Reality Perception of Gamers & Game Designers: Creation of Possible Worlds in Video-games

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ABSTRACT

This thesis explores and studies the creation of possible world for different genre of video-games and analyzes the distinctive features which are relevant to the creation of possible world for video-games. For the purpose of this research, qualitative research method selected in order to have better understanding of two group of the gamers (the people who play minimum eight hours daily) and video-game designers perception. The differences of their perception regarding how they perceive signs and associate it with video-game genres is the main concern of this research. Thus, ten video-game designer based on snowball sampling technique were selected as well as ten gamers based on purposive sampling technique were selected from an application for voice communication called Discord which is frequently used by gamers to communicate online. Two set of open ended questions prepared for each groups of interviewee, however, some of the questions were the same. Nine video-games form each genre (action, adventure, action-adventure, role-playing, strategy, simulation, sport, puzzle, idle) were randomly selected for this study.

The results shows that there is a small difference in their perceptions based on the possible world of the games and gamers see the possible world of video-games more close to the reality than the video-game designers. According to the findings each genre of video-games has some perceivable marked signs that separated the genre of video-games which was similar between the two groups of interviewees. The possible world of each video-game is the result of selection and combination of time, location, behavior of characters, characters, objects and game style, which makes the possible world of the game far or close to the real world.

ÖZ

Bu tez, farklı video oyun türleri için olası bir dünyanın yaratılmasını incelemekte ve video oyunları için yapılan olası bir dünyanın yaratılması ile ilgili ayırt edici özellikleri analiz etmektedir. Bu araştırmanın amacı doğrultusunda, oyuncular (günde en az 8 saat oyun oynayanlar) ve video oyunu tasarımcılarının algısını daha iyi anlamak için nitel araştırma yöntemi seçilmiştir. İşaretleri nasıl algıladıkları ve video oyunu türleri ile nasıl ilişkilendirdikleri konusundaki algı farklılıkları bu araştırmanın temel kaygısıdır. Bu tezde, kartopu örnekleme tekniğine dayanan on oyun tasarımcısı ve Discord adı verilen sesli iletişim uygulamasından, yargılayıcı örnekleme tekniğine dayanan on oyuncu seçilmiştir. Her bir görüşmeci grubu için iki açık uçlu soru seti hazırlanmıştır. Ancak bazı sorular iki grup için de aynı olmaktadır. Her türden (aksiyon, macera, aksiyon-macera, rol yapma, strateji, simülasyon, spor, bulmaca, boş) dokuz video oyunu, bu çalışma için rastgele seçilmiştir.

Sonuç olarak, oyunların olası dünyasına göre, iki grubun algılarında küçük bir fark olduğu belirlenmiştir. Oyuncular, oyun tasarımcılarına göre, oyunların olası dünyalarını gerçeğe daha yakın olarak algılamaktadırlar. Aynı zamanda oyun türlerinde, her tür için, belirgin işaretler olduğu ve bu işaretlerin iki grubun arasında benzer olduğu görülmektedir. Her video oyununun; olası dünyası, zaman, konum, karakterlerin davranışı, karakterler, nesneler ve oyun stili seçiminin ve kombinasyonunun sonucudur ve bu da oyunun olası dünyasını gerçek dünyaya yakın ya da uzak kılar.

Anahtar Kelimeler: video oyunu; olası dünya; seçim ve kombinasyon

DEDICATION

To my Family,

ACKNOWLEDGMENT

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Chapter 1

INTRODUCTION

The history of humans playing games for amusement or challenge each other essentially was transformed by science and technology. In 1952 Alexander Douglas created the first computer game which was a version of OXO and since that time the technological development parallel with science created the world of computer games in a way that the line between reality of life and the world of video-games are becoming ever more blurry (Van Looy, 2010). Samoylova (2014) mentioned that: "modern computer technologies are the representation of the connection between digital technologies and men's creative abilities. Often, the virtual world is so close to the real, that people cannot even find the differences between them" (Samoylova, 2014, p.842).

Thru the fast rise of video-game's popularity, researchers are looking at video-games from different points of views one Barletts for instance points out of the effects of video-games (e.g., Barlett, et al., 2009; Bailey, et al., 2010). Barlett (2009) was mainly focusing on the positive effect of video-games and to the contrary Bailey et al. (2010) were more focused on the negative effects of video-games. The rapid growth of researches done on this topic shows the importance and effects of video-games; the effects of video-games are create in short-term and long-term contexts, and are looked at from various fields of study (e.g., Anderson, et al,. 2012). Some of these effects are extensively researched and established, as an example the effects of violent video-

games on aggression is extensively researched through many fields of study (e.g., Anderson & Dill, 2000). Nonetheless, there are some researches that are considering video-games from a different angles such as the effects of action games on visual-spatial skills (Green & Bavelier, 2007), harmful effects of fast-paced games on cognitive control (Bailey, et al,. 2010) and the phenomenon of video game addiction (Gentile et al., 2011). All these and many other researches show the importance of video-game's effects whether socially, culturally and psychologically but then again, the market of video-games is also an important part of the economy. In United States of America (USA), 2,711 video-game companies with 65,678 employee and an approximate annual incomes average of $97,000 exist and this is just in one country (The Entertainment Software Association, 2018, p.14). According to the available data, there are 2 billion 341 million active video-game players around the world (Statista, 2018), which means that "video games cover the enormously wide spread market they are offering video content, products, virtual reality, special events and videogame tournaments" (Baltezarevic, et al,. 2018, p.72). This entails more sales and as a result, more profit (Greenberg, 2018). According to the statistics of 2018, Asia and the Pacific generate $71.4 billion from global game revenues. China makes $37.9 billion; North America $32.7 billion (Newzoo, 2018). These statistics display the importance of video-games market and the sensitivity of this industry.

Thus, video-games, similar to other games, provide amusement and pleasure for the audiences, therefore clarifying the reason that the players categorize genres of video games is necessary. Cook (2007) explained that video-game industry prefers when audiences find a game gratifying that they search to find a similar version of these games. Correspondingly, the producers can decrease the riskiness of producing

content against the public's favorable genre. Consequently, understanding the opinion of the gamers based on their perception of video-games and their genres is imperative. Nevertheless, Chandler (1997) mentioned that there is difficulty of putting a line between genres due to the fact that there is no rule for such a thing, and essentially just being a "systems of expectations and hypothesis" (Neale, 2000, p.158) that is accepted by the audience, industries and academics.

Based on this explanation, according to Spiridon (2013, p.92), genre is a "transmission belt between producers and their receptors". Cășvean (2016, p.65) in her research mentions that "[v]ideogame genres are built on multiple perspectives that depend on the observer and his or her agenda.[…] genres are tools that allow examining, deconstructing, and comparing games".

By talking about the 'observer and his or her agenda' in order to understand the genre of video-games, it is not possible to ignore the visual perception of people. Paul Messaris (1993), a scholar in visual perception mentioned that "people who study visual communication commonly assume that the ability to recognize the content of still or moving images requires prior familiarity with a set of representational conventions" (Messaris, 1993, p.277). However Messaris is strongly against the idea that visual perception needs expert knowledge and in his own words he mentioned as:

> An image's lack of fidelity to visual reality need not impede interpretation by an inexperienced viewer, so long as the image is able to satisfy certain minimal informational requirements of, real-world vision. An outline of these requirements serves as the basis for a set of predictions about inexperienced viewers' ability to make sense of a variety of representational conventions, and these predictions are checked against available empirical evidence. (Messaris, 1993, p.277)

Based on these explanation, the visual perception of sign in video-games are based on the ideas of inexpert people is to be considered as well. The expert people in the interpretation of signs and visual perceptions can interpret the signs and signs systems in different ways and based on their background knowledge. However, as Messaris (1993) explained, doing research in visual perception needs inexperienced viewers ideas. In the same approach as Messaris, the gamers who doesn't have an expert knowledge about the interpretation of the visual signs are the population who are in front of these signs system called video-game, the most. The video-game designers are producing the game and mostly categorize them in to the different genre thus the gamers who are playing these games are the main part of the game society. However, gamers have the minimal information about the perception of signs and sign systems and the perception of gamers for this sign system requires more empirical researches.

