

Group 2 -- Providers

Debriefing Interview (after playtesting session in the lab)

Beginning of questions asked in reference to specific game, all questions up to “general questions” asked after each game

- How do you feel right now?
- Summarize what happened in the game for me (content).
- What was it like to play the game?
 - Follow up probe for each game, if participant does not volunteer: was it confusing, irritating, insightful? Can you elaborate?
- Tell me about the point(s) in the game where you had the strongest emotional reaction?
 - Probes: What was that reaction? What brought it about?
- How did your approach to the game (i.e. your gameplay strategy) and your gameplay experience change in the course of the game, from beginning to end?
 - Probe: was there a point in the game when you changed your gameplay strategy? If so, when was that and why? What did you try to do in the beginning and how did that change over time?
- How would you describe the experience of progress in the game from beginning to end?
 - Probe if needed - What brought this sense of progress (or lack of progress) about?
- How did progress / lack of progress in the game make you feel?
- Which part(s) of each game was / were the hardest for you? In what way? Why?
- Which part(s) of the game felt best to you? In what way? Why?

- What is your interpretation of the game?
 - Probes: go through individual game elements of each game to understand their meaning in the context of the game and their relationship to the emotional experience of the disorder the game represents. (Game elements to be used as potential probes below):
 - Perfection – taken from “What it Means” screen:
 - Garden
 - Plant
 - Box
 - Creepers
 - Weeds
 - Watering the garden
 - Scrubbing away creepers
 - Saturation meter
 - Black text on screen in-between stages
 - Red text on screen
 - Into Darkness:
 - Maze
 - Oil patches and dirt on clothes
 - Encroaching darkness and creepy sounds
 - Walking in circles
 - Letting darkness enclose you
 - The light
 - Exit
 - It’s for the Best:
 - Pill
 - Papers fluttering on screen
 - Sound paper makes when clicked
 - Paper mountain piling up
 - Paper cluttering screen
 - Whispers “You are not good enough”
 - Text appears on screen – the dialogue text
 - Fluctuation:
 - Party scene with people surrounding you and imitating you
 - Jumping in party scene
 - Breaking through the ceiling into the clouds
 - Glass platforms in the sky
 - People sitting on platforms
 - Rainbow sparkles when breaking platforms with people on them
 - Growing fractal rainbow
 - Came controls that go from reliable to out of control during mania
 - Ending manic phase - falling
 - Void - Ocean - Submerged in ocean
 - People encounter in ocean
 - Lights people send to you in ocean
 - Broken shards floating in ocean
 - Depth meter while in ocean (along right side)
 - Ending of void – ocean
 - End scene

- How well did the game capture the struggle of the mental health issue portrayed in the game?
 - On a scale from 1-5, how crucial would you say are these aspects of the experience? 5: crucial; 1 irrelevant.
- Did the game correspond with your idea of the emotional/mental health issue modeled in the game? Please select the option that best fits your opinion:
 - Close correspondence
 - Mostly accurate
 - Somewhat accurate
 - Missing the point completely
 - Probe: why do you think that? What was missing / inaccurate / misrepresented?

Beginning of “general questions” to be asked only once all games have been played

- Overall, do you believe the experience of playing the games increased your understanding of your clients' / patients' experiences?
 - If so, what are the main insights you gained in that regard?
- Would you use one or more of these games in your work with clients?
 - If so, which one and why?
- Can you describe how and for what purpose you would use this / these game(s)?
- What would make a potential application of these games in your work with clients more likely?