

**Interviewer:** [00:00:00] Okay, it's recording. Um, so I'm going to ask you a few questions, so answer them briefly or you can add something more if you wish.

**Interviewee:** Okay.

**Interviewer:** So, first of all, how old are you?

**Interviewee:** Um, I'm 26 at the moment.

**Interviewer:** Okay. Um, what comes to your mind when you hear the term 'video games'?

**Interviewee:** Um, probably a good way to spend my time, enjoyable, probably.

**Interviewer:** Okay. Um, next question, have you ever played one?

**Interviewee:** Yeah, yeah, I've played several in my life.

**Interviewer:** Okay. Um, can you remember the first video game you ever played?

**Interviewee:** Hmm, that's actually a pretty-pretty difficult one.

**Interviewer:** [coughs]

**Interviewee:** I'd probably say, you know, like a basic answer, like Ping-Pong-

**Interviewer:** Mm-hmm [chuckles].

**Interviewee:** -or something like that. But, um, I think that the first game that I ever played was Super Mario Brothers.

**Interviewer:** Mm-hmm.

**Interviewee:** The first one. Yeah, um--

**Interviewer:** Was it the one that came in with the computer when you bought it?  
[chuckles]

**Interviewee:** Not the computer, but with the Super Nintendo, the first one.

**Interviewer:** Yeah.

**Interviewee:** Yeah, I think a lot of people had that. We didn't have it for a very long time and-and, you know, the first time that I ever played it was at a friend's place who was the first who, who had a gaming console-

**Interviewer:** Yeah.

**Interviewee:** -of any kind. Yeah. My-my dad did have a Commodore back in the day, but he used it mostly for his work and-and not for-- He didn't have any games on it, except for Ping-Pong.

**Interviewer:** Mm-hmm.

**Interviewee:** But I never played it, so I wou-- I would definitely have to go with Super Mario Brothers.

**Interviewer:** Yeah, that's a classic. Um, okay, so what's your favourite one?

**Interviewee:** [00:02:00] Favourite one. This is another tough one.

**Interviewer:** Yeah.

**Interviewee:** I would probably have to say from the- um, from the Fallout series, I would probably have to say Fallout 3 because, um, it was the first, like, larger game that I ever played and-and the experience of playing it was just so-so immersive an-and everything seemed endless-

**Interviewer:** [chuckles]

**Interviewee:** -like endless opportunities so-- I wou-- I would definitely go with that one.

**Interviewer:** Yeah, okay. Um, so, in your opinion, um, do others besides teens and children play video games?

**Interviewee:** [laughs] Well-well, definitely, definitely, yeah. I don't consider myself either-either anymore so--

**Interviewer:** [chuckles]

**Interviewee:** I would definitely say that yes, yes, they do and, um, I don't think it should be classified like that. I-I believe that a lot of people ca-- could, uh, definitely benefit from what video games have to offer and-and how they can affect your life, um, as in a way of spending your time and, to a certain extent, I believe that video games can- can lead to social events. Contrary to-

**Interviewer:** Mm.

**Interviewee:** -to how people feel about the people who- other people who play video games.

**Interviewer:** You mean social events as in, like, I don't know like [crosstalk]-

**Interviewee:** Yeah.

**Interviewer:** -Lan parties or [crosstalk]-

**Interviewee:** Yeah.

**Interviewer:** -tournaments.

**Interviewee:** Or people that you meet over the Internet-

**Interviewer:** Um, yeah.

**Interviewee:** -or-or in-in a video game, definitely.

**Interviewer:** Yeah.

**Interviewee:** And to have people-- more people to have things in common, definitely.

**Interviewer:** Mm, okay. That brings us to another point. **[00:04:00]** So, do you think that gaming is addictive?

**Interviewee:** [laughs] That's--

**Interviewer:** [chuckles]

**Interviewee:** That's, um-- That could be debated, but, to a certain extent, yeah, yeah, I do, but very mildly- very mildly addictive or not at all. To a person that doesn't have much-

much input, like much-- not much input, but to a person that doesn't have much in their life-

**Interviewer:** Mm-hmm.

**Interviewee:** -definitely a lot of things can be-- very simple things can be addictive.

**Interviewer:** True.

**Interviewee:** But, hmm, very mildly addictive. I would have to go with that.

**Interviewer:** Mm. Okay, so, need some self-control, I guess.

**Interviewee:** Yeah, as-as anything in life.

**Interviewer:** Mm. Okay. So- um, so, do you think that, um-- Do you personally change when you're gaming?

**Interviewee:** Hmm, I think that gaming makes me- makes me more focused when I'm gaming and-and I tend to immerse myself in the video game that I'm playing. That's why I like games that-that are not that simple and-- or are not very straightforward, but-- What was the question again?

**Interviewer:** Um, do you think that you personally change when you're gaming?

**Interviewee:** Ah, okay, I'll just- I'll just answer that, yeah. Yeah, I do. I might get a tad bit aggressive when-when-when gaming and, uh, I might get-- Let's just say that I take I take my games very seriously sometimes.