In order to understand and categorize the genre of video games, considering the ideas of Peirce about semiotics and also pragmatism is essential. His point of view helped social scientists involved to interpret the world in practical ways. As a very short explanation, pragmatism means any theory is important only while it depends on practical effects. After Peirce, Gerimas (1966/1983) published a series of his lecture notes titled *Structural Semantics*. According to Batu (2012) "[s]tructuralisms is an approach that we see applied throughout all types of narratives, from linguistics to cultural studies, that is generally motivated by the notion of 'structure' and its determinism. […] and focused on analyzing social phenomena based on 'structure', 'rules', and 'codes'" (Batu, 2012, pp.466-467).

This thesis analyze the genre of video-games based on the visual perception of the gamers and the game developers by considering the possible worlds of video-games. Although the concept of possible world has a very old history and talking about possible worlds and real worlds goes back to the ancient times, scholars such as Leibniz (1710), Kripke (1963) and recently Maze (2017) were in view of the importance of possible worlds.

The first chapter is divided into five sections; problem statement, aim of the study, significance of the study, method of the research, limitation of the study and the thesis content.

1.1 Problem Statement

This thesis is using videogames from the PC-platform as its case study. However video-games have the diversity of forms such as TV game consoles, desktop applications, website games portals, or a servers on the Internet. Video-games also can be played on consoles, handhelds, tablets and mobile phones, whether by an individual player, multiplayer or with many other players online. There are numerous video-games with a first person or third person story teller or even video-games that have a story or don't have story. That's why video-games are a "technological mediated experience, globally embraced, beyond age, gender, religion, culture or geographical territory, being strongly supported by a large variety" (Căşvean, 2016, p.57) as a global phenomenon. The division of genre of video-games was a long time interest of scholars. As Bolter and Grusin (1999) divided the video-game genres into action games with violence, strategy, role-play, games based on stories, erotic, play-cards, puzzles and skill testing games or simulations or educational/serious games they still have issues in definition. The genre of the video-games can be connected with the

"selection of the content and the control of the access by interpreting the needs and interests of the audiences" (Căşvean, 2016, p.58).

Categorizing video-games into genres is basically done for the consumers to understand which genre of video-game they prefer more and by this categorization it's become easier to choose what they would want. As a definition of genre, according to Clearwater (n. d. p.41) "[i]t is a method of categorization used to better understand or comprehend a collection of cultural artifacts. However, it quickly becomes clear that genre is used and deployed in a variety of ways by different groups of individuals and that the methods of categorization might vary". Nevertheless, the studies reveals that there are few genres (Action, RPG, MOBA, Strategy) that are popular between heavy players, which are usually connected with some ideologies (Anderson, 2010; Bryce & Rutter, 2002; Kennedy, 2002; Tisseron & Gravillon, 2010). Most of the heavy players of video-games know the genre of games, and only have a few favorites, this is similar in cinema movies or TV series. Additionally, in this study different conditions for understanding the video-game genres, based on the narratives, structures, and types of experience (Hertz, 1997; Newman, 2004; Nieborg & Hermes, 2008; Wolf 2001) were analyzed. Fundamentally, the genres of video-games are based on some aspects such as game-play, story-theme, context or the performance of the players and it's not always the same. Most of the categorizations use "too many, arbitrary, incompatible or overlapping criteria generating a multi-dimensional typology" (Aarseth, et al., 2003, p.48).

According to Căşvean (2016) "with a pretty lacunar literature and no empirical evidences, building a genres "blueprint" with mutually exclusive frameworks that

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would only take us half of the way" (Căşvean, 2016, p.62). That's why it is important to look at the genres of video-games with the appropriate labels, which could be validated by scholars, industry and the audience. Aaretsh et al. (2003) made an actual milestone for the genre frameworks and categorized it in five headings: Space; Time; Player structure; Control; and Rules.

Poole (2000) suggests, nine types of games: Shooter; Racing; Beat'em up; Strategy; Platform; Sport and Simulations; Adventure; Role-play (RPG); and Puzzle (Poole, 2000, pp.35-58). First three driven by conflict because it would be possible to group them in action genre. Also, for sports genre, it was possible to be included in Simulations. Vince (2018) divided the genre of video games as Action; Adventure; Action-adventure; Role-playing; Strategy; Simulation; Sports; Puzzle; and Idle. In this thesis the basic division of genre in video-game is based on Vince's division. Each of these genres have sub-genres but there are some notable genres that don't have a sub-genre. Nevertheless sometimes, the term genre and type or sub-genre stands for each other but there is a distinctive difference between game type and game genre in video-games. According to Grace (2005) by talking about game story, we differentiate game type as a description of game play, and the term, genre, as a description of the narrative content of the game. The main question here is how do gamers and the video-game developers perceive marked signs that separate the genre of video games? In other words, what are the signs that are used in video-game and become the reason to categorize the game in a different genres? The term marked signs, means the signs that are necessary in order to distinguish the genre of the video-game and not the available signs. For instance, in order to categorize an action genre for a video-game having a gun seems necessary but different T-shirt for the characters does not seems necessary.

So, gun can be consider as a marked sign for action genre but different costumes for the characters are not marked signs. This thesis is investigating the visual signs and the visual perception of signs by the gamers and the game developers in order to understand their interpretation in the categorization of genre in video-games.

By talking about video-games there is a tendency to neglect that fiction, imagination and fantasy come together and create an imaginary world apart from the reality we live in. According to Samoylova (2014,) "the virtual world is ever so close to the real world that people have trouble to differentiate between them. This applies primarily the various social phenomena, such as Internet - online network that we can say that man does not live one life, but two, and often more lives online[.]" (Samoylova, 2014, p. 842). Besides, the history of thinking about other worlds nearby the real world dates back to Plato and his opinion about 'Ideas' (Macintosh, 2012). According to this first pattern of thought, Leibniz (1710) defines the worlds of good and evil from a philosophical and theological point of view, he stated that out of all the possible worlds the real world was the best. However further discussion about the difference and line between 'real' and 'virtual', or better to say 'real world' and 'virtual world' will come in chapter two under the section of possible worlds in this thesis.

By considering the possible worlds of video-games, the second question of this thesis is: how signs come together to create a possible world of video-game in different genres based on the visual perception of the gamers and game designers? Saussure (1983) introduced syntagmatic and paradigmatic axes in the context of language but Roman Jakobson's (1970; 1990) term is now used which is selection and combination and usually presents as 'axes'. So, based on the selection and combination axes,

humans select and combine signs even in video-games, the question is which signs can be perceived based on selection and combination axes in order to create a possible world of a video-game in different genres? Based on the rules of selection and combination axes, it is not possible to select various signs and combine them in various ways. Thus, the perception of signs between these two groups, gamers and game designers, can be different from each other. For example, if the designers of the game select a gun, soldiers, desert, and SpongeBob in a game and perceive it as an action genre could it be possible to perceive this game as an action genre for the gamers as well?

The third question of this thesis is also related to the possible world of the video-games. Each video-game has its own possible world, but the question is what signs makes a video-game's world far or close to the real world? By considering a continuum for the possible world of each video-game, which signs can make a video-game far from the real world or closer to the real world? For instance imagine a video-game that shows an American soldiers with a weapon in the desert and another video-game that has a dragon flying on top of a planet and burns zombies. Which one of these two scenarios is closer to the real world and which one is far? And why?

