubs face with right hand, leans chin on it. Left hand holds a key) #00:18:48-0#

142 (puts right hand back on mouse) #00:18:51-0#

143 (rubs face with right hand) #00:18:59-0#

144 (looks at phone, picks it up with right hand, puts it down again) #00:19:02-0#

145 (puts hand back on mouse) #00:19:04-0#

146 (glances at keyboard) #00:19:43-0#

147 (rubs neck with right hand) #00:19:50-0#

148 (scratches head, runs fingers through hair) #00:19:54-0#

149 (puts hand back on mouse) #00:19:59-0#

150 (keeps body still and focuses on game) #00:20:00-0#

151 (cocks head slightly to the right) #00:20:01-0#

152 (wringles their nose) #00:20:06-0#

153 (rubs lips) #00:20:09-0#

154 (glances at keyboard) #00:20:14-0#

155 (clicks quickly) #00:20:21-0#

156 (stops clicking quickly) #00:20:23-0#

157 in-game loading screen - #00:20:27-0#

158 in-game loading screen over - #00:20:28-0#

159 (rubs face with right hand, holds hand on chin) #00:20:39-0#

160 (puts hand back on mouse) #00:20:40-0#

161 (keeps body still and focuses on game) #00:20:41-0#

162 (tabs keys quickly) #00:21:10-0#

163 P4: (tabs key) Ups. (shakes head quickly) #00:22:05-0#

164 (leans closer to screen) #00:22:09-0#

165 (leans back) #00:22:13-0#

166 (clicks quickly) #00:22:13-0#

167 (glances at keyboard) #00:22:18-0#

168 (glances at keyboard) #00:22:40-0#

169 (hits keys hard) #00:23:18-0#

170 P4: (quickly looks at observer) Er det kjedelig dette her eller? (chuckles) #00:23:25-0#

171 OB: Nei, nei, det er ikke kjedelig. #00:23:28-0#

172 P4: Jeg prøver å ignorere deg derfor jeg ikke snakker så mye. #00:23:30-0#

173 OB: Det er da som det skal være, skjønner. #00:23:32-0#

174 P4: Ja (chuckles) #00:23:32-0#

175 (The Player asks about the masters topic and the observation. The observers answers all questions and explains that the player can put all their focus on the game and leave the observer ignored throughout the observation) #00:24:10-0#

176 (focuses back on game) #00:24:11-0#

177 P4: Oh. (tabs key loudly) #00:24:23-0#

178 (tabs keys loudly) #00:24:27-0#

179 (adjusts sitting position) #00:24:36-0#

180 (keeps body still and focuses on game) #00:25:31-0#

181 (shakes head slightly) #00:24:45-0#

182 (glances at keyboard) #00:25:31-0#

183 (leans chin on left hand elbow, then puts hand on cheek) #00:25:45-0#

184 (puts hand higher in front of mouth) #00:25:52-0#

185 (puts hand back on keyboard) #00:26:04-0#

186 (adjusts sitting position) #00:26:14-0#

187 (rubs face, puts left hand on face, still moves mouse) #00:26:25-0#

188 (rubs face) #00:26:59-0#

189 (puts hand on cheek) #00:27:05-0#

190 (puts hand back on keyboard) #00:27:08-0#

191 (sniffs) #00:27:09-0#

192 (keeps body still and focuses on game) #00:27:09-0#

193 (tabs key twice loudly) #00:28:03-0#

194 (glances at keyboard) #00:28:13-0#

195 (pulls shoulder up, lets them down and sighs quietly) #00:28:25-0#

196 is taken down by an enemy -

197 (snorts and shakes head, grins) #00:28:32-0#

198 (opens map) #00:28:35-0#

199 - in-game loading screen- #00:28:36-0#

200 (quickly looks left, moves chair to left, than back) #00:28:38-0#

201 in-game loading screen over - #00:28:38-0#

202 OB: Ble du tatt, eller var du død? #00:28:42-0#

203 P4: Eg var tatt ja. Fiender under her "One-Shot"-er deg. Det er en sånn sopp-form. #00:28:48-0#

204 OB: Ok. #00:28:49-0#

205 in-game loading screen - #00:28:55-0#

206 (scratches neck with left hand) #00:28:56-0#

207 in-game loading screen over - #00:28:58-0#

208 (puts hand back on keyboard) #00:29:00-0#

209 (scratches head with right hand) #00:29:07-0#

210 (puts hand back on mouse) #00:29:10-0#

211 (keeps body still and focuses on game) #00:29:11-0#

212 (clicks very quickly) #00:29:18-0#

213 (stops clicking quickly) #00:29:21-0#

214 (glances at keyboard) #00:29:35-0#

215 (glances at keyboard) #00:29:39-0#

216 (glances at keyboard) #00:29:50-0#

217 (tabs keys quickly) #00:30:00-0#

218 (glances at keyboard) #00:30:15-0#

219 (moves body slightly along with the avatar's moves) #00:30:26-0#

220 (glances at keyboard) #00:30:59-0#

221 (glances at keyboard) #00:31:26-0#

222 (leans slightly to the left) #00:31:37-0#

223 (leans back to upright position) #00:31:41-0#

224 (hits keys loudly) #00:31:54-0#

225 (looks to right quickly) #00:31:58-0#

226 Partner of player comes through door and brings a bowl of food -

227 P4: Det er nice! (chuckles). #00:32:01-0#

228 P4: (Speaks to partner) (En gang til? Kjenn' ikke jeg). #00:32:07-0#

229 P4: (turns to observer) Ko- kolematerialet! (grins) #00:32:13-0#

230 OB: Ja. #00:32:13-0#

231 (laughs) #00:32:15-0#

232 (pokes in their food, puts some in their mouth) #00:32:18-0#

233 (puts hand back on mouse) #00:32:20-0#

234 P4: Sånn (går det bra). #00:32:22-0#

235 (takes a mouthful) #00:32:23-0#

236 OB: Hvis du får mat rett på bordet. #00:32:25-0#

237 P4: Eg anses ikke da! #00:32:29-0#

238 (laughs) #00:32:29-0#

239 P4: Eg må bare x. #00:32:32-0#

240 (leans in close to bowl and takes a mouthful) #00:32:33-0#

241 (slurps in noodles while still holding left hand on keys) #00:32:35-0#

242 (looking at screen while eating) #00:32:35-0#

243 (leans back up) #00:32:39-0#

244 (swallows) #00:32:41-0#

245 P4: (points fingers at screen) Det er masse sånne små-eventer nå sjø, så den der er fylt up. Da ble den sånn "superboss", (x het x det). (4) Og det gjør jeg jo bare for å få stuff (looks at observer and grins). #00:32:57-0#

246 OB: Mhm, lurt. #00:32:57-0#

247 P4: (laughs) Det som er alltid motivationen. (laughs) Ah, men det artig å fighte- det er alltid boss, er det. (stirs food) Som er litt vanskelig. (...) Oi shit allerede? #00:33:11-0#

248 (puts food aside and puts both hands on controls) #00:33:11-0#

249 P4: Det var tidlig! #00:33:12-0#

250 jumps into a pit where the boss resides. Boss fights starts -

251 (leans to the right while holding keys, stops holding and moves back) #00:33:19-0#

252 (glances at keyboard) #00:33:22-0#

253 (moves deeper into seat) #00:33:24-0#

254 (tabs keys quickly) #00:33:35-0#

255 (adjusts sitting position, sighs) #00:33:38-0#

256 (tabs keys quickly, tenses arms and shoulders) #00:33:41-0#

257 P4: No...! #00:33:48-0#

258 (glances at keyboard) #00:33:53-0#

259 P4: Faen. (grabs fork and takes mouthful of food) #00:34:09-0#

260 (leans in low to bowl and slurps, looks at screen and hits keys) #00:34:12-0#

261 (stirs in food, leans in closer to screen and focuses on screen) #00:34:17-0#

262 P4: Det er litt for lite folk her. #00:34:19-0#

263 (looks at map) #00:34:21-0#

264 P4: Hmm... Ah! #00:34:28-0#

265 (takes hands from controls and grabs bowl) #00:34:28-0#

266 P4: Gidder ikkje å gjør noe. (chuckles, leans back and starts eating) #00:34:30-0#

267 OB: Så når du har død kan du ikke komme tilbake? #00:34:41-0#

268 P4: Jo jeg kan bli heala, (points at screen) folk kan heala meg da. Eller jeg kan bare ta (hits key) en "wavepoint". Den kan jeg ikke ta (shows with mouse pointer) men den kan ja tar, men det er så langt å gå, eg gidder itj. #00:34:49-0#

269 OB: Mhm. #00:34:50-0#

270 P4: Satsr på at noen heala meg (chuckles and takes mouthful of food) #00:34:54-0#

271 (adjusts sitting position) #00:34:58-0#

272 P4: Wo.! Tar det! (clicks twice) #00:35:04-0#

273 (takes mouthful of food) #00:35:07-0#

274 OB: F:å du da noe av de- loots da, er det- #00:35:12-0#

275 P4: Hmm? #00:35:12-0#

276 OB: Får du noe, sånne- #00:35:14-0#

277 P4: =Jaja. Jeg var med på enheten. #00:35:15-0#

278 OB: Ok. #00:35:15-0#

279 P4: Jeg fikk gjort nok. (..) Får du sånn (kiste) som du kan åpne på seinere. Jeg gidder ikke å åpne den nå for på lageret så er den fult. #00:35:24-0#