**Interviewer:** Yeah, so you do agree that gaming kinda increases aggression then? Because you brought that up already.

**Interviewee:** Um, I don't know, I didn't mean it like that, that it brings up aggression.

**Interviewer:** Okay.

**Interviewee:** And I don't think video games make [00:06:00] anyone violent in the- in the sense that people think they do, but--

**Interviewer:** Yeah, because there's a big debate goin-going on about that right now.

**Interviewee:** Yeah, but-but I don't think that that's true or, you know [chuckles]. If-if that would be true, we would be very, very, very different people an-and, you know, I don't think-- Other aspects of life take control much-much more than-than what video games actually do an-and what they actually do to people. I don't think it-it's- it's very minuscule in-in what-what other aspects affect life.

**Interviewer:** Mm, yup. Yeah. Um, do you think that gaming is beneficial and why if it is?

**Interviewee:** Um, yeah.

**Interviewer:** Y-you've mentioned that you become focused.

**Interviewee:** Okay, wh-what do you mean? How do you mean beneficial or do you wanna--

**Interviewer:** Beneficial that, in the sense that do you get anything out of it? Do you get any positive experiences or--

**Interviewee:** Yeah. Definitely, that I-I feel that gaming has given a lot to me and-and it has given me a lot of, like, peace of mind that-that I've gotten it through-through stressful times and-and it has been a way to-to kinda--

**Interviewer:** Escape.

**Interviewee:** Not to let-- To escape. Not to let steam out, but to escape, definitely.

**Interviewer:** Okay, so then, well do you think that video games contribute to skill development?

**Interviewee:** Ah, anything in-in, like, specific skills or-or, like, you know-- Or what do you mean by that?

**Interviewer:** Um, I mean that-- Well, there's been studies about that. That [coughs] children who play video games, that they are kinda-- they get better sco-scores in tests [coughs]. And they-they get focused really quickly and, well, they react to situations a lot faster-

**Interviewee:** Mm-hmm.

**Interviewer:** -than those that, you know, they don't do that.

**Interviewee:** [00:08:00] Well, I believe that, you know, they definitely develop the motor skills a lot and-and very well and-and I think that they should be used in teaching a lot more and, um, I-I feel that my development in languages, for example, has gotten considerable games—through-through video games, definitely. And that, you know, my motor skills have definitely developed to a more sensitive side through video games. Because video games create an environment where you have to- uh, you have-- to succeed, you have to respond to situations very quickly.

**Interviewer:** Mm-hmm.

**Interviewee:** For example, just as an example.

**Interviewer:** Yeah, okay. Yeah, that's good. So, few more questions. Um, do you think that all gamers are lonely and unsocial?

**Interviewee:** [coughs] Excuse me?

**Interviewer:** Do you think that all gamers lonely and unsocial? [coughs]

**Interviewee:** No, no, definitely not. I think that, you know, of course, some are because they feel that, you know, they might play a video game online or-or they might- they might socialise through their video game playing, but I don't think that's something that-that should be, you know, "stereotypicised" that, you know-- stereotype, that you shouldn't stereotype people through that. And, um, I-I know some very, very social people who play video games and-and, uh, I-I can't really-- through my own experiences-- I can't say that out of anyone.

**Interviewer:** Mm, they're the kind of things that is-- thing of the past.

**Interviewee:** Definitely, definitely.

**Interviewer:** Yeah.

**Interviewee:** And that's what I meant earlier that it's-it's becoming a social event more than-

**Interviewer:** Mm.

**Interviewee:** -than something that you do completely on your own. Although that ha-- that's happened as well.

**Interviewer:** Mm, okay. So, do you like it when Hollywood, um, makes a movie from the video game?

**Interviewee:** Excuse me?

**Interviewer:** So, do you like it when Hollywood makes a movie **[00:10:00]** from the video game?

**Interviewee:** [laughs] I'll have yet to see a good one, so I'll definitely--

**Interviewer:** Well, Resident Evil is an example [laughs].

**Interviewee:** Yeah, yeah, I believe that, you know, for-for example, out of that franchise they made one good one and then it was an incredible slippery slope down-

**Interviewer:** Mm.

**Interviewee:** -after that. So, I would definitely have to say no. I think that they should listen to the people who play the video games more when they make them an-and just not, when like, you know, a B-quality studio make them. And just, you know put more focus into it actually being like the game on some levels and-and not being like a stereotypical action movie, which it very, very often is.

**Interviewer:** Mm, true. Okay, um, so what do you think the video games will be like in the future?

**Interviewee:** Hmm, good question. Um, I think that video games will just be more-more interactive that-- and-and more immersing, that-- and you will have to do a lot more in physical and mental senses in all ways. That's a really diverse topic, but I just-

**Interviewer:** Mm.

**Interviewee:** -believe that they will just definitely take you in a lot more than they have before, which, I believe, is a good thing, uh, as a gamer. Definitely.

**Interviewer:** Mm. Okay, that-that was my last question for you. Thank you for your time.

**Interviewee:** Okay, thank you very much. This was- this was a pleasure.

**Interviewer:** Okay.

**Interviewee:** Thank you.

**[00:11:38] [END OF AUDIO]**