As the definition of human perception according to Ou (2017) "in philosophy, psychology, and cognitive science, perception is the process of attaining awareness or understanding of sensory information" (Ou, 2017, p.18). Ou (2017) explained in his research the perception into three main part: "a) perception diversity in viewing the same physical object or event; b) perception diversity in verbal behaviors; c) and perception diversity in nonverbal behaviors" (Ou, 2017, p.28). However many

pictorial styles makes the differences between image and reality (Messaris, 1993).

Gombrich (1960), Snyder (1980), Wartofsky (1984), and Messaris (1993) made their

researches based on the visual perception. Their researches are important in order to

understand the visual perception and it is possible to apply those researches in the

video-games. Messaris (1993, p. 245) explaining the minimal list of discrepancies as:

> (1) Discrepancies in color and illumination. For example, black-and white
> photographs contain no information about the hue of colors, while unshaded
> outline drawings are uninformative about both color and illumination. (2)
> Discrepancies in Depth Cues. Because pictures which attempt to represent
> three-dimensional scenes must do so on a flat, two-dimensional surface, all
> pictures lack some of the informational cues from which we infer the third
> dimension in real-world perception. (3) Discrepancies in Shape. In many kinds
> of pictures, across a broad range of cultures and styles, the shapes of pictured
> objects are conventionally rendered very differently from the shapes of their
> real-world counterparts. Stick figures and most children's cartoons are good
> examples of this process.

After this explanation it is possible to say the audiences who don't know a certain

pictorial style might have problems to interpret pictures in that style. In other words,

anything that is pictorial is subjective as Panofsky (1925), Goodman (1976), have

claimed.

Based on this explanation, the next question of this thesis is: Do the video-game

designers and gamers have a different perception of signs in video-games? The answer

of this question can help in the marketing concept for the video-game industry. If

producers and consumers have a different perception about the sign system in video-

games then there is a bias regarding the marketing concepts of the video-games. The

producers should not use signs that the consumers have or might have a different

perception of those signs.

Based on the discussion in this section, the research questions are summarized as:

Q1: What signs are perceived in video-games that help the interpretation for the different categorizations of genre?

Q2: What kind of signs come together to create a possible world of video-game in different genres based on the visual perception of the gamers and game designers?

Q3: What are the marked signs that make a video-game's world far or close to the real world based on the visual perception of gamers and game designers?

Q4: How does video-game designers and gamers perception of signs differ from each other in video-games?

Answering these key questions of study can provide help to video game designers in terms of reconsider the way they use sign systems in a more efficient way. Obviously, the designers of video-games already are using various sign system in order to develop a video-game however this thesis is looking at this prominence in a different way and attempts to find answers in order to theories about what the gamers play and perceive and what the designers create. Also scholars can continue this approach to reevaluate the gaming industry in different dimension such as including non-gamers or even look at the various sign system of designers themselves separately.

1.2 Aim of the study

The overall purposes of the thesis are to find out the perception of marked signs regarding the gamers and game developers that separated the genres of video-games.

Also, to understand the marked signs that are possible to select and combine in order to create the possible world for video-games. After that, bringing the video-game's world on a continuum in order to understand the perception of gamers and video-game developers regarding the world of video-games. In order to see the signs that makes video-games far or close to the real world and how these two group of people see the world of the game. At last, to see the difference of the perception of signs in video-games between video-game designers and gamers.

The focus of this research is based on visual perception of signs in video games. Nonetheless, there are many researches that are focusing on textual interpretation but this thesis is aim to explore the signs for different purposes   This thesis is also not just about the interpretation of each and every signs in video-games but instead is looking at video-games based on the visual perception of signs between gamers and game developers and the marked signs which makes the difference in the genre of video-games. Also considering the possible world of each video-games based on the perceptions of games and game developers.

1.3 Significance of the study

Caldwell (2004) mentioned in his researches that it is not possible to consider video-games as a unified field because of the different representational aesthetics but Apperley (2006) states that in video-games it is important to look at it each game as a combination of various genres. At the same time Apperley (2006) suggested that "what is lost in the understanding of genre in purely visual terms in relation to video-games is a notion of the various other generic features that can serve to both recognize similarities between games and to mark key distinctions" (Apperley, 2006, p.19).

Although there are some similarities between video-games and other mediums in the case of genre nevertheless Crogan (2004) mentioned that the main feature of this "movement" is creating the issue of the easy claim of narrative theory to new media (Crogan, 2004, p.13). According to ludologists the narratives are not enough to understand video-games and it needs deeper understanding and ambivalence from scholars towards the field of new media. Cubitt (2002) believes that narrative is one possibility in organizing the new media and the structure and use of new media inspires a system of organization.

As King and Krywinska (2002) pointed out, the changes from narrative studies has effected current cinema studies and the study of video-games. Newman (2004) and Consalvo (2003) mutually are against the idea that entirely the meaning in games is not coming from context and they believe that video-games also can be understood as an intertextuality of other media texts and also the experiences of games. On the other hand, Aarseth (2004) considering that it is not possible to understand the games intertextually. Whether, by negotiation, and through understanding of, other video-games they are understandable. Consalvo (2003) states that "they do not […] discard knowledge of all other media while engaging with a primary text. Rather, they approach all of these media intertextuality with knowledge of all informing all of their actions" (Consalvo, 2003, pp.331-332). Newman (2004) supported this idea and states that:

> Videogames do not exist within a vacuum. Rather, they reside, are produced, and are encountered within a web of intertextuality in which explicit and implicit references to other media forms proliferate in videogames, and in which videogames are referred to aesthetically and stylistically within other media. As such, advertising and marketing materials, not to mention the various and extensive tie-ins and spin-offs such as movies and cartoons, must be considered alongside the content of the game. (Newman, 2004, pp. 57-58)

As a result of this section, based on the ideas of narratologists, video-games should be analyzed and studied based on the narratives and according to ludologists, video-games must be analyzed in the act of playing them, the players and the culture of it. Therefore, both do not apply to the concern of this thesis which is focusing on visual perception and the possible world of video-games.

As mentioned in the introduction section of this chapter, the genres of video-games and understanding the way of the divisions has an important effect on the economy of video-games. Since the video-game designers use the signs in order to create the game, the perception of the consumers are a more significant factor in the classification of genre in games. Since the majority of the gamers are following certain genres, knowing the marked signs in each genre is significant. The philosophical background of this thesis and by using the visual perception of signs brings the theoretical part in an applied analysis. Also this thesis bring the world of each video-game on a continuum to see the marked signs that causes the possible world of a video-game to be placed either far or closer to the real world.

1.4 Method of the Research

The research method selected for this thesis is the qualitative research method. This study selected pragmatism because it suits the research problem in an applicable way. Goles and Hirschheim (2000) used pragmatism in information systems and other researchers after that (Agerfalk, 2010; Baskerville and Myers, 2004) continue the same pattern. As "The emphasis by these scholars is that information systems is often seen as a pragmatic discipline with a prominence on practical research, theory and practical implications" (Mkansi & Acheampong 2012, p.279). Which means the practical part of the theory and research is important.

James (1907/1995:, p.18) explained pragmatism as "to interpret each notion by tracing its respective practical consequences". Also, Iaydjiev (2013, para 9) clarified that "explanations are aimed at understanding our complex reality, while as James' coherence theory of truth sees theories just as useful instruments. Thus, ideas are truly provided that they help us incorporate and link new experiences within our existing stock of opinions with minimum disturbances and clashes with other vital benefits".