280 Player got revived and enters the fight - #00:35:26-0#

281 OB: Var det sånn at du ble heale nå, eller var det bare at- #00:35:29-0#

282 P4: Ja, (waves with right hand at screen) det var noen som hjalp meg opp. #00:35:31-0#

283 OB: Ok. #00:35:32-0#

284 (looks at keyboard) #00:35:35-0#

285 (hits key and looks back at screen) #00:35:38-0#

286 OB: Og hvis det er ingen der til å heala deg blir det bare å gå tilbake. #00:35:40-0#

287 P4: Tilbake til sånn wavepoint, ja. #00:35:40-0#

288 OB: Ja. #00:35:41-0#

289 (swallows, looks to right, then back) #00:35:44-0#

290 (stirs in food and takes a mouthful, still controlling avatar) #00:35:52-0#

291 (stirs in food, still controlling avatar) #00:36:01-0#

292 (stops stirring and takes mouthful, still controlling avatar) #00:36:05-0#

293 (leans in close, focuses on screen while chewing) #00:36:09-0#

294 (whipes face with back of hand) #00:36:11-0#

295 P4: Hm. #00:36:11-0#

296 (puts hand back on mouse) #00:36:12-0#

297 (adjusts sitting position) #00:36:13-0#

298 P4: Det var det. #00:36:13-0#

299 (looks at bowl and stirs in it while still controlling avatar) #00:36:22-0#

300 (looks up while leaning in close to bowl, taking a mouthful) #00:36:24-0#

301 (leans back up, stirring again) #00:36:28-0#

302 (stops stirring and takes another mouthful, controlling avatar) #00:36:36-0#

303 (leans back, stirs in food) #00:36:42-0#

304 P4: Spiller du (looks at observer quickly) online spill du egentlig? #00:36:43-0#

305 OB: (inhales) Nei, ikke for øyeblikket... (sighs). (.) Det tar så mye, tid (laughs silently) #00:36:48-0#

306 P4: (takes another mouthful) Mhm. (chuckles) (inhales) Jeg klarer å kontrollere meg da, det gjør jeg. #00:36:56-0#

307 OB: Mhm. #00:36:56-0#

308 P4: (rubs face while speaking) Det går ikke utover jobb eller noe sånt. #00:36:59-0#

309 (stirs in food) #00:37:01-0#

310 P4: Det er litt hekta da. (looks at observer and smirks widely, then chuckles) #00:37:03-0#

311 OB: Mhm. (..) Det er det. #00:37:05-0#

312 P4: Men det er bare godt. #00:37:06-0#

313 (takes another mouthful) #00:37:09-0#

314 (leans in close to screen) #00:37:10-0#

315 (glances at keyboard and leans back) #00:37:13-0#

316 (rubs nose with left hand, moves right hand from fork to mouse) #00:37:16-0#

317 (rests left hand as a fist on keyboard) #00:37:18-0#

318 (opens fist and tabs keys) #00:37:23-0#

319 (keeps body still and focuses on game) #00:37:24-0#

320 (puts both hands on bowl and eats) #00:37:34-0#

321 (looks at screen) #00:37:41-0#

322 (looks at bowl and takes a mouthful) #00:37:44-0#

323 P4: (Er uvanlig), vettu. (turns around to camera) Filmer inn og alt. #00:37:48-0#

324 (chuckles)

325 OB: Det er ingen som skal se, det er bare meg. #00:37:53-0#

326 (adjusts sitting position, chuckles) #00:37:54-0#

327 (looks at bowl and stirs, looks at screen, looks at bowl) #00:37:58-0#

328 (takes a mouthful) #00:37:59-0#

329 (looks at screen while stirring, takes a mouthful) #00:38:08-0#

330 (adjusts sitting position, puts both hands on controls) #00:38:09-0#

331 OB: Om det ikke hadde vært her hadde du slutta å spille for å spise eller hadde du da også spist? #00:38:13-0#

332 P4: =Nei nei (shakes head quickly and points at screen) jeg fortsetta (chuckles) #00:38:13-0#

333 OB: Ah, ok. #00:38:14-0#

334 P4: Det ikke gjør et problem det. (laughs) (4) I de eventene her bør jeg egentlig ikke spis da for dem krever litt men... (takes mouthful while slurping) x. #00:38:26-0#

335 (adjusts sitting position, chews loudly, looking at screen) #00:38:29-0#

336 (stirs, tabs key and looks at screen, stops stirring) #00:38:36-0#

337 (takes over fork with left hand, puts right hand on mouse) #00:38:38-0#

338 (focuses on screen) #00:38:38-0#

339 (clicks, than puts right hand back on fork, leaves left hand on desk) #00:38:42-0#

340 (takes a mouthful) #00:38:46-0#

341 (tabs keys and leaves left hand on keyboard while eating) #00:38:50-0#

342 (puts down fork and places both hands on controls) #00:39:03-0#

343 (adjusts sitting position, rolls closer to desk) #00:39:07-0#

344 in-game scene starts - #00:39:12-0#

345 P4: I den der skal jeg gå (turns to observer) #00:39:14-0#

346 OB: Mhm. #00:39:14-0#

347 (takes fork with right hand, eats mouthful) #00:39:19-0#

348 in-game scene over - #00:39:19-0#

349 (moves avatar while hovering over bowl) #00:39:21-0#

350 (leans back) #00:39:23-0#

351 (keeps body still and focuses on game) #00:39:23-0#

352 (rolls closer to desk) #00:39:31-0#

353 (adjusts sitting position) #00:39:52-0#

354 (holds keys while stirring in food) #00:40:22-0#

355 (takes a mouthful) #00:40:24-0#

356 (looks up at screen while hovering over bowl) #00:40:31-0#

357 (tabs keys quickly while looking at screen) #00:40:33-0#

358 (leans back up) #00:40:34-0#

359 P4: (Jeg er ikke elegant) (chuckles) #00:40:36-0#

360 (leans slightly to right while pushing keys) #00:40:40-0#

361 (glances at keyboard twice) #00:40:43-0#

362 (adjusts sitting position) #00:40:51-0#

363 (tabs keys quickly) #00:41:02-0#

364 (stops tabbing keys quickly) #00:41:05-0#

365 (tabs keys quickly) #00:41:09-0#

366 (rolls in closer to desk while tabbing keys) #00:41:14-0#

367 (stops tabbing keys quickly) #00:41:17-0#

368 (leans back in chair) #00:41:24-0#

369 (leans head closer to screen) #00:41:26-0#

370 (keeps body still and focuses on game) #00:41:27-0#

371 (glances at keyboard) #00:41:36-0#

372 (tabs keys quickly) #00:41:47-0#

373 (stops tabbing keys quickly) #00:41:53-0#

374 in-game scene starts - #00:41:57-0#



375 (looks at bowl and takes mouthful) #00:42:02-0#

376 - loading screen shows - #00:42:09-0#

377 (whips mouth with back of right hand) #00:42:11-0#

378 (scratches neck) #00:42:13-0#

379 loading screen over - #00:42:13-0#

380 P4: Nå er det mer enn nok folk her så jeg gidder ikke å hjelpe til. (Nå skal jeg hjelpe meg!) (takes bowl with both hands and turns to observer, grinning). #00:42:19-0#

381 (chuckles, leans back with bowl in left hand) #00:42:21-0#

382 (places right hand on mouse) #00:42:21-0#

383 P4: (clears throat) Det må vær tre Champions da, en for hver rute. Og vi er (i tre-tall) så, vinner vi. (sniffs) (..) Her på ruta er det alltid så sinnsykt mange folk så det, var greit. #00:42:35-0#

384 (stirs food and eats mouthful) #00:42:38-0#

385 (hits key with right hand, then places it on mouse) #00:42:41-0#

386 (moves closer to desk) #00:42:43-0#

387 (shrugs) #00:42:49-0#

388 (leans over bowl and takes mouthful) #00:43:03-0#

389 (sniffs) #00:43:10-0#

390 (Player asks observer if they've played such a game before. They start talking about WoW (World of Warcraft) and Guild Wars and how both games are alike in style since they're both MMORPG.) #00:43:33-0#

391 P4: Men eh... eg har skikka litt på WoW fordi kompisen spiller WoW og sånnt men jeg, eg syns den her [Guild Wars] virker mye bra. Ikke bare på grunn av grafikken men, alt egentlig. #00:43:43-0#

392 (takes mouthful of food) #00:43:44-0#

393 P4: (talking through full mouth) Men dem er- alle lik da. (Damn). #00:43:49-0#

394 (holds bowl with left hand and hits key with right hand) #00:43:49-0#

395 (leans back and pokes in food) #00:43:53-0#

396 OB: Har du spilt WoW også? #00:43:54-0#

397 P4: Hmm? (looks at observer, leans in closer) #00:43:55-0#

398 OB: Har du spilt WoW også eller== #00:43:56-0#

399 P4: Nei har ikke spilt nei men har skikka på kompis som har spill og...(stirs in bowl) Vurdert å prøve det (vist) men eg bare- nei. Spiller veldig mye Warcraft da, 3eren. #00:44:05-0#

400 OB: Ok. #00:44:06-0#

401 (takes mouthful) #00:44:08-0#

402 OB: Det er vel ofte sånne events da, tenker eg? #00:44:14-0#

403 P4: Hmm? #00:44:16-0#

404 OB: Det er vel ofte sånne events, som det er nå? #00:44:19-0#

405 P4: Mh. (chews, puts down bowl, puts hands on controls and moves closer to desk) #00:44:22-0#

406 (tabs key loudly) #00:44:23-0#

407 P4: Skjer (nok) ofte nå. #00:44:24-0#

408 (focuses on screen) #00:44:29-0#

409 (puts hands on bowl and takes mouthful) #00:44:37-0#

410 (puts bowl down and hands on controls) #00:44:40-0#

411 (adjusts sitting position) #00:44:42-0#

412 (sniffs) #00:44:46-0#

413 P4: Veldig kjedelig ting da. (points at screen) Jeg kan ikke fer til den ruta og hjelp dem. Det bare (opens hands) funker itj det må (være både) fra starten så må du velge deg en rute, så må du bare helde deg (turns to observer and chuckles) #00:44:56-0#

