

After the first game activity (exploratory interview)

第一次游戏活动结束后（探索性访谈）

1. Player Experience 游戏体验

The purpose is to identify the enjoyable aspects and the problematic areas. 目的是找到乐趣点和痛点

1. Today, we played various games. How do you feel about your overall experience today?

今天我们一起玩了好几种游戏，您整体的感觉怎么样？

- Which game do you like the most out of all of them? Why?

在这些游戏里，您最喜欢哪一个？能跟我说说，是什么地方让您特别喜欢吗？

2. Is there any stage of any of the games that you enjoyed the most? Why? (Follow up prompt if needed: Are there points where you felt happy or very focused?)

在这些游戏里，有没有哪一段过程是您特别享受、特别喜欢的？为什么呢？

（如果需要追问：有没有哪个时候，您觉得自己特别开心，或者特别专心在玩？）

3. Is there any moment or any conversation that you remember particularly clearly?

回想一下今天整个活动，有没有哪一件事情，或者哪一段聊天内容，让您现在想起来特别清楚、印象深刻的？

4. Is there any game that you find particularly challenging? Why? For example, is it the operation, understanding of the game, or cooperation?

有没有哪个游戏，让您觉得比较难、比较有挑战？主要是难在什么地方？

是操作比较难上手、游戏的说明不太好懂，还是跟搭档配合比较不容易？

- Is there any part of a game that you find a bit difficult or not going smoothly? (For example, it could be about timing, the amount of information, or just needing a moment to figure something out.

游戏里面，有没有哪一小段，让您觉得有点卡住、有点不顺？

这可能与把握时机有关，或者画面或信息一下子有点多，或者需要停下来想一想，才知道下一步该怎么做？

5. During the games, were there any moments that felt frustrating or tiring? Or moments where you found yourself getting more and more engaged? Can you tell me about them?

在玩游戏的过程中，有没有哪一些时候，让您觉得有点累、有点沮丧或烦躁？相反地，有没有哪一些时候，让您觉得自己越来越进入状态、越玩越想玩？

可以跟我说说这些时刻大概发生了什么吗？

2. Game Mechanics, Design, and Teamwork 游戏机制、设计与团队协作

To understand whether the design logic is reasonable and how teamwork and communication influence the play experience.

这一部分是想了解：游戏的设计好不好上手、合不合理，以及和搭档合作、沟通的方式，对您玩游戏的感受有什么影响。

1. When you started playing, were the game rules clear and easy to understand?

一开始要玩的时候，您觉得游戏规则说明清不清楚？好不好理解？

2. During the game, was it easy for you to operate and control? Were there any parts that were less smooth for you?

(for example moving the character, clicking buttons, entering information)?

在游戏进行当中，操作对您来说算不算顺手？有没有哪些地方，让您觉得有点不太顺？（比如：移动人物、按按钮、输入资料这些，有没有哪一块让您觉得有点别扭或吃力？）

3. Of the games you tried today, which game felt most suitable for partners with different backgrounds or experiences? Why?

今天玩过的这些游戏里面，您觉得哪一个比较适合“背景、经历不太一样”的两个人一起玩？您为什么会这样觉得呢？

4. How would you describe the teamwork with your partner? Were there moments that went particularly smoothly, or times when communication felt difficult?

您觉得，您和今天这位搭档配合得怎么样？有没有哪一些时候，配合得特别顺？有没有哪些时候，在沟通上会有点听不太懂对方、或者讲不太清楚自己意思？

5. How did you and your partner decide on roles or division of tasks? Did this arrangement feel comfortable, or would you prefer a different way of working together?

您和搭档一开始是怎么分工的？是谁做什么，是怎么决定的？您自己觉得合适、舒服吗？还是您会比较希望用另外一种分法来一起玩？

6. Was there anything in the gameplay that felt confusing or unreasonable, especially in terms of how it affected cooperation or communication?

在游戏的玩法里面，有没有什么地方，让您觉得有点搞不清楚、或者设计得不太合理？尤其是会影响到你们两个人合作、说话沟通的那些地方，有吗？

3. Intergenerational Dynamics 代际互动

The purpose is to assess intergenerational values, which is the core of MRP. 这一部分是想了解：不同年龄的人一起玩时，会出现哪些新的相处方式和想法。

这是这项研究最核心的重点。

1. Compared to playing games of any kind with people your age, did anything feel different today? 如果跟和您差不多年纪的人一起玩比起来，您觉得今天这种搭档方式，有什么不一样的感觉吗？

2. Can you tell me about any moments today when you and your partner supported or helped each other during the games?

在一起玩的过程中，有没有哪些时候，是您和搭档互相帮忙、互相照应的？能不能跟我分享一两个，让您比较有印象的片段？

3. Based on today's experience, was there anything that gave you a new perspective on the other person ?

只看今天这次一起玩的经验，您有没有对这位跟您一起玩的伙伴有一些新的认识？

4. Improvement & Future Potential 改进与未来

The aim of these questions is to help improve the games. 这一部分是想听听您的建议，好让我们之后可以把游戏做得更适合像您这样参加活动的人。

1. Are there any parts of the games that you would like to adjust or improve? What would you change?

在这些游戏里，您觉得有哪些地方，如果稍微改一改，会对您来说更好？您最想改的是哪些地方？会怎么改？

○ Are there any features or elements you think should be added or expanded in the game? Or are there some parts where you think it could be simplified a bit?

您觉得游戏里，有没有什么功能或小设计，是可以再多一点、做得明显一点的？或者反过来，有没有哪些地方，其实可以再简单一点，不用那么复杂？

2. Thinking about today's flow, were there parts that felt especially smooth, or parts that you think could be arranged in a more convenient way? (For example, such as the introduction, group formation, time arrangement, etc.)

回头看今天整个活动的流程，您觉得哪些环节安排得比较顺？有没有哪些地方，可以调整一下，会对您来说更方便？

比如：一开始怎么说明、怎么分组、每一部分的时间长短等等。

3. What kind of gameplay do you think would be more suitable for people from different generations to play?

您觉得，什么样的玩法，比较适合不同年龄的人像今天这样一起玩？

例如：节奏慢一点、可以多聊天、多讨论，或者是多一点动手操作、一起完成某个目标的那种？

4. If there are other games available for you to choose from in the future, what kind of experience do you hope the game to have when you play it? (i.e. What features do you expect it to have?)

如果以后还有别的游戏可以让您选择，您希望这种游戏玩起来是什么感觉？您会希望它有什么样的特点？

比如：画面清楚一点、操作步骤简单一点、可以多合作互动，还是可以多表达自己的想法？

5. Would you like to participate in similar activities in the future? Why? 如果以后再办像今天这样的活动，您还会想参加吗？

可以跟我说说，为什么想，或者为什么可能会犹豫吗？