The main research method of this thesis is inductive which means the hypothesis of this research will come at the end of data analysis, as a result of the observations (Goddard & Melville, 2004). Thomas (2006) mentioned that the inductive approach delivers an "easily used and systematic set of procedures for analyzing qualitative data that can produce reliable and valid findings" (Thomas, 2006, p.237).

Qualitative research method is the general method for gathering and analyzing data for this research which allows "the researcher to analyze a phenomenon using individuals' experiences and perceptions of the phenomena" (Soiferman, 2010 p.16).

Based on the research questions, which is focusing on the perceptions of gamers and designers, qualitative research method is the most suitable method in order to have deeper and better understanding. By the nature of this research two sampling techniques were used. Firstly, 9 video-games were selected from the PC platform during 2017-2018 (Valve, n.d.) period which were selected based on purposive sampling technique from different genre/sub-genre from the steam chartings. For having the interviews 10 video-game designers were selected with liner snowball sampling technique. Since the researcher is also a gamer, judgmental sampling

technique was used from an application for voice communication called Discord, which is frequently used by many gamers. This was the way 10 gamers who participate in this research were selected.

Before having the interviews with video-game designers, a 5 minutes game-play footage downloaded from YouTube of each video-game was sent to the interviewees however all gamers already played all the games which allowed to avoid biases, which might have occurred through explanation of the video-games. For the selection of the gamers purposive sampling technique was used. Semi-structured interviews and open ended questions were the path followed in order to conduct the interviews and gather the data. After all the information was gathered from interviewees, putting the data into a theme was the next step of the research. For each group of interviewees, which were gamers and designers, separate questions were designed that are mentioned in chapter 3.

1.5 Limitation of the Study

This research has limited the corpus into 9 video-games that were selected from the PC platform during 2017-2018 (Valve, n.d.) period based on different genre/sub-genre from the Steam Chartings. PUBG [=Player Unknown's Battle Ground], Just Survive, GTA-5 [=Grand Theft Auto 5], WOW [=World of Warcraft], DOTA 2 [=Defense of the Ancients], Eve Online, Rocket League, The Talos Principle, and Cookie Clicker, are the names of the video-games which are the corpus of this thesis.

Having the interviews through the use of a programs called Skype and Discord was the only possibility in order to have 10 video-game designer and gamers who played all of the games related to this research. In order to avoid biases which explaining the

video-games would create, purposive sampling technique was selected which is not generalizable and therefor is another limitation of this research.

1.6 Thesis Content

This thesis is structured with five main chapters. Chapter one is an introduction to the thesis topic, which is introducing the problem statement, aim of the study, significance of the study, assumptions, method of the research and limitations of the study as sub-sections. Chapter two focuses on the literature review that is sub-sectioned in ten main section. Sub-section one is explaining the communication and cultural studies for this thesis. The next subsection is about the history of sign and introduces the two founders of it in modern times, Saussure and Peirce. And the next section is discussing the two ways of looking at the sign. Sub-section four is about the selection and combination axes. Sub section five talks about the reality and virtual as well as reality world and virtual world. Sub-section six is about the possible world and the history of it including different scholars' and their ideas about the possible world. The seventh sub-section is about the video-games and the ideas of genre and sub-genre in video-games. Explaining the definition of each genre in video-game is under the same sub-section. Also the economy of video-games as hole and from this study are discussed within this section. The eighth sub-section is about the human perception. And visual perception is the ninth subsection. Which include the multimodality in visual perception and final subsection is a summary of the literature review which explains the connections between each section and sub-section of this thesis and the main purpose of this study. The third chapter explains the methodology used, which includes the research method, research procedure, research approach, sampling method, and data collection. Chapter four belongs to the data analysis, in this chapter after a review of the research method each video-game is explained and then the data gathered from the interviews is

discussed in detail. The last chapter, chapter 5 is the conclusion of this research, which also includes suggestions for further researches.

Chapter 2

LITERATURE REVIEW

Conducting research and finding the research gap needs a thorough examination of the existing literature. In this section the previous researches are summarized in order to have a brief knowledge of what will be researched so as to explain and clarify the research gap this chapter is looking at the communication and cultural studies regarding the importance of the cultural changes in video-games and how the video-games are shaping the cultures of the players. After that the concept of sign and marked signs will discuss in order to have a better understanding of the marked signs in each genre of video-games. Subsequently the axes of paradigmatic and syntagmatic, selection and combination will be defined and explained. The idea of possible world is the next section of this chapter and is followed by the definition of video-game and the genres of video-game which is explaining the categories and divisions of genre in video-games. The economy of the game and the human perception and visual perception are the last two sections of this chapter. Lastly in the end of this chapter explanations to the relativity of these sections and the purpose of this thesis is clarified.

2.1 Communication & Cultural Studies

The definition of Communication & Media Studies is important and at the same time complicated however in a nutshell the explanation is possible to word as communication is the interaction by mutually recognized signals. According to Hartley (2004, p. 32) "it was an aspect of virtually all human and quite a bit of non-human

activity, it seemed appropriate for an academic discipline founded in its name to harbor similar ambitions". Therefore, communication studies began to explain humanity to itself.

In *Culture and Society* (1958), there was a request that culture should be accepted as ordinary instead of high and noble by author Raumond Williams. Each and every culture has their own way, purpose and own meanings which are conveyed in their arts, institution and learning. When it comes to societies creating and conserving them is based on finding common meanings and objectives. There are two parts that cooperate with each other for this process: The first one is traditional which consists of known meaning and forms and the other is the creative active search for new meanings and objectives. Culture encompasses these two parts which function in the whole society and each individual of that society. Williams extended his clarification about his views and fosters a theory for the relation between culture and technologies which was published in *Television: Technology and Cultural Form* (1974).

Although mainly most research is focusing on the influence information technologies have on societies. William takes a new point of view against the one-way perspective at that time. He stated that media aren't solely determined by technologies and they are also influenced by culture form which is brought forth by social change cultural perceptive.

In Williams' (1974, p.153) view, "technology does not function external to the development of meanings and practices in a society, and neither is it dictating them. It

is a factor within and at the same time a result of the continuous debate and amendment which leads a culture in a certain direction."

In 1958, Roger Caillois publishes Les jeux et les hommes, in which he focus on children's play and investigates the phenomenon of play in an anthropological point of view. Furthermore, he also included games of chance, sports, dance, rites and etc.

In *Homo Ludens: a Study of the Play Element in Culture* (1938/1949), Johan Huizinga approximately twenty years earlier vexingly claimed that culture as a whole is the creation of the humans desire to play. According to him, it is evident that attempting to define culture merely to the principle of play would be a "rash and probably fallacious undertaking" (1938/1949, p. 66). What he doesn't acknowledges is that games could serve as a cultural indicator, or that it could be an object to better understand the culture's semantic patterns and offer an hint to the "preferences, weaknesses, and strengths of a given society at a particular stage in its evolution" (1938/1949, p. 83).The games chosen to be played in a given culture reflect its "tendencies, tastes, and ways of thought that are prevalent, while, at the same time, in educating and training the players in these very virtues or eccentricities, they subtly confirm them in their habits and preferences" (1938/1949, p. 82).

Games date back to the ancient eras human and is deeply weaved into our history (Radoff, 2010) and so they are an essential part of all cultures. Thus, the reason for games being of the oldest way of human social interactions. Huizinga (1938) said that games are a main form of creating the human cultures. Huizinga(1938) saw the games as something that "is older than culture, for culture, however inadequately defined,

always presupposes human society, and animals have not waited for man to teach them their playing" (Huizinga, 1938/1949, p.1) He believed that games are the starting point for multifaceted human activities such as language, law, war, philosophy and arts. Based on this explanation, the importance of games in human societies is clear and not ignorable that games, throughout the history, have an important effect on the culture of the people. Similar to other communication technologies, games also changed and transformed in time and developed.