414 (throws hands slightly up and to side) #00:44:57-0#

415 P4: Jeg vet ikke hvordan dem gjort det sånn det er litt (snedig), men. #00:45:00-0#

416 OB: Så der er du avhengig av at det er noen andre som tar andre=- #00:45:04-0#

417 P4: = Mhm (nods) Alle må, (gestures with right hand on screen) vi må fordele oss da. #00:45:06-0#

418 (rubs face with right hand) #00:45:07-0#

419 P4: (rubs chin) (x x) å si ifra om det er for lite (points with right hand) på toppen, eller, (puts left hand on chin) topp midt, low (circles spot with mouse pointer). (.) Veldig bra. Sprer oss. #00:45:15-0#

420 (hits key with left hand) #00:45:16-0#

421 (grabs bowl with both hands) #00:45:18-0#

422 (takes mouthful, puts down bowl) #00:45:20-0#

423 (moves water bottle closer while leaning toward screen) #00:45:23-0#

424 (puts both hands on controls) #00:45:25-0#

425 (inhales, then sighs slowly) #00:45:30-0#

426 (holds bottle with left hand and drinks, still looking at screen) #00:45:34-0#

427 (puts down bottle, sighs) #00:45:41-0#

428 (puts both hands on controls) #00:45:41-0#

429 (inhales through nose, exhales) #00:45:44-0#

430 (looks at bottle, looks at screen, looks back at bottle and grabs it with left hand and drinks) #00:45:55-0#

431 (puts bottle down, sighs) #00:46:02-0#

432 (shakes head slightly, puts hands on controls) #00:46:04-0#

433 (adjusts sitting position) #00:46:05-0#

434 (keeps body still and focuses on game) #00:46:10-0#

435 (hits key quickly) #00:46:36-0#

436 (stops hitting key quickly) #00:46:42-0#

437 (hits key quickly) #00:46:51-0#

438 (stops hitting key quickly) #00:46:54-0#

439 (glances at keyboard) #00:47:14-0#

440 (hits keys loudly) #00:47:33-0#

441 (hits key quickly) #00:47:37-0#

442 (lifts water bottle with right hand and drinks, sighing) #00:47:43-0#

443 (hits keys while drinking) #00:47:48-0#

444 (puts bottle down and hand on mouse) #00:47:53-0#

445 (body rocks side-to-side slightly) #00:47:59-0#

446 (scratches head quickly, puts it back on mouse) #00:48:02-0#

447 (tenses shoulders, body jerks slightly to left while hitting keys faster) #00:48:12-0#

448 P4: Ha, ble en achievement. (...) (laughs) #00:48:25-0#

449 (keeps body still and focuses on game) #00:48:29-0#

450 (glances at keyboard, leans to right while pressing keys, then back) #00:48:38-0#

451 (grabs bottle and drinks, smacks lips, sighs) #00:49:02-0#

452 P4: Men da tar jeg en runde CS [Counter Strike] etterpå. #00:49:08-0#

453 (leans back, lifts arms, rolls back with chair) #00:49:09-0#

454 P4: For der er jeg veldig annerledes. (...) Der er jeg anspennt, skal eg si (laughs) #00:49:13-0#

455 OB: Er du nå veldig anspennt, eller? #00:49:15-0#

456 P4: Huh? CS ja. (Når eg spilte). #00:49:18-0#

457 OB: Nei, hva var det da, hva var det du sa? #00:49:19-0#

458 P4: CS, Counter Strike. #00:49:21-0#

459 OB: Oh ja, Counter Str- Ja,jajaja, nå skjønner jeg. #00:49:24-0#

460 in-game scene shows - #00:49:23-0#

461 (moves back to desk and puts hands on controls) #00:49:24-0#

462 P4: Det tenkte jeg å spill det etterpå. For der er jeg, da blir jeg anspennt (turns to observer and grins, looks back) For det er sånn- det er et spill du MÅ være god i, (shakes head) du må være drittgod og drittført (turns to observer and laughs). Og jeg er ikke flink enda jeg har bare spilt sånn (shakes head) jeg har drivet og spilt i sånn rundt 20 timer eller noe. Akkurat starta med det der. (shakes head) Faen ass, det er, frustreres i starten og sug så jævli (giggles). #00:49:46-0#

463 OB: Hvor lenge varer da en runde i CSI? #00:49:50-0#

464 P4: Nei, altså hv- hvis jeg spiller "Death Match" da det er forskjellig sånn spillmodus (looks at observer, than back). "Death Match" er noka spennende morsomt da for da er alle våpen gratis (throws down left hand) og så, når du dør så respawner du med engang. Så noe jeg pleier på å bruk for å få skyttetraining da, for å, sikte (gestures with hand). (shakes head) Jeg kan tar en runde av "Death Match" og der er en runde 10 minutter. #00:50:08-0#

465 OB: Ok. Men det ha- det hadde vært fint ja. #00:50:12-0#

466 P4: Så kan jeg si ifra når jeg (har to til) da. #00:50:16-0#

467 (clicks quickly) #00:50:17-0#

468 (keeps body still and focuses on game) #00:50:21-0#

469 (clicks quickly) #00:50:23-0#

470 (grabs bottle with left hand and drinks) #00:50:28-0#

471 OB: Er eventet over nå? Fikk dere= #00:50:33-0#

472 P4: =Mhm.= (nods) #00:50:35-0#

473 OB: =slå-? Ja, så bra. #00:50:35-0#

474 (puts down bottle) #00:50:35-0#

475 P4: På det spiller her alltid når sånne store eventer er ferdig så er det alltid sånn en KJEMPEstor kiste (turns to observer and laughs). Oh ja, veldig artig å spille det her da, det er itj, det er itj første mann (gestures with left hand) til å plukke opp lootet. (looks at observer) Alle får eget. Så det er vel deilig. Da var det et sånn runde av CS. #00:50:53-0#

476 exits game - #00:50:53-0#

477 (rubs face with left hand) #00:50:53-0#

478 (rests chin on left hand) #00:50:57-0#

479 starts CS - #00:51:02-0#

480 (rubs head, leans back and yawns) #00:51:05-0#

481 OB: Er det da noe du spiller for å slappe av, det=#00:51:09-0#

482 P4: (Den der det)? #00:51:10-0#

483 OB: Ja. #00:51:11-0#

484 P4: Jeg spiller bare (for det var) morsomt. #00:51:12-0#

485 OB: Nei jeg mente sånn, det første du spilte, Guild Wars.= #00:51:17-0#

486 P4: =Jaja, det er veldig avslappende ja. Det er det. (slides right hand over screen) Det er veldig deilig, det må du spille. (...) Og så er det sånn spill der du blir sur i (turns to observer and smirks), sitter bare å klikke... (..)Det eneste som jeg ikke liker med "Death Match" da, det som jeg spiller nå, det er forskjellige sånn spillmodus da. "Competive" er det vanlige. I "Death Match" altså har du... (chuckles). Du har et våpen, en sniper riffle som du sånn dreper med ett skudd. Og alle sammen bruker det HELE tida, det er så irriterende. Jeg liker ikke å bruke den, for det er en.. et "fake"- våpen. #00:51:53-0#

487 OB: Det blir lite variasjon da, det blir bare.. (frem og tilbake)... x. #00:51:59-0#

488 P4: (shakes head while drinking) Mmh. Eg prøver lissom å variere litt på våpen og sånn da, får litt training i alle våpna. (sniffs) #00:52:05-0#

489 OB: Så du gjør det ikke bare for å vinne men også for å trene? For å bli bedre=#00:52:11-0#

490 P4: =Nei nå driter jeg i kossen jeg gjør det nå vil jeg bare, nå tar jeg det heller som training, "Death Match", det er kun training. (..) Vanligvis så bruker jeg headsett da, for å, for det er veldig viktig å hør når det kjema fiende bak rundt hjørnet og såntt og du hører fotsteg og såntt. #00:52:26-0#

491 (looking for server to play on) #00:52:26-0#

492 OB: Du kan godt spille=#00:52:27-0#

493 P4: Men men det her- dri:ter jeg i nå. Her er det.. #00:52:29-0#

494 OB: Du kan også bruke det nå, det er- #00:52:31-0#

495 P4: Her er det fult, selvfølgelig...Hæ? #00:52:34-0#

496 OB: Du kan bare bruke det nå også=#00:52:36-0#

497 P4: =(smirks) Nei, gidder itj. Nå kommer det. Ah! No. Javel. (4) Satt opp for en full server, for noe jævlig bra. (sniffs) #00:52:48-0#

498 - loading screen shows - #00:52:48-0#

499 (adjusts sitting position, smacks lips, clears throat) #00:53:03-0#

500 P4: Du vet hovedgreia i CS, gjør itj det? #00:53:05-0#

501 OB: Eg vet hvordan det funker. #00:53:08-0#

502 P4: Det er to lag og så, skytter hverandre (smirks) #00:53:10-0#

503 OB: (laughs) #00:53:10-0#

504 P4: Det er, det en sånn standard skyttespill. Det som er artig med CS er at det krever ganske mye skill da. I COD [Call of Duty] og Battlefield krever liksom ikke så (særlig) noe. I CS du må du må, reager så (x)-fort. #00:53:24-0#

