

For Seniors

Introduction:

Hi, we are graduate students at IUPUI, and we are currently doing research related to how games support socialization and physical activity for people who are above 60+. We would like to learn more from you about how a game plays a role in your daily life, and what do you envision that game would look like, and what would you be interested.

General Context: (User Behavior Perspectives & Main Goal)

1. Before we start, would it be possible for us to learn about your age?
2. Would you consider yourselves to be physically active?
 - a. What are the activities you do?
3. Would you consider yourselves to be socialized?
 - a. What are the social activities you do?
4. How often do you come to the center?
5. How much time do you spend at the center?
6. How would you describe your past and current experience with the center/organization?
7. How long does it take for you to reach the center from home?

Existing Activities For the Elderly: (Awareness & Opinions)

1. What motivates you to come to this center?
 - a. How do you feel compared to when you are at home?
2. What are the types of activities doing the center provides for you?
 - a. What are the activities you like or dislike the most?
3. What are the main things you would like to do in the center?
 - a. Would your daily tasks be different from when you are at home/at the organization?

Current Socialization Behaviors:

1. How often do you socialize with others?
 - a. What are the ways you view yourself as being social?
 - b. Who are you interacting with, like neighbors, friends, or family?
 - c. Does the center help you to increase your socialization? How?
2. Are you satisfied with the social relationships in your life?
 - a. Is there anything you would like to explore more to increase or improve your relationships?
 - b. Is there any difference (in terms of comforts) for you when interacting with people within the organization compared to the people you socialize with at home?

Current Game Use and Behavior:

1. What are the games you usually play frequently?
 - a. Examples:
 - i. Can you provide an example of one of the games you play most often?
 - ii. How long do you expect this game to take?
 - iii. Do you play at home? Or just in the organization setting?
 - iv. How much time do you usually spend playing games?
 - b. Preference:
 - i. What do you like and dislike about the game?
 - ii. Who do you usually play this game with?
2. Do you usually play games at the center? If so, what types of games do you play?
 - a. Scenario:
 - i. Can you provide an example of one of the games you play most often?
 - ii. How long do you expect this game to take?
 - iii. What do you like and dislike about the game?
 - iv. Who do are the ones you usually play these games with?
 - b. Who do you generally play games with at the center? Group or Individual?
3. At what point do you think you might get bored of playing games?
4. Awareness
 - a. What do you see as the primary benefit of playing games?
 - b. Do you play any games to help you improve your physical activity?
 - c. Do you feel more engaged when playing with others in the organization?
 - d. Do you play any games for the purpose of socializing, learning about or meeting new people?
5. What are the other games you hear from your friends/others?
 - a. What are the other games mentioned by your friends/others?
 - b. Do you also play with friends in the center/ at home?
6. Do you use any technologies to play games?
 - a. How do you like /dislike it?
 - b. What are the other technologies you would like to try if possible?

Wrap up questions:

1. Is there anything else you would like to share with us that is worth mentioning or we did ask about?
2. Is there anyone else do think we should talk?

3. In the future, is it possible for us to show you our early-stage prototype as we are designing for the new game?

For Staff Members

Introduction:

Hi, we are graduate students from IUPUI, and we are currently doing research with Prof. Aqueasha to understand how games could increase socialization and the physical activity for the older adults. The purpose of this study is to understand how older adults in your organization socialize, play games and the types of physical activity they engage in at the center.

General Questions:

1. What's your daily routine in terms of supporting older adults at the center?
 - a. How often does this routine change?
 - b. When providing games and activities for older adults, what are the intentions behind providing events?
2. How much time do the older adults typically spend at the organization?
 - a. How do they usually get to the center and back home?
 - b. What kind of games do older adults typically play while at the center?
3. Is there any additional support older adults receive from the organization?
4. How does the organization support older adults' other needs?

Existing Activities For the Elderly:

1. How do you currently let the older adults know about the programs going on at the center?
2. What do you think motivates older adults to come here?
3. What do you feel are the main things the older adults would like to do in the organization?
 - a. Is there any positive feedback or negative feedback from older adults?
 - b. Is there anything from an organizational perspective, you would like to improve for the current activities?

Current Socialization Behaviors:

1. Based on your observations, how often do older adults socialize and communicate with each other while at the center?
 - a. How do you feel the organization tries to support older adults to increase their socialization?
 - b. Are there any areas you are aware of that you would like to improve regarding helping older adults socialize while here?

Current Game Use and Behavior:

1. Based on your experience, what are the games older adults are currently playing?
 - a. How, if at all, does the organization facilitate the games?
 - b. Do they generally need any assistance to facilitate the games?
 - c. How long does it take for the elderly to learn a specific game?
 - d. What feedback have you received from the elderly about the organization's support for games and other activities? Likes/Dislikes?
 - e. Do you ever participate in playing games? Why or why not?
2. How do you feel that games are helping the older adults in these organizations currently?
3. How do you feel you could improve the current games for them?
4. Is it possible for us to take a look at the different games they play? [Alternative: If the older adults bring their own games - Can you describe some of the games they play?]

Wrap up questions :

1. Is there anything else you would like to share with us that is worth mentioning or that we did not ask about?
2. Is there anyone else you think we should talk to?
3. In the future, can we contact you to show you a prototype we are designing for the new game?