Similar to the other communication technologies like television, video-games are also a technological interceded experience, without considering age, gender, religion, culture or geographical territories which is supported by a large variety of people (Bolter & Grusin, 1999). Moreover, "videogames, as television, have the ability to create enjoyment and to generate pleasure" (Fiske, 1989, p.85).

The French anthropologist Claude Lévi-Strauss was using the same method as linguistics but for non-linguistics materials and he "sets out to identify the genuinely constitutive elements of what appears at first sight to be an apparently disparate and shapeless mass of phenomena" (Hawkes, 1977/2003, p.21). He seeks to understand the elements of cultural behavior, ceremonies, marriage laws, methods of cooking, totemic systems, and etc. in the structuralism approach. This means that the contrastive relationships of the units with each other that make their structures are similar to the 'phonemic structure' of languages.

This thesis also seeks to use the same method as structuralism by breaking the complexity of the video-games genre and see the visual.

2.2 History of Sign

Danesi (2004, p.4) define sign as "[a] sign is anything-a color, a gesture, a wink, an object, a mathematical equation, etc.-that stands for something other than itself". The word "semeiotics" was created by Hippocrates (460-377 BC), the founder of Western medical science, which is known as the science of symptoms. For Hippocrates the symptoms, was a semeion that is the Greek word for a physical 'mark' or 'sign' (Danesi, 2004). After Hippocrates, Plato (c. 428-c. 347 BC) talked about sign indirectly and he claimed that human beings were "deceptive things that did not stand for reality directly, but rather as mental idealizations of it" (Ibid p.7).

After Plato, Aristotle also talked about sign, revealing the difference between natural and conventional signs. Nevertheless the first real sign theory is based on the idea of St.Augustine (AD 354-430). He created a distinction of natural signs as that is found in nature. "He also emphasized that the whole process of understanding what signs mean is partly based on social conventions and partly on individual reactions to them" (Ibid pp. 7-8). Until the 11th century no one else talked about sign as a science to study and by the idea of Scholasticism who believed that "signs captured truths, not constructed them" (Ibid), after that scholars started to reapply the study of semiotics. After John Duns Scotus (c.1266-1308), William of Ockham (c. 1285-c. 1349) and St. Thomas Aquinas (1 225-1 274) mentioning the study of signs conversely it took approximately four more centuries before John Locke (1632-1704) brought the proper study of signs into philosophy. Then again his philosophical ideas stayed untouched until the late 19th century, which then the Swiss linguist Ferdinand de Saussure (1857-1913) and the American philosopher Charles S. Peirce (1839-1914) started to

reintroduce their version. Until this point of time, sign was considered always something, standing for something other than itself.

2.2.1 Saussure and Semiology

Ferdinand de Saussure, was a Swiss linguist (1857/1913) and in his *Course of General Linguistics* (1916), he stated that a sign is the combination of a 'signifier' (significant) and a 'signified' (signifié). According to Saussure (1983, p.66):

> A linguistic sign is not a link between a thing and a name, but between a concept [signified] and a sound pattern [signifier]. The sound pattern is not actually a sound; for a sound is something physical. A sound pattern is the hearer's psychological impression of a sound, as given to him by evidence of his senses. This sound pattern may be called a 'material' element only in that it is the representation of our sensory impressions. The sound pattern may thus be distinguished from the other elements associated with it in a linguistic sign. This other element is generally of a more abstract kind: the concept.

For Saussure and the structuralists following his view, the sound image (signifier), and the concept (signified) are psychological (Saussure, 1916/1983, pp.12, 14-15, 66). Also, both signifier and signified are not physical (Chandler, 2007). Saussure (1916/1983, p.111) stressed that, "signifier and signified were inseparable as the two sides of a piece of paper". Jakobson (1963, 1990) explained Saussure's approach in a way that it is impossible to have a meaningless signifier or formless signified.

Saussure also talked about the 'value' of a sign and he stated that it is not 'absolute' and it is dependent on the context (Saussure, 1916/1983). He believed a sign is more than a combination of signifier and signified and must be studied in a system of signs.

Saussure focussed on the linguistic signs and he believed that "a language, as in every other semiological system, what distinguishes a sign is what constitutes it" (Saussure, 1916/1983 p.119). Chandler (2007) explained Saussure's approach stating that language is a functional system based on differences and oppositions. According to Sturrock (1979 p.10), "a one-term language is an impossibility because its single term could be applied to everything and differentiate nothing; it requires at least one other term to give it definition".

According to Saussure, language is the most important sign system and that's why he was focusing on the linguistic signs. According to Saussure and Saussureans, "there is no necessary, intrinsic, direct, or inevitable relationship between the signifier and the signified" (Nusselder, 2013 p.20). Saussure clarified the 'arbitrariness' of the sign which is between signifier and signified and he mentioned that "there isn't any connection between signifier and signified whether inherent, essential, transparent, self-evident or natural connection" (Saussure, 1916/1983, p.120).

Based on the idea of arbitrariness given by the Saussureans, the connection between signifier and signified is 'conventional', thus is based on the social and cultural agreement or conventions and it has to be learned by individuals. As Saussure mentioned, linguistic signs "a word means what it does to us only because we collectively agree to let it do so" (Chandler, 2007, p.28). As a result, Saussure (1916/1983) stressed that "[s]ign which are entirely arbitrary, convey better than others the ideal semiological process. That is why language is the most complex and the most widespread systems of expression, which has the most characteristic of all" (Chandler, 2007, p.68).

2.2.2 Peirce and Semiotics

Nearly at the same time as Saussure was teaching the structure of linguistic signs in his courses. In America, Charles Sanders Peirce was also working with signs. Peirce is known for the philosophical structure called pragmatism. In a very brief explanation, pragmatism means any theory is important while it depends on a practical effects. Peirce also regulates the model and the classification of signs or what is also called "semiotics". He presented a triadic model which is different to Saussure's model. Saussure's model was 'self-contained dyad', but Peirce model was based on three parts which are the object, the representamen and the interpretant. Danesi (2004) explained Peirce's model of the sign as:

> Peirce called the sign a *representamen* and the concept, things, idea, etc., to which it refers the *object.* He termed the meaning (impression, cogitation, sense, etc.) that we get from s sign the *interpretant.* These three dimensions are always present in signification. Thus, the Peircean viewed the sign as a triadic, rather than binary, structure (Danesi, 2004, p.26).
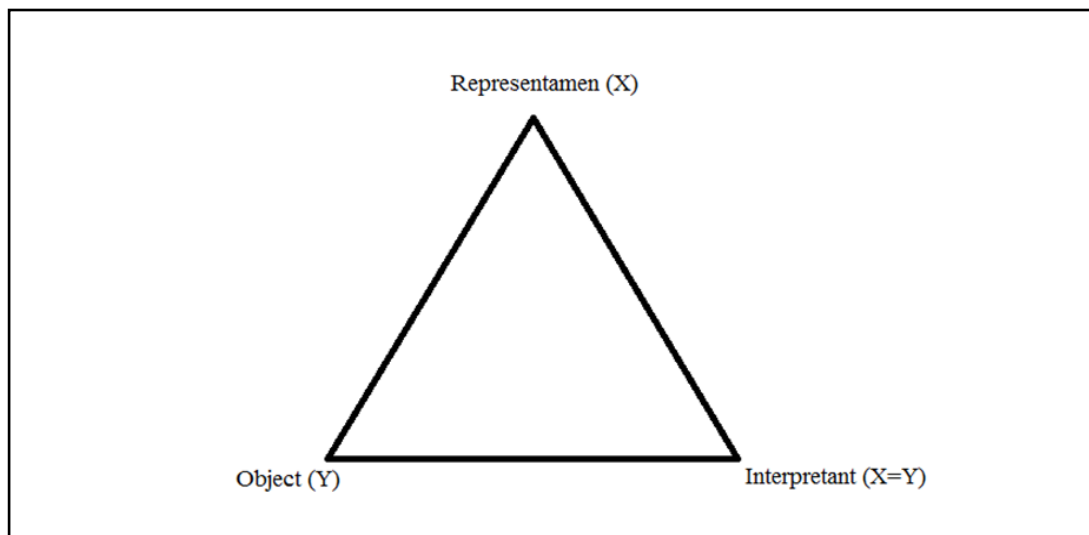
Figure 1: Peirce Triangulation of signs (Danesi, 2004, p.26)