505 In-game countdown, game starts - #00:53:27-0#

506 P4: Du får jævlig god reaksjonevne nå, hvis du spiller mye CS. #00:53:34-0#

507 P4: (x x x) sjø, at han rører på seg (laughs) #00:53:50-0#

508 - Dies - #00:54:00-0#

509 (leans slightly back) #00:54:00-0#

510 (sniffs) #00:54:03-0#

511 P4: Ups. #00:54:10-0#

512 (sniffs, clears troat) #00:54:16-0#

513 P4: Heldigvis så (er) jeg ikke friendly fire på (laughs) #00:54:33-0#

514 Dies - #00:54:55-0#

515 (sniffs) #00:54:56-0#  
516 P4: To til (laughs) #00:55:05-0#  
  
517 Dies - #00:55:16-0#  
  
518 (snorts) #00:55:17-0#  
  
519 P4: (grins) Fuck! #00:55:29-0#  
  
520 Dies - #00:55:44-0#  
  
521 P4: Ah! (sniffs) #00:55:46-0#  
  
522 Dies - #00:56:05-0#  
  
523 (leans slightly back) #00:56:06-0#  
  
524 (inhales) #00:56:24-0#  
  
525 - Dies - #00:56:36-0#  
  
526 (adjusts sitting position) #00:56:38-0#  
  
527 Dies - #00:57:03-0#  
  
528 (adjusts sitting position) #00:57:04-0#  
  
529 Dies - #00:57:22-0#  
530 Dies - #00:57:32-0#  
  
531 (snickers, shakes slightly side-to-side) #00:57:33-0#  
  
532 (body twitches to side) #00:57:47-0#  
533 Dies - #00:57:57-0#  
  
534 (lifts head and adjusts sitting position) #00:57:58-0#  
  
535 (quickly shakes head) #00:58:03-0#  
  
536 (twitches while hitting keys) #00:58:10-0#  
  
537 Dies - #00:58:17-0#  
  
538 (leans back, moves thumb over keys) #00:58:19-0#  
  
539 Dies - #00:58:32-0#  
  
540 (leans slightly back, glances at keyboard) #00:58:33-0#  
  
541 Kills enemy - #00:58:42-0#  
  
542 (snickers) #00:58:43-0#  
  
543 Dies - #00:58:47-0#  
  
544 (moves upper body) #00:58:48-0#  
  
545 (cracks neck left and right) #00:58:50-0#  
  
546 Dies - #00:58:58-0#  
  
547 (body jerks back) #00:58:58-0#  
  
548 (slides thumb over keyboard) #00:58:59-0#  
  
549 (twitches twice) #00:59:22-0#  
  
550 Dies - #00:59:34-0#  
  
551 (scratches head and puts hair out of face with right hand) #00:59:35-0#  
  
552 Dies - #00:59:39-0#  
  
553 (shakes back, hands shake) #00:59:39-0#

554 (leans slightly to right) #00:59:43-0#

555 (shakes slightly left to right) #00:59:53-0#

556 Dies - #00:59:54-0#

557 (adjusts sitting position) #00:59:55-0#

558 (twitches, shakes slightly back and forth) #01:00:08-0#

559 Dies - #01:00:11-0#

560 (adjusts sitting position, cracks neck once) #01:00:13-0#

561 (twitches) #01:00:27-0#

562 P4: Dæven for en god skytting, (laughs) #01:00:32-0#

563 Dies - #01:00:36-0#

564 (leans slightly back) #01:00:39-0#

565 Dies - #01:00:48-0#

566 (scratches head) #01:00:48-0#

567 Dies - #01:00:55-0#

568 (slides thumb over keyboard) #01:00:58-0#

569 Dies - #01:01:02-0#

570 (snickers, throws back head) #01:01:03-0#

571 P4: Fy faen, (shakes head) hvor gode dem alle er! (laughs) #01:01:06-0#

572 Dies - #01:01:09-0#

573 (slides thumb over keys several times) #01:01:10-0#

574 P4: Det (andre) ting med CS er at du kan se på, at du kan lissom se på hvor lenge dem har spilt, og kor gode dem er (turns to observer, looks back) for å se, jo bedre du er (jo bedre) person får sånne skins til våpene. #01:01:29-0#

575 Dies - #01:01:29-0#

576 (twitches) #01:01:29-0#

577 P4: (throws back head) Uh! (looks back at screen and hits key hard). Dem som er gode har da som regel sånne "psycho skins" dem har spilt godt over 1000 timer. (..) Så får du sånn medalje og. #01:01:38-0#

578 Dies - #01:01:38-0#

579 (rubs nose, sniffs) #01:01:39-0#

580 P4: Dem som jeg spiller imot nå har.... Dem har spilt før for å si det sånn. #01:01:47-0#

581 Dies - #01:01:47-0#

582 (rubs nose) #01:01:50-0#

583 (rocks forward several times while attacking) #01:01:58-0#

584 (keeps upper body still and tense) #01:01:58-0#

585 (relaxes upper body) #01:02:18-0#

586 (tenses body, shakes side to side) #01:02:22-0#

587 Dies - #01:02:25-0#

588 (rubs nose with right hand) #01:02:27-0#

589 P4: (cocks head) Det fine er at jeg kjem på en server med bare gode folk er at det ingen som bruker (AVP), da er det en da. Men (chuckles), vanlig er det veldig mang som bruker (AVP). #01:02:38-0#

590 Dies - #01:02:38-0#

591 (rubs nose) #01:02:39-0#

592 P4: Det er ikke sånn. Det er ganske deilig, for du lærer mye mer av det, eg blir flinkere av det. Ikke bare drept av (AVP)en. #01:02:46-0#

593 Dies - #01:02:46-0#

594 P4: (in high-pitched voice) FY FAEN. (adjusts sitting position) #01:02:49-0#

595 Dies - #01:03:04-0#

596 (rocks upper body slightly forward) #01:03:06-0#

597 Dies - #01:03:10-0#

598 (throws back head and laughs) #01:03:12-0#

599 P4: Ah, nå blir jeg jo irritert her. HOLY SHIT kor gode dem alle er! #01:03:17-0#

600 (rocks body side to side along with avatar moves) #01:03:17-0#

601 Dies - #01:03:20-0#

602 (rocks side to side along with avatar moves) #01:03:35-0#

603 (stops rocking) #01:03:40-0#

604 Dies - #01:03:44-0#

605 (scratches head) #01:03:44-0#

606 (body twitches) #01:03:52-0#

607 - Dies - #01:04:12-0#

608 (head moves slightly back, adjusts sitting position) #01:04:12-0#

609 - Dies - #01:04:26-0#

610 (rubs nose) #01:04:27-0#

611 Game ends - #01:04:27-0#

612 P4: (x) stats (og x) bruke i. Holy shit jeg har aldri spilt en så dårlig runde før! (shakes head slightly) #01:03:01-0#

613 OB: Nei? #01:03:01-0#

614 P4: (adjusts sitting position) Ah Jesus! (leans back and folds hands back head) Min verste runde! Ah:!(stretches)

615 OB: -På tape. Og vi e:r, ferdig. Faktisk. #01:03:01-0#

616 P4: (laughs, leans back forward) Aldri gjort det så jævlig før, fy flate. #01:03:01-0#

- END OF TRANSCRIPTION -

PLAYER 5, (2017, June 13). Personal observation.

- START OF TRANSCRIPTION -

- 2 (The player starts the game and starts a new round.) #00:00:00-0#
- 3 Enters training room and wanders around - #00:00:04-0#
- 4 Loading screen - #00:00:25-0#
- 5 P5: (looks at observer) Ba-ba-ba-ba! #00:00:28-0#
- 6 (sits back on sofa and puts up feet while sighing) #00:00:31-0#
- 7 (sniffs) #00:00:33-0#
- 8 P5: x #00:00:40-0#
- 9 Choose character screen shows - #00:00:46-0#
- 10 (moves feet in circles) #00:00:51-0#
- 11 (picks up phone) #00:00:56-0#
- 12 (puts down phone) #00:01:00-0#
- 13 Enters waiting room - #00:01:13-0#
- 14 (uses gestures) #00:01:13-0#
- 15 (moves around in waiting room) #00:01:23-0#
- 16 (moves feet) #00:01:26-0#
- 17 (rests hands and controller in lap) #00:01:28-0#
- 18 Countdown from 5 to 1 starts - #00:01:34-0#
- 19 Round starts - #00:01:38-0#
- 20 Dies - #00:02:20-0#
- 21 (wiggles feet) #00:02:22-0#
- 22 (stops wiggling feet) #00:02:25-0#
- 23 (purses lips) #00:02:32-0#
- 24 Dies - #00:02:58-0#
- 25 (wiggles feet slowly) #00:02:59-0#
- 26 (stops wiggling feet) #00:03:04-0#
- 27 (swallows, presses lips together) #00:03:18-0#
- 28 (stops pressing lips together) #00:03:22-0#
- 29 Dies - #00:02:37-0#
- 30 (purses lips) #00:03:27-0#
- 31 (stops pursing lips) #00:03:32-0#
- 32 (stretches feet slightly) #00:03:34-0#
- 33 Respawns - #00:03:37-0#
- 34 (gets attacked, pushes buttons quickly and loudly) #00:03:53-0#
- 35 Dies - #00:04:11-0#
- 36 (purses lips, wiggles feet) #00:04:12-0#