There were a number of philosophers before and after Peirce that used triadic models with different relation between the angles. Some of these were Aristotle, the Stoics

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(c.250 BC); Boethius (c.500); Francis Bacon (1605); and Gottfried Wilhelm von Leibniz (c. 1700) Edmund Husserl (1900); Charles K. Ogden and Ivor A. Richards (1923); Charles W. Morris (1938) (Chandler, 2007). Peirce acknowledged sixty-six sorts of signs nonetheless, just three of those are still usable in many semiotic works today. These are called *icons, indexes*, and *symbols*.

In Figure 2, Danesi (2004, p.27) clarifies these signs and the relation between the sign and its referent;

Sign type	relation between the sign and its referent	example
icon	The sign is designed to represent a referent by simulation or resemblance (i.e., the referent can be reseen, reheard, etc., in the icon)	Drawings of all kinds (Charts, diagrams, etc.), photos, onomatopoeic words, etc.
index	The sign is designed to indicate a referent or to put referents in relation to each other	The pointing index finger, adverbs such as *here, there,*

		pronouns such as *I, you, he*, etc.
symbol	The sign is designed to encode a referent by convention or agreement	Social symbols such as the rose, math symbols, etc.

Figure 2: Three Types of Signs (Danesi, 2004, p.27)

Icon exist in all kinds of human representations and in today's life it is functioning in a massive range of social functions. For instance, icons are available in posters, video-games, computers also have a small icon of computer on the desktop screen. Index exists in all kind of representational behaviors and it's based on 'cause and effect' and Peirce advert to the object of the sign as a substance. Symbols are also standing for their referent in a conservative way. To interpret a symbol, the background knowledge is necessary because there is no direct or indirect relation. For example there is no relation between the countries and their respective flags and in order to understand these flags background knowledge is needed.

Until this section, the explanation of the ideas of the two founders that formed the science called semiotics and/or semiology in modern time was discussed. Of course many semioticians after that tried to elaborate this scientific field of study however without considering the ideas of these two founders of modern semiotics/semiology,

it is not possible to go any further. In the next section of this chapter the works of other semioticians which came after these two founders will be briefly explained.

2.3 Post-Semiotics/Semiology

The word 'semiology' is usually considered as Saussure's term and is used by the scholars who follow Saussure's approach of sign and sign system. Scholars such as Barthes, Greimas, Lévi-Strauss, Kristeva, and Baudrillard. Even though they were from different fields of study they persued the structuralism point of view. However, 'semiotics' mainly relates to the Peircean tradition and scholars like Morris, Richards, Ogden, and Sebeok continued this approach. That's the reason the word 'semiology' mostly emphases on textual analysis, but, 'semiotics' adverts to a more philosophical works. Although semiotics in modern works basically is identified by structuralists however it did not limit itself to a theory and methodology of structuralism and eventually in the late 1960s some linguists and semioticians criticized some approaches of structuralism and post-structuralism has risen out of this discussion. Structuralists semioticians framed signs into some forms yet, post-structuralists criticized the structure of structuralism by abandoning the path of structuralism.

Scholars from both structuralism and post-structuralism approaches have an important and significant role in the study of semiotic. Scholars such as Greimas in 1960s founded the Paris School of Semiotics which had Husserl, Barthes and Greimas as members. Paris school called semiotics a 'theory of signification'. Greimas (1966; 1985; 1987) focused on the textual analysis and his methodology was built on units of meaning. Barthes (1957/1987; 1975; 1977) was also focusing on intertextuality and both Barthes and Greimas moved from a structuralism approach to a post-structuralism approach.

Morris was following the Peircean approach of sign and he defined semiotics as "the science of signs" (Morris, 1938, p.2). Morris considered animal signs of communication into semiotics and he separated semiotics into syntax, semantics, and pragmatics. Morris called the representament as a 'sign vehicle' (Morris, 1971).

Sebeok (1972) was also considered the Peircean approach and he was influenced by Jakobson and Morris. He introduced the term 'zoosemiotics' to the field of semiotics. Jakobson and Eco also had an important role in semiotics. Jakobson was a linguist and for the first time he used the term 'structuralism'. He was members of Prague schools and also associated with the Copenhagen school. From 1950s, he was affected by Peirce semiotics and his work later influenced Lévi-Strauss and Lacan.

Eco was another semiotician and in his *Theory of Semiotics* (1976) book, he "combines the structuralist perspective of Hjelmslev with the cognitive– interpretative semiotics of Peirce" (Eco, 1999, p.251).

There are a number of semioticians who are working on semiotics such as Danesi (2004), Chandler (2007), Batu (2012), Safavi (2015), Seraphine (2014), and Bloomberg (2018) from different background but all and many others have an important affiliation on elaborating this field of study.

2.4 Selection & Combination Axis

De Saussure (1916/1983) introduced the two axes used in language, which are known as the paradigmatic axis and the syntagmatic axis. Culler (1976, p.60) explains Saussure's view in such a way that the "Paradigmatic relations are the oppositions between elements that can replace one another...Syntagmatic relations define

combinatory possibilities; the relations between elements that might combine in a sequence". Oxford Concise Dictionary of Literary Terms (2001, pp.182-183), define a paradigm as:

> A set of linguistic or other units that can be substituted for each other in the same position within a sequence or structure. A paradigm in this sense may be constituted by all words sharing the same grammatical function, since the substitution of one for another does not disturb the syntax of a sentence. Linguistics often refers to the paradigmatic dimension of language as the 'vertical axes of selection.

And the definition for syntagma is as follows (Ibid p.255):

> A linguistic term designating any combination of units…which are arranged in a significant sequence. A sentence is a syntagm of words. Language is said to have two distinct dimensions: the syntagmatic or 'horizontal' axis of combination in which sequences of words are formed by combining them in a recognized order…The syntagmatic dimension is therefore the 'linear' aspect of language.

Jakobson (1973) used these two axes for formulating the two processes of selection and combination as the main functions of the linguistic units. The term 'selection' insinuates the way of selecting units from the paradigmatic axis; and the term 'combination' insinuates the process of combining these selected units on the syntagmatic axis. Jakobson believed that these two processes are in the nature of human beings and the human perception is limited to these two processes. In other words 'selection' and 'combination' processes are a universal process of human nature and is used to explain every creation of human beings.

As a conclusion, all possible worlds which are made by humans are the consequence of these two processes called selection and combination of units from the real world and creating another world different from the real world.

The next section of this research looks at the importance of possible worlds and the history of possible worlds will be elucidated to have a better understanding of the selection and combination processes in the creation of possible worlds.

2.5 Reality Vs Virtual

Within this section of the literature the main focus lies on the definition of reality, the historical background the philosophical term "reality" followed by the differences between the concepts of reality and virtual. In order to clarify and better grasp 'reality' and 'virtual' the context of the real world and virtual world play an importance due to the fact that considering the world of reality and the virtual complicates the definition of these two term.

The roots of the notion of 'reality' and its historical background dates back to the time of the ancient Greece. The person that is generally acknowledged to be the founder of the realist view was Plato. Although Plato and Aristotle had a big difference in understanding the term 'form', both agreed that 'form' in the sense of universal is something that is real. The most common interpretation of Plato's work is that he considered universals as the real things (forms or ideas) separate from their instances (particular objects) and completely impartial of human understanding. Meaning that; a particular object only has a deceptive, temporary and illusionary existence thus does not possess a real existence. So what really exists is the innate form or idea and these are a state, a function or a meaning. Particular objects are an imperfect copy of the ideal form (Murphy, 1992).

2.5.1 Virtual World Vs Real World

From this stand point, "the sensory world of experience has no reality however the eternal world of form has reality"(Watanabe, 1985). Actually Plato introduced this

notion of form primarily to the domain of abstract concepts such as goodness, bravery, loyalty, and so on, also for the mathematical concepts such as numbers and geometric shapes and the utilization of this to concrete objects such as a car, wheel or bottle might be an over-broadening and extending of his notion. As Watanabe (1985) explained the Plato's notion: "The Form is not a perfect object in the best of worlds but rather the essential nature or functional meaning of the objects covered by the same name" (Watanabe, 1985, p.47). In this case, as Murphy (1992) explained:

> "the interpretation of Form as a universal is not quite appropriate, and ironically, may owe more to an Aristotelian interpretation of Plato than to Plato himself. Not surprisingly in view of the idea of an eternal world of Forms, in modem parlance the term Platonist is usually associated with the reality or truth of abstractions particularly mathematical ones such as numbers, sets, or propositions etc". (Murphy, 1992, p.35)

When we look at conceptualism universals are the thoughts or ideas that are constructed by the mind. Although Plato had rejected this notion as an explanation of why the world is what it is and he claimed that his forms explained how the world is what it is. These ideas came to the flourish in the 17-18th centuries and mostly correlated with empiricists like Locke, Berkeley and Hume. Locke was writing in his "Essay Concerning Human Understanding" (quoted in Watanabe, 1985, p.52) and claims that:

> General and universal belong, not to the real existence of things, but are inventions of the understanding, made by it for its own use, and concern only signs, whether words or ideas ... Words are general when used for signs of general ideas and so are applicable indifferently to many particular things; and ideas are general when they are set up as the representatives of many particular things. But universality belongs, not to things themselves, which are all of them particular in their existence ... [when] we quit particulars the generals that rest are only creatures of our own making, their general nature being nothing but the capacity they are put into the understanding, of signifying or representing many particulars.

From the quotation above, two points are imperative in this section. First is that the universals / concepts / generalizations are fabrications of the mind that are equal to symbols or can represent symbols which is Locke's way of using it for the term 'signs'. Moreover Locke (1974) points out the use of general ideas as an abstraction which is excluding all the particular ideas of individual particular objects which have no common relation with the objects.

Subsequently from Plato there is the idea of 'form' which calls attention to the properties (predicates) and the functions over substance (Rosen,1978), and that the real existence of particular objects is discarded. This brought forth that perception also encompasses the relationships between groups of observations and/or measurements of predicates. By this there is no other way we can come to know anything. According to this what is perceived by our senses are not the objects or data from our sense, but merely observations based on the experiences from similar observations which happened previously (Rosen, 1985). As Murphy (1992, p.40) mentioned:

> In modem parlance, this view [Plato's view] is in essence that perception involves the communication of signals, and the processing of these signals so that decisions can be made on the basis of them. The nature of these decisions is not determined by the properties of the physical world alone (that is, the existence of objects with given properties), but by the nature of the perceptual system whose structure is compatible with a particular physical world, and whose particular decisions about what is to be perceived, are triggered by signals from this world.

In the current time and by the rise of video-games and the concept of virtual world, these two term, real world and virtual world, or reality and virtual reality stands in front of each other but the line in between is so blurry that each of these terms needs clarification. It's not unusual for articles to use a term to describe a single application with more than one term (for instance, Richard and Taylor 2015). Although

Ghanbarzadeh et al. (2014) regarded virtual worlds as a subset of MUVE (multi-user virtual environment) others labeled it to be an immersive virtual world (McArdle and Bertolotto 2012), a social virtual world (Jarmon and Sanchez 2008), a virtual environment (Singh and Lee 2009), and yet again the term virtual environment was correspondingly used to label Facebook by Minocha et al. (2010).

The most conventionally used definition of virtual world in the current literature is described by Bell's which was cited over 500 times. "A synchronous, persistent network of people, represented as avatars, facilitated by networked computers" (Bell, 2008, p.2). Within this definition there is a key element that separates the virtual worlds apart from other technologies and this key element is avatars. Bell's definition put up a well-defined distinction between the avatars that are used on as a representation of the users such as on Facebook and avatars used in virtual worlds. Avatars representing users are a static representation of the user on a website but avatars in virtual worlds the avatars have intervention. Nevertheless, it lacks clarification if multiplayer games that have all the features discussed above in the definition are to be considered virtual worlds or not (Grivan, 2018).

Even though this is the most conventionally used definition, many authors offer a depiction of the virtual world or extend the definition in numerous ways, yet again we see inconsistency within the literature even in the descriptions of the same application. Similarly, when we look at Webber(2013) he is one of the authors that draw attention to the economy of Second Life. Second Life has its own economy with its own currency that has an inconsistent exchange rate against the US dollar which can/ is

used to purchase items, goods and services in-world. Nonetheless not all virtual worlds have this type of economy that user need to use in order take part in this virtual world.

Girvan (2018) believed in order to have a definition of the virtual world, first need to define the 'world' and then 'virtual'. As he mentioned:

> The definition of a world comprises three key ideas: (1) A shared space which is inhabited and shaped by its inhabitants. (2) Experiences and interpretation of those experiences are not fixed but mediated through our physical bodies and psychological responses. (3) Through our physical bodies we move about the shared space, interacting with objects and others, with whom we construct a shared understanding of the world at that time… in the area of technology enhanced learning, virtual is used to describe a simulated experience. This gives a sense of something that is almost real, something which is perceived to exist, but lacks physical properties beyond the screen. (Girvan, 2018, n. p.)

Consequently a virtual world is a simulated environment that meets the framework of a world that is presented above. Conversely, what make a virtual world different from the material or physical world would be the combination of technical features and most notably the avatar that the users are provided.

Following the explanation and descriptions of the real world and the virtual, two notions from the user experience are considered to be important elements for a virtual world. These two element being a sense of presence and shaping the world. In the literature presence is often used as the feeling of being in a shared space and co-presence is being used as being in a shared space with others which the user can interact with (Boughzala et al. 2012). The other experience which is connected to the sense of presence is immersion. Although in the use of virtual worlds in education is often citing immersion as one of the reasons (Grenfell and Warren 2010). Brown and Cairns (2004) advocated that total immersion will result in the loss of awareness in

connection to the physical world. According to this the sense of presence is a component and the immersion is the product according to that experience Girvan (2018). The second component mentioned earlier was the shaping of the world which refers that the user of a virtual world is both a consumer and a producer of content. This type of users are described as prosumers by Fisher (2010) and these are users who make use of the tools and infrastructure to create content for others to consume.

After all, it is possible to come to the conclusion for a definition of virtual world as Grivan (2018) mentioned:

> Shared, simulated spaces which are inhabited and shaped by their inhabitants who are represented as avatars. These avatars mediate our experience of this space as we move, interact with objects and interact with others, with whom we construct a shared understanding of the world at that time. (Grivan, 2018, n. p.)

As a recap of this section the focus was on the concept of reality and real world that is one way or another standing in front of the virtual world concept. The next section will be focusing on the idea of possible world and discuss this term for a better understanding of the concepts.