37 (stops wiggling feet) #00:04:16-0#  
38 Respawns - #00:04:20-0#  
39 (purses lips) #00:04:23-0#  
40 (twitches foot) #00:04:30-0#  
41 (moves foot slightly) #00:04:39-0#  
42 (pushes buttons quickly) #00:04:39-0#  
43 (presses lips together) #00:04:52-0#  
44 (presses lips together, swallows) #00:05:01-0#  
45 (sighs slowly) #00:05:25-0#  
46 (lifts head) #00:05:31-0#  
47 (presses lips together) #00:05:33-0#  
48 Dies - #00:05:37-0#  
49 (moves feet in circles) #00:05:39-0#  
50 (swallows) #00:05:42-0#  
51 (checks teams) #00:05:49-0#  
52 (sighs) #00:05:53-0#  
53 (presses lips together) #00:05:55-0#  
54 (presses lips together) #00:06:01-0#  
55 (pushes buttons quickly) #00:06:05-0#  
56 Dies - #00:06:05-0#  
57 (moves feet) #00:06:07-0#  
58 (lifts controller) #00:06:13-0#  
59 (lowers controller down) #00:06:14-0#  
60 Respawns - #00:06:19-0#  
61 Defeat - #00:06:21-0#  
62 (twitches foot) #00:06:26-0#  
63 Enters waiting room -  
64 (leans forward, sneezes) #00:06:40-0#  
65 OB: Prosit. #00:06:40-0#  
66 P5: Takk. #00:06:40-0#  
67 (falls back into sofa) #00:06:40-0#  
68 (sniffs) #00:06:41-0#  
69 (uses in-game gestures) #00:06:44-0#  
70 (stretches feet) #00:06:45-0#  
71 Countdown from 5 to 1 starts - #00:07:05-0#  
72 Round starts - #00:07:05-0#  
73 (leans forward and drinks while looking at screen) #00:06:52-0#  
74 (puts glass down and leans back) #00:07:00-0#

75 (sniffs) #00:07:05-0#  
76 (sniffs) #00:07:15-0#  
77 (scratches chin, quickly puts back hand on controller) #00:07:30-0#  
78 (smiles slightly) #00:07:53-0#  
79 (lifts head) #00:07:58-0#  
80 (presses lips together) #00:08:04-0#  
81 (twists mouth askew) #00:08:08-0#  
82 (rocks slightly forward while pushing buttons) #00:08:13-0#  
83 (quickly presses lips together) #00:08:15-0#  
84 (pushes buttons quickly) #00:08:17-0#  
85 (sighs slowly) #00:08:20-0#  
86 Dies - #00:08:20-0#  
87 (twists mouth askew, stretches feet) #00:08:22-0#  
88 (adjusts hands on controller, sniffs) #00:08:26-0#  
89 (scratches head with left hand) #00:08:28-0#  
90 Respawns - #00:08:31-0#  
91 (presses lips together) #00:08:51-0#  
92 (twitches) #00:08:55-0#  
93 (twists mouth askew) #00:08:59-0#  
94 (rocks backwards, pushes foot into cushion, hits button quickly) #00:09:08-0#  
95 Dies - #00:09:08-0#  
96 (stretches feet) #00:09:11-0#  
97 (sniffs) #00:09:12-0#  
98 (swallows) #00:09:15-0#  
99 Respawns - #00:09:20-0#  
100 (swallows) #00:09:21-0#  
101 (leans slowly more and more back) #00:09:30-0#  
102 (pushes buttons harder) #00:09:30-0#  
103 Dies - #00:09:32-0#  
104 (moves feet) #00:09:33-0#  
105 (pushes buttons while waiting/ watching kill cam) #00:09:36-0#  
106 (moves feet) #00:08:39-0#  
107 Respawns - #00:09:42-0#  
108 (while avatar flies, pushes buttons harder) #00:09:52-0#  
109 (hits buttons quickly, avatar uses special attack) #00:10:16-0#  
110 (sticks out tongue) #00:10:21-0#  
111 (licks lips, closes mouth) #00:10:23-0#  
112 (leans back while avatar moves back) #00:10:25-0#

113 (pushes buttons quickly) #00:10:27-0#  
114 - Dies - #00:10:27-0#  
115 (adjusts leg, wiggles toes) #00:10:28-0#  
116 (stops wiggling toes) #00:10:32-0#  
117 (sniffs) #00:10:38-0#  
118 (swallows) #00:10:40-0#  
119 Defeat text shows - #00:10:44-0#  
120 (picks up phone) #00:10:49-0#  
121 (rests controller in lap) #00:10:50-0#  
122 Team screen shows -  
123 (looks up from phone at screen) #00:11:25-0#  
124 (looks back at phone) #00:11:29-0#  
125 Experience screen shows - #00:11:34-0#  
126 (looks up from phone) #00:11:34-0#  
127 (wiggles foot) #00:11:34-0#  
128 (looks down at phone) #00:11:40-0#  
129 (wiggles feet) #00:11:41-0#  
130 Menu screen shows - #00:11:50-0#  
131 (looks at screen) #00:11:50-0#  
132 (looks back at phone) #00:11:51-0#  
133 - Loading screen shows - #00:11:53-0#  
134 (glances at screen, then back at phone) #00:11:59-0#  
135 (stretches foot) #00:11:59-0#  
136 (stops stretching foot) #00:12:03-0#  
137 Choose character screen shows - #00:12:02-0#  
138 (looks at screen, lifts right index finger, looks back at phone while pushing button) #00:12:03-0#  
139 - Enters training room - #00:12:06-0#  
140 (glances up at screen, then back at phone) #00:12:46-0#  
141 (looks at screen, puts left hand on controller and plays with it) #00:12:52-0#  
142 (puts right hand, still holding phone, on controller) #00:12:56-0#  
143 (adjusts phone in right hand, then pushed buttons with right hand) #00:12:58-0#  
144 (holds phone with both hands) #00:13:00-0#  
145 - Loading screen shows - #00:13:09-0#  
146 (glances up at screen, then back at phone) #00:13:10-0#  
147 Choose character screen shows - #00:13:14-0#  
148 (puts down phone and takes controller with both hands) #00:13:14-0#  
149 (selects hero) #00:13:21-0#  
150 (sighs) #00:13:21-0#

151 - Enters waiting room - #00:13:21-0#  
152 (uses gestures to greet team) #00:13:22-0#  
153 (walks around in waiting room) #00:13:24-0#  
154 Countdown from 5 to 1 starts - #00:13:45-0#  
155 (lifts head slightly) #00:13:45-0#  
156 Round starts - #00:13:50-0#  
157 (stretches feet slowly) #00:14:01-0#  
158 (stops moving feet) #00:14:04-0#  
159 (head rocks slightly back, lifts eyebrows) #00:14:07-0#  
160 (lowers head slowly) #00:14:08-0#  
161 (moves head back) #00:14:10-0#  
162 (moves foot) #00:14:16-0#  
163 (presses lips together) #00:14:28-0#  
164 (pushes buttons quickly) #00:14:32-0#  
165 Dies - #00:14:33-0#  
166 (tenses feet, pushes them against each other) #00:14:35-0#  
167 (sighs) #00:14:35-0#  
168 (swallows) #00:14:37-0#  
169 (wiggles toes) #00:14:40-0#  
170 (stops pushing feet against each other) #00:14:42-0#  
171 (yawns) #00:14:43-0#  
172 Respawns - #00:14:44-0#  
173 (sniffs) #00:14:48-0#  
174 (sniffs) #00:14:53-0#  
175 (tenses leg) #00:14:57-0#  
176 Dies - #00:15:05-0#  
177 (stretches feet, pushes them against each other) #00:15:07-0#  
178 Respawns - #00:15:16-0#  
179 (sucks in cheeks, slightly sticks out tongue) #00:15:20-0#  
180 (chews, swallows) #00:15:25-0#  
181 (leans body to left while moving avatar to left) #00:15:23-0#  
182 (presses lips together) #00:15:30-0#  
183 (pushes buttons harder) #00:15:41-0#  
184 (lifts head) #00:16:05-0#  
185 (stretches right leg and foot out) #00:16:05-0#  
186 - Dies - #00:16:09-0#  
187 (stretches feet, sniffs) #00:16:13-0#  
188 Respawns - #00:16:19-0#

189 (swallows, stretches left foot) #00:16:22-0#  
190 (inhales deeply) #00:16:23-0#  
191 (wiggles toes of left foot) #00:16:28-0#  
192 (yawns) #00:16:32-0#  
193 (moves slightly to left along while avatar moves left) #00:16:37-0#  
194 (leans head to left along while looking round corner in game) #00:16:47-0#  
195 (leans slowly backwards, presses lips together) #00:16:49-0#  
196 (leans slowly forwards) #00:16:51-0#  
197 (foot twitches) #00:16:57-0#  
198 - Round lost - #00:17:09-0#  
199 (stretches feet) #00:17:11-0#  
200 (stops stretching feet) #00:17:15-0#  
201 (picks up phone, adjusts legs) #00:17:22-0#  
202 Enters waiting room - #00:17:23-0#  
203 (puts away phone, takes controller) #00:17:24-0#  
204 (moves around in waiting room) #00:17:24-0#  
205 (shoots decoration in waiting room) #00:17:33-0#  
206 (stops shooting) #00:17:44-0#  
207 (uses gestures to greet team) #00:17:47-0#  
208 - Countdown 5 to 1 starts - #00:17:50-0#  
209 (moves foot, sticks out tongue slightly) #00:17:52-0#  
210 Round starts - #00:17:54-0#  
211 (twists mouth slightly) #00:17:54-0#  
212 (wiggles foot) #00:17:57-0#  
213 (sighs, stretches feet) #00:18:05-0#  
214 (moves closer to enemy, pushes buttons faster) #00:18:12-0#  
215 (stops pushing buttons faster) #00:18:15-0#  
216 (moves mouth) #00:18:16-0#  
217 (swallows) #00:18:18-0#  
218 (presses lips together) #00:18:20-0#  
219 (head moves left to right) #00:18:30-0#  
220 (swallows) #00:18:49-0#  
221 (presses lips together, presses buttons harder) #00:18:50-0#  
222 (pushes buttons quickly) #00:18:57-0#  
223 (presses lips together) #00:18:57-0#  
224 (lifts head) #00:19:01-0#  
225 (moves head left to right) #00:19:07-0#  
226 (presses lips together) #00:19:10-0#

227 (stops pressing lips together) #00:19:17-0#  
228 (pushes buttons harder) #00:19:28-0#  
229 (twists mouths while lowering head) #00:19:31-0#  
230 - Dies - #00:19:35-0#  
231 (stretches legs and feet, lowers shoulders slightly) #00:19:36-0#  
232 (swallows) #00:19:37-0#  
233 (wiggles toes of upper foot) #00:19:39-0#  
234 (swallows) #00:19:42-0#  
235 (tenses toes of upper foot) #00:19:49-0#  
236 (tenses toes of upper foot) #00:20:00-0#  
237 (presses lips together) #00:20:05-0#  
238 (leans to left with upper body, moves avatar left and flies forward fast) #00:20:12-0#  
239 (leans body back after avatar stops flying) #00:20:17-0#  
240 (tenses foot) #00:20:17-0#  
241 (relaxes foot) #00:20:20-0#  
242 (pushed buttons quickly) #00:20:24-0#  
243 Dies - #00:20:30-0#  
244 (lifts controller, lifts foot) #00:20:30-0#  
245 (checks team setup) #00:20:31-0#  
246 (scratches forehead with one finger of left hand) #00:20:31-0#  
247 Respawns - #00:20:38-0#  
248 (jerks controller up while checking team setup) #00:20:44-0#  
249 (slightly lifts up controller while pushing button) #00:20:56-0#  
250 (presses lips together) #00:21:03-0#  
251 (presses lips more together, tenses legs and feet) #00:21:04-0#  
252 (relaxes lips) #00:21:06-0#  
253 (relaxes legs and feet) #00:21:10-0#  
254 (swallows) #00:21:18-0#  
255 (flexes foot) #00:21:18-0#  
256 (tenses foot) #00:21:39-0#  
257 Dies - #00:21:42-0#  
258 (presses lips together, pushes feet against each other) #00:21:42-0#  
259 (swallows) #00:21:45-0#  
260 (stops pushing feet against each other) #00:21:50-0#  
261 Respawns - #00:21:52-0#  
262 (sighs deeply) #00:21:53-0#  
263 (draws back lips) #00:22:02-0#  
264 (puts down controller in lap, takes phone with left hand and places it in right hand) #00:22:13-0#

265 (rests chin on left hand) #00:22:16-0#  
266 Defeat - #00:22:16-0#  
267 (looks at screen) #00:22:19-0#  
268 (scratches temples, puts hand back on chin and looks at phone) #00:22:22-0#  
269 (glances at screen, looks back at phone) #00:22:26-0#  
270 Team screen shows - #00:22:42-0#  
271 (looks up at screen, flexes feet) #00:22:42-0#  
272 (pushes button with left hand, right hand holding phone) #00:22:49-0#  
273 (moves left hand back to chin and looks at phone) #00:22:50-0#  
274 (glances at screen) #00:22:51-0#  
275 (glances at screen) #00:22:55-0#  
276 (flexes foot) #00:22:56-0#  
277 Experience screen shows - #00:22:56-0#  
278 (looks at screen) #00:22:56-0#  
279 (flexes foot) #00:22:57-0#  
280 (glances at phone) #00:22:59-0#  
281 (glances at phone) #00:23:02-0#  
282 (wiggles feet slightly) #00:23:04-0#  
283 (looks back at phone) #00:23:05-0#  
284 (leans head more on hand, flexes foot) #00:23:12-0#  
285 Loading screen shows - #00:23:15-0#  
286 (glances at screen) #00:23:18-0#  
287 - Choose character screen shows - #00:23:22-0#  
288 (puts phone away, takes controller) #00:23:26-0#  
289 (chooses hero) #00:23:28-0#  
290 (sits up and drinks) #00:23:30-0#  
291 (sits back, stretches out right leg, bends left leg and puts foot on sofa) #00:23:41-0#  
292 (places controller on lap and takes phone) #00:23:42-0#  
293 (puts left hand on face) #00:23:46-0#  
294 Enters waiting room - #00:23:55-0#  
295 (takes controller and puts down phone) #00:23:56-0#  
296 (uses gestures to greet team) #00:23:58-0#  
297 (moves around waiting room) #00:24:01-0#  
298 (swallows) #00:24:05-0#  
299 (scratches nose) #00:24:09-0#  
300 (lifts shoulders) #00:24:10-0#  
301 (sniffs) #00:24:11-0#  
302 (flexes foot) #00:24:12-0#

303 (uses in-game gestures) #00:24:21-0#  
304 (moves avatar to door, stops moving) #00:24:23-0#  
305 (swallows, flexes leg and foot) #00:24:24-0#  
306 (taps controller with right index finger) #00:24:27-0#  
307 (swallows) #00:24:30-0#  
308 (swallows) #00:24:38-0#  
309 Countdown 5 to 1 starts - #00:24:49-0#  
310 Rounds starts - #00:24:54-0#  
311 (presses lips together) #00:24:56-0#  
312 (pushes buttons louder) #00:25:01-0#  
313 (flexes toes) #00:25:13-0#  
314 (keep body still and focuses on game) #00:25:14-0#  
315 (flexes leg and foot) #00:25:39-0#  
316 (relaxes leg and foot, pushes buttons louder) #00:25:42-0#  
317 (flexes toes) #00:25:50-0#  
318 (wiggles right leg and foot) #00:25:53-0#  
319 (stops wiggling leg and foot) #00:25:57-0#  
320 (relaxes leg) #00:26:03-0#  
321 (wiggles toes) #00:26:38-0#  
322 (flexes toes) #00:26:41-0#  
323 (stops flexing toes) #00:26:46-0#  
324 (moves head along while avatar looks up) #00:27:00-0#  
325 (slowly leans head backwards) #00:27:11-0#  
326 (leans head back forward, presses lips together and pulls shoulders in) #00:27:17-0#  
327 (pushes buttons loudly) #00:27:18-0#  
328 (relaxes shoulders) #00:27:20-0#  
329 (rocks head back, swallows) #00:27:30-0#  
330 (sighs quietly) #00:27:24-0#  
331 (presses lips together and leans head back) #00:27:24-0#  
332 (purrs lips slightly and leans head back forward) #00:27:28-0#  
333 (moves head backwards while avatar moves backwards) #00:27:41-0#  
334 (flexes toes) #00:27:49-0#  
335 (sniffs) #00:27:54-0#  
336 (moves head backwards while avatar moves backwards) #00:28:08-0#  
337 (flexes toes) #00:28:23-0#  
338 (moves head back while avatar jumps up) #00:28:53-0#  
339 (smiles) #00:28:56-0#  
340 (presses lips together) #00:29:09-0#



341 (hits buttons loudly) #00:29:12-0#  
342 (twists mouth) #00:29:24-0#  
343 (swallows) #00:29:30-0#  
344 Dies - #00:29:47-0#  
345 (flexes toes, sighs) #00:29:50-0#  
346 Victory screen shows - #00:29:51-0#  
347 (rests controller on lap and picks up phone) #00:29:52-0#  
348 (rests chin on left hand) #00:29:54-0#  
349 (frowns, looks up at screen) #00:29:56-0#  
350 (looks back at phone) #00:29:58-0#  
351 (glances at screen) #00:30:02-0#  
352 Team screen shows - #00:30:17-0#  
353 (looks up at screen) #00:30:17-0#  
354 (purses lips with left hand in front of mouth) #00:30:21-0#  
355 (moves phone to left hand, pushed button with right hand) #00:30:24-0#  
356 (takes phone with right hand and leans chin on left hand, looking at phone) #00:30:26-0#  
357 (moves fingers in front of lower face) #00:30:28-0#  
358 Experience screen shows - #00:30:31-0#  
359 (looks up at screen) #00:30:43-0#  
360 (looks down) #00:30:45-0#  
361 (glances up) #00:30:50-0#  
362 Loading screen - #00:30:51-0#  
363 (glances up) #00:30:51-0#  
364 (puts down phone and takes controller with both hands) #00:31:00-0#  
365 Choose hero screen shows - #00:31:00-0#  
366 (adjusts legs, rests controller on right leg and picks up phone) #00:31:03-0#  
367 (looks at phone) #00:31:06-0#  
368 Enters waiting room - #00:31:30-0#  
369 (puts down phone and yawns) #00:31:31-0#  
370 (uses gestures to greet team) #00:31:03-0# #00:31:33-0#  
371 (stops yawning) #00:31:37-0#  
372 (flexes right foot and toes) #00:31:39-0#  
373 (moves around in waiting room) #00:31:50-0#  
374 (flexes right foot) #00:32:22-0#  
375 Countdown from 5 to 1 starts - #00:32:25-0#  
376 Game starts - #00:32:30-0#  
377 (keeps body still and focuses on game) #00:32:32-0#  
378 (presses lips together) #00:32:44-0#

379 (leans head slightly back while avatar moves back) #00:32:57-0#  
380 - Dies - #00:32:58-0#  
381 (moves left foot, stretches right leg) #00:33:00-0#  
382 (inhales, presses lips together) #00:33:01-0#  
383 Respawns - #00:33:08-0#  
384 (leans head slightly back while avatar moves back) #00:33:30-0#  
385 (pushes buttons louder) #00:33:56-0#  
386 (tenses right leg) #00:34:45-0#  
387 (frowns slightly) #00:34:47-0#  
388 (sighs quietly) #00:34:55-0#  
389 Dies - #00:35:02-0#  
390 (flexes right leg and foot) #00:35:02-0#  
391 (touches phone with right hand and looks down at it) #00:35:03-0#  
392 (tugs at t-shirt) #00:35:05-0#  
393 (rubs chin) #00:35:08-0#  
394 Respawns - #00:35:10-0#  
395 (puts right hand back at controller) #00:35:10-0#  
396 (inhales, leans head far down while rising eyebrows) #00:35:13-0#  
397 (leans head back up, exhales) #00:35:14-0#  
398 (lifts controller while looking at team setup screen) #00:35:23-0#  
399 (quickly glances to the left) #00:35:46-0#  
400 (clicks quickly, lifts toes slightly) #00:36:08-0#  
401 (presses lips together) #00:36:15-0#  
402 (smiles) #00:36:31-0#  
403 (pushes button loudly) #00:36:50-0#  
404 (lifts head slightly) #00:37:13-0#  
405 (sticks out tongue slightly) #00:37:14-0#  
406 (swallows, presses lips together) #00:37:15-0#  
407 (lowers controller) #00:37:17-0#  
408 (opens mouth) #00:37:19-0#  
409 (lowers head slowly, slowly closes mouth) #00:37:20-0#  
410 (drops down chin on chest, tenses foot) #00:37:22-0#  
411 (lifts head back up, sighs and swallows) #00:37:26-0#  
412 (relaxes foot) #00:37:28-0#  
413 (swallows) #00:37:32-0#  
414 (presses lips together) #00:37:42-0#  
415 (tenses shoulders, tenses right leg and foot) #00:37:58-0#  
416 (presses lips together) #00:38:03-0#

417 (relaxes shoulders, flexes toes) #00:38:06-0#  
418 Dies - #00:38:18-0#  
419 (flexes right leg and foot) #00:38:18-0#  
420 (sighs) #00:38:20-0#  
421 (flexes toes) #00:38:27-0#  
422 Respawns - #00:38:28-0#  
423 (moves analog stick loudly) #00:38:31-0#  
424 (swallows) #00:38:52-0#  
425 (smiles) #00:38:59-0#  
426 (presses lips together) #00:39:00-0#  
427 (flexes toes) #00:39:01-0#  
428 (flexes right leg slightly) #00:39:15-0#  
429 (opens mouth slightly) #00:39:27-0#  
430 (presses lips together) #00:39:42-0#  
431 (purses lips) #00:39:44-0#  
432 (tabs button quickly) #00:39:48-0#  
433 (sighs) #00:39:52-0#  
434 (swallows) #00:39:54-0#  
435 (presses lips together) #00:39:57-0#  
436 (flexes right foot) #00:39:58-0#  
437 (sucks in cheeks) #00:40:09-0#  
438 (presses lips together) #00:40:27-0#  
439 Dies - #00:40:38-0#  
440 (runs fingers through hair) #00:40:38-0#  
441 (lifts both arms behind head and stretches back) #00:40:40-0#  
442 Victory screen shows - #00:40:46-0#  
443 (adjusts shirt, puts left hand on stomach, right hand on controller) #00:40:49-0#  
444 (puts backside of left hand on chin, lowers head, scratches ear) #00:40:50-0#  
445 (flexes foot) #00:40:54-0#  
446 (touches cheek with left hand) #00:41:05-0#  
447 (pulls both legs in and places them on sofa) #00:41:07-0#  
448 (takes controller with both hands) #00:41:10-0#  
449 - Team screen shows - #00:41:12-0#  
450 (sighs, then yawns) #00:41:15-0#  
451 (pushes button, turns controller towards body) #00:41:19-0#  
452 (rests hands and controller on right thigh) #00:41:26-0#  
453 (sits up) #00:41:28-0#  
454 (sits upright on couch with both legs folded on couch, resting left arm on arm rest) #00:41:30-0#

455 (rests head in right hand) #00:41:40-0#  
456 Loot box shows - #00:41:42-0#  
457 (scratches head, puts right hand on controller) #00:41:44-0#  
458 Loots box opens - #00:41:45-0#  
459 (swallows) #00:41:49-0#  
460 (sighs, swallows while lowering head) #00:42:02-0#  
461 Loading screen shows - #00:42:03-0#  
462 (picks up phone with right hand, rests chin on left hand) #00:42:05-0#  
463 Choose character screen shows - #00:42:15-0#  
464 (looks up, uses left hand to choose character, looks back at phone) #00:42:16-0#  
465 Enters training room - #00:42:18-0#  
466 (glances up at screen) #00:42:26-0#  
467 (looks at screen scratching ear) #00:42:35-0#  
468 (looks back at phone) #00:42:36-0#  
469 (lowers head and rests it on knuckles of left hand) #00:42:40-0#  
470 (looks up at screen) #00:42:48-0#  
471 (puts down phone and takes controller) #00:42:49-0#  
472 (walks around in training room) #00:42:50-0#  
473 (rests elbows on legs) #00:43:03-0#  
474 Dies - #00:43:26-0#  
475 (picks up phone, rests head on left hand) #00:43:27-0#  
476 Respawns - #00:43:35-0#  
477 (drops head on chest, sighs) #00:43:59-0#  
478 (lifts head, rubs chin with backside of left hand) #00:44:06-0#  
479 (glances up at screen) #00:44:16-0#  
480 (drops head on chest) #00:44:17-0#  
481 Loading screen shows - #00:44:23-0#  
482 (puts down phone) #00:44:24-0#  
483 (rubs with thumb over lip) #00:44:26-0#  
484 (takes controller, flexes feet) #00:44:27-0#  
485 (yawns) #00:44:31-0#  
486 Choose character screen shows - #00:44:34-0#  
487 (picks character, rubs nose) #00:44:37-0#  
488 (rubs chin) #00:44:41-0#  
489 (puts hand on chin and rubs cheek with fingers, looking at screen) #00:44:44-0#  
490 (rubs other cheek) #00:45:02-0#  
491 Enters waiting room - #00:45:05-0#  
492 (puts hand on controller) #00:45:06-0#

493 (sighs, presses lips together) #00:45:08-0#  
494 (uses gestures to greet team) #00:45:10-0#  
495 (smiles slightly) #00:45:12-0#  
496 (moves around in waiting room) #00:45:13-0#  
497 (flexes feet) #00:45:20-0#  
498 (swallows) #00:45:23-0#  
499 (sits up to drink) #00:45:30-0#  
500 (sits back in same position like before) #00:45:41-0#  
501 (picks up phone with both hands) #00:45:47-0#  
502 (puts down phone when music before countdown starts) #00:46:00-0#  
503 Countdown from 5 to 1 starts - #00:46:00-0#  
504 Round starts - #00:46:05-0#  
505 (tenses shoulders and leans slowly forward) #00:46:19-0#  
506 Dies - #00:46:26-0#  
507 (leans backward and puts shoulders down, moves feet) #00:46:26-0#  
508 (adjusts right hand on controller) #00:46:36-0#  
509 Respawns - #00:46:36-0#  
510 (keeps body still and focuses on game) #00:46:38-0#  
511 (tenses arms and hands, pushes buttons more loudly) #00:46:54-0#  
512 (relaxes arms, flexes feet) #00:46:57-0#  
513 (slightly wiggles feet, twists mouth) #00:47:11-0#  
514 (flexes right foot) #00:47:12-0#  
515 (relaxes right foot) #00:47:21-0#  
516 (smiles) #00:47:29-0#  
517 (stops smiling, flexes foot) #00:47:31-0#  
518 (flexes feet) #00:47:39-0#  
519 (swallows, tenses shoulders and arms, flexes right foot) #00:47:57-0#  
520 (relaxes shoulders and arms) #00:48:00-0#  
521 (swallows, moves right foot) #00:48:07-0#  
522 (flexes right foot) #00:48:16-0#  
523 (wiggles right foot) #00:48:19-0#  
524 (wiggles right foot) #00:48:29-0#  
525 (presses lips together) #00:48:36-0#  
526 (flexes foot) #00:48:40-0#  
527 Victory screen shows - #00:48:41-0#  
528 (rubs nose with left hand) #00:48:41-0#  
529 (rests chin on left hand, stops flexing foot) #00:48:46-0#  
530 (rubs cheeks) #00:48:53-0#

531 (cocks head to side, flexes foot) #00:48:55-0#

532 (rubs chin, relaxes foot) #00:49:03-0#

533 Team screen shows - #00:49:07-0#

534 (drops head on left hand) #00:49:10-0#

535 (flexes foot) #00:49:15-0#

536 (cocks head to side, rubs ear) #00:49:21-0#

537 Experience screen shows - #00:49:21-0#

538 (leans chin on left hand) #00:49:23-0#

539 (flexes feet) #00:49:30-0#

540 (swallows) #00:49:32-0#

541 Loading screen shows - #00:49:39-0#

542 (puts down left hand and yawns) #00:49:40-0#

543 (stretches arms and shoulders, flexes foot) #00:49:44-0#

544 (puts hand back on controller, relaxes foot) #00:49:48-0#

545 Choose character screen shows - #00:49:49-0#

546 (sniffs) #00:49:49-0#

547 (rubs chin with right hand) #00:49:53-0#

548 (leans over to phone and looks at it) #00:50:06-0#

549 (picks up phone) #00:50:08-0#

550 Enters waiting room - #00:50:19-0#

551 (puts down phone and takes controller, flexes feet) #00:50:21-0#

552 (sighs quietly) #00:50:25-0#

553 (uses in-game gestures) #00:50:33-0#

554 (moves feet) #00:50:43-0#

555 (takes feet with hands and pulls them closer to body) #00:50:46-0#

556 (uses in-game gesture) #00:51:12-0#

557 Countdown from 5 to 1 starts - #00:51:13-0#

558 Round starts - #00:51:18-0#

559 (leans slightly forward, tenses shoulders and arms) #00:52:04-0#

560 (relaxes, leans back) #00:52:13-0#

561 (lifts head and purses lips slightly, tenses arms) #00:52:22-0#

562 (pushes button loudly twice) #00:52:23-0#

563 (swallows, moves body slowly forward) #00:52:26-0#

564 (pulls shoulders slightly up) #00:52:36-0#

565 (moves feet, moves body slowly forward, lifts head) #00:52:51-0#

566 (moves head slowly back) #00:52:55-0#

567 (presses lips together, pushes shoulders forward and pushes analog stick loudly) #00:52:57-0#

568 (stops pressing lips together) #00:53:03-0#

569 Dies - #00:53:17-0#  
570 (flexes feet) #00:53:18-0#  
571 (inhales silently) #00:53:20-0#  
572 Respawns - #00:53:28-0#  
573 (moves head slightly back while avatar moves back) #00:53:40-0#  
574 (rocks head back when avatar moves back) #00:53:48-0#  
575 (moves feet a little) #00:53:58-0#  
576 (leans head to left while avatar move left) #00:54:07-0#  
577 (moves shoulders forward while pushing buttons loudly) #00:54:11-0#  
578 (relaxes shoulders) #00:54:16-0#  
579 (foot twitches) #00:54:24-0#  
580 (leans slightly forward while avatar moves through door) #00:54:26-0#  
581 (tightens hands around controller) #00:54:37-0#  
582 (pushes buttons loudly) #00:54:39-0#  
583 (swallows, wiggles foot) #00:54:42-0#  
584 (leans slightly to left while avatar moves left) #00:54:46-0#  
585 (tenses shoulders) #00:54:47-0#  
586 - Dies - #00:54:48-0#  
587 (presses lips together, relaxes shoulders, wiggles feet, lifts thumbs and controller) #00:54:50-0#  
588 (sniffs, pulls shoulders up) #00:54:51-0#  
589 (sighs while relaxes shoulders, purses lips quickly) #00:54:52-0#  
590 Respawns - #00:55:00-0#  
591 (presses lips together) #00:55:18-0#  
592 (lifts head and sticks out tongue slightly while avatar flies forward) #00:55:28-0#  
593 (draws tongue back in and presses lips together) #00:55:29-0#  
594 (leans back, taps button loudly) #00:55:30-0#  
595 (presses lips together, twitches feet) #00:55:33-0#  
596 (pulls shoulders slightly up, tenses arms) #00:55:34-0#  
597 (lifts head backwards while avatar moves back) #00:55:42-0#  
598 (pushes button loudly) #00:55:44-0#  
599 (presses lips together, tenses arms more) #00:55:56-0#  
600 (twists mouth) #00:55:59-0#  
601 (leans slightly to left while avatar moves left) #00:56:03-0#  
602 (leans head slowly back while avatar moves back) #00:56:13-0#  
603 (presses lips together) #00:56:15-0#  
604 (relaxes body, rest head in left hand wiggles toes) #00:56:20-0#  
605 Victory screen shows - #00:56:21-0#  
606 (puts both hands on controller) #00:56:23-0#

607 (uses gesture to thank team) #00:56:24-0#

608 (puts left hand back on chin) #00:56:28-0#

609 (nods slightly while watching "Play of the game") #00:56:32-0#

610 (moves feet, rubs cheek) #00:56:38-0#

611 (twists mouth) #00:56:42-0#

612 Team screen shows - #00:56:49-0#

613 (stretches out right leg and rests foot on stool) #00:56:58-0#

614 Experience screen shows - #00:57:02-0#

615 (rests controller on right leg and plays with phone with left hand) #00:57:17-0#

616 (puts both hands on controller and stretches out right leg to side) #00:57:19-0#

617 (brings left leg closer to body) #00:57:21-0#

618 Choose character screen shows - #00:57:21-0#

619 (puts right leg on top of left leg) #00:57:25-0#

620 (scratches shoulder with right hand) #00:57:31-0#

621 (quickly pushes button with right hand, then puts it on chin) #00:57:34-0#

622 (rubs cheek) #00:57:39-0#

623 (puts down controller and picks up phone with left hand) #00:57:46-0#

624 (picks up phone, places it in right hand and rests head on left hand) #00:57:47-0#

625 (looks at phone) #00:57:51-0#

626 (looks up at screen, then back at phone) #00:58:04-0#

627 - Enters waiting room - #00:58:09-0#

628 (puts down phone, yawns while picking up controller) #00:58:11-0#

629 (uses gestures to greet team) #00:58:12-0#

630 (moves feet forward, sniffs) #00:58:15-0#

631 (moves around in waiting room) #00:58:26-0#

632 (moves feet) #00:58:29-0#

633 (flexes foot, twists mouth) #00:58:39-0#

634 (scratches ear with right hand) #00:58:46-0#

635 (puts right hand back on controller) #00:58:51-0#

636 (flexes foot) #00:58:53-0#

637 Music before countdown plays - #00:59:01-0#

638 (stops flexing foot, inhales deeply, sighs) #00:59:01-0#

639 (flexes foot) #00:59:02-0#

640 Countdown from 5 to 1 starts - #00:59:03-0#

641 - Round starts - #00:59:08-0#

642 (pushes buttons loudly) #00:59:11-0#

643 (lifts foot, flexes both feet) #00:59:14-0#

644 (presses lips together) #00:59:20-0#



645 (flexes feet) #00:59:23-0#  
646 Dies - #00:59:23-0#  
647 (stops flexing feet, sighs quietly, moves right foot) #00:59:26-0#  
648 (foot twitches) #00:59:32-0#  
649 Respawns - #00:59:33-0#  
650 (flexes right foot) #00:59:35-0#  
651 (moves head slightly back while avatar moves back) #00:59:40-0#  
652 (relaxes right foot) #00:59:42-0#  
653 (flexes feet) #00:59:59-0#  
654 (pushes buttons louder) #01:00:12-0#  
655 (flexes right foot, tenses shoulders slightly) #01:00:28-0#  
656 (relaxes foot) #01:00:38-0#  
657 (relaxes shoulders) #01:00:39-0#  
658 (flexes right foot) #01:00:53-0#  
659 (presses lips together) #01:00:58-0#  
660 (relaxes foot, flexes left foot) #01:01:00-0#  
661 (pushes buttons loudly and quickly) #01:01:05-0#  
662 (wiggles feet) #01:01:07-0#  
663 (pushes buttons loudly) #01:01:08-0#  
664 (moves head and upper body lower while tensing foot) #01:01:12-0#  
665 (slowly moves head back and relaxes foot) #01:01:14-0#  
666 (pushes button quickly) #01:01:17-0#  
667 (lowers shoulders a little, sighs silently, wiggles right foot) #01:01:19-0#  
668 (twitches feet) #01:01:29-0#  
669 (flexes feet) #01:01:32-0#  
670 (presses lips together) #01:01:38-0#  
671 (relaxes feet) #01:01:41-0#  
672 (presses lips together) #01:01:45-0#  
673 (slightly pulls up shoulder, tenses arms) #01:02:09-0#  
674 Dies - #01:02:16-0#  
675 (relaxes arms, moves feet up on sofa) #01:02:16-0#  
676 (relaxes shoulders) #01:02:19-0#  
677 (scratches neck) #01:02:21-0#  
678 (stretches neck) #01:02:23-0#  
679 Respawns - #01:02:25-0#  
680 (puts hands back on controller) #01:02:25-0#  
681 (presses lips together) #01:02:27-0#  
682 (yawns) #01:02:33-0#

683 (sighs) #01:02:34-0#

684 (presses lips together) #01:02:36-0#

685 (leans head slowly back while avatar moves back) #01:02:40-0#

686 (leans head back forward) #01:02:42-0#

687 (leans head slowly back while avatar moves back) #01:02:51-0#

688 (tenses shoulders, pushes buttons loudly and quickly) #01:03:04-0#

689 (relaxes shoulders) #01:03:06-0#

690 (presses lips together) #01:03:17-0#

691 (leans head slowly back while avatar moves back) #01:03:36-0#

692 (presses lips together) #01:03:45-0#

693 (presses lips together) #01:03:54-0#

694 (pulls shoulders up) #01:03:57-0#

695 (relaxes shoulders, puts left hand on cheek) #01:04:05-0#

696 - Victory screen shows - #01:04:06-0#

697 (puts hand back on controller, uses gesture to thank team) #01:04:10-0#

698 (puts left hand on chin) #01:04:15-0#

699 OB: Da har du spilt i en time. #01:04:29-0#

700 (lifts eyebrows) #01:04:29-0#

701 P5: DET HAR JEG IKKE! (laughs, then stretches) Uh::! Det var BEST! #01:04:36-0#

702 (still stretches, points at screen) #01:04:38-0#

703 P5: Det her er første gangen jeg har spilt så leng med en gjeng folk. (tugs at shirt, lifts lefts arm) De er jo x x (pretends to be crying) Jeg er så glad i dem har ikke lyst å gå (waves at screen) ha det! (puts hands on controller) It was nice. (..) Eg skal bare... (pretends to sob) #01:04:56-0#

704 OB: ...Si "Ha det"? #01:04:57-0#

705 P5: (pretends to cry) "Ha det"? Sier eg "ha det"? Kan ikke si... (pretends to sob, screams quietly, reads text on screen) "You canceled. You can not join them no, but I- (leans back) x x! (clears throat, swallows) Ah, stemmen min... I'm sorry friends! (starts humming, sits up) #01:05:16-0#

- END OF TRANSCRIPTION -