2.6 Possible Worlds

Video-games created in an imaginary world. The game developers are creating a world and the gamers are playing in that world. This world called possible world because of the old history and literature behind this concept. This possible world can have the characteristics of the real world that currently exist or doesn't have anything which is exist. In this thesis, this notion will analyze in order to understand the signs that makes the world of each video-game close to the real world or far from it.

The notion of different worlds is one of the most multifaceted and at the same time flexible ideas in the history. Therefore, from ancient Greek and religious perspective until the new practices of digital communication techniques, humans have constructed a certain imagined world of altered natures and possibilities (Maza, 2017).

2.6.1 Narrative and Possible Worlds

From the 1980s until now, the idea of postmodernism had an influence on the traditional notion of linear narrative and its relationship to the idea of possible worlds. Linear narration faced with the Aristotelian construction of beginning, middle and end on one side and the non-linear structures are considering space and time being introduced. Non-linear structures and narrative methods stressed those imaginable stories that never performed in traditional constructions (Branigan, 2002) and created an essential discussion from an ontological viewpoint. "how are these worlds set up and what should be done within them?" (McHale, 1987 p.10; Harvey, 1990 p.48). Simultaneously, Chaos Theory (Prigogine and Stengers, 1984) carried the knowledge of possible worlds to life in the arena of science by stressing the tendency to irreparable chaos and therefore, the refusal of a single and reliable reality in time.

2.6.2 Leibniz and Possible Worlds

Through time philosophers have focused on human beings although after centuries, Leibniz – in *Theodicy* (1710) – that disciplined and talked about true debate on the world's variability and the origin of it as 'the best of all possible worlds'. In the middle of the 20th century, modal logic was dominating Europe and the United States, particularly by the expression of semantics by the American philosopher, Saul Kripke (1963). This new approach completed the classic logic to frame new notions concerning the realities of the world, which was a hard concept to fit into this particular idea. Therefore, the beginning of the modal operators 'it is possible that' and 'it is

necessary that' recognized a scheme of transmissional truths to statements in relation to a kind of possible world. With this notion relations to the states of things that are just real in our reality rather than the realm of the possible world was formed (Maze, 2017).

Maze (2017) summarizes Kripke's approach as Kripke;

> […]introduced some interesting concepts. On one hand, possible worlds establish certain links between each other, called accessibility relations, which allow transitivity between them. On the other hand, possible worlds consist of two fundamental attributes: the complete nature of its structuring – that is, the states of things contained in the world that have been or can be produced according to the rules of the system – and the consistent or coherent nature – that is, that no contradiction exists. (Maze, 2017, p.14).

2.6.3 The Existence of Possible Worlds

Classical Possibilism philosophers such as Russell (1903); Berg (1973); Schnieder (2007) formed a terminological accuracy vital to the discussion on the state of possible worlds. They made a distinction between 'being' and 'existence'. For this group of philosophers, all 'is', but not all 'exists', in the way of 'being present,' 'being actual', which 'is' but it is not 'exist,' or 'is not present,' or 'is not actual', but somewhat can be possible. Due to this, within the group of what 'is,' it is possible to find the non-existent existing objects (Lewis, 1986). Bertrand Russell (1905, p.449) explained the concept of 'being' but not 'existing' in his famous example with Golden Mountains as. "no Golden Mountain exists, though if possible Golden Mountains had existed, indeed they would have been Golden Mountains".

David Lewis is one of the significant possibilism philosophers of our time. Apart from the Leibnizian approach of possible worlds, Lewis's research was about the causes that entitle our world as real, related to all others. Modal realism, mentioned by Lewis (1986), was completely different from the classical possibilism as there is no division between being and existing. According to Lewis, everything exists. But not everything that exists, happens or may happen today. Which means, all possible worlds essentially exist, but just some of them exist in the present time.

2.6.4 The Modal Logic of Possible Worlds

The modal logic that Kripke talked about, is the convenient relationships that permit the movement among one possible world to another if certain circumstances are encountered. As Maze (2017, p.27) explained with his example. "If Peter passes the entrance exam he may attend university, while if he fails, he does not complete the accessibility relation between the actual world–Peter is studying at the institute–and the possible world – Peter is studying at the university".

The theoretical transmission of ease of access relationships to the dominion of fiction might not be just literal and formal loan, therefore disregarding that the real user used an imaginary world as Eco seems to do (1979, p.231). "The access of a fictional world is not comparable to the transfer of the actual world to a possible one from reality since this would be equivalent to comparing, rather grotesquely, both worlds at an ontological level" (Maze, 2017, p.29). The only connection between the real world and the possible one is created by a semiotic system. This can be literal or audio-visual, just because of the explanatory part being involved in the mimetic procedure of creating a possible world.

Figure-1, by Ryan (2015, p.73) shows the preconfigured content in a pragmatic and semantic context, similarly the receivers also use their definite context to use this content and interpret it (Iser, 1987).
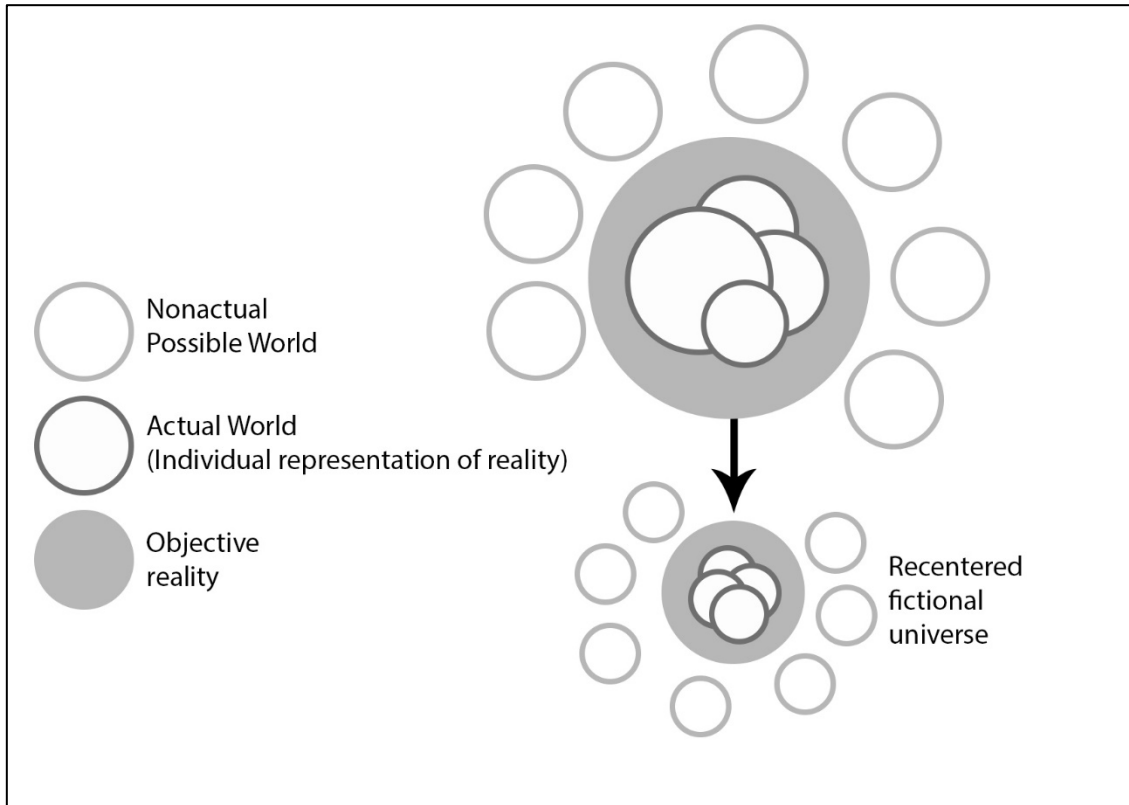
Figure 3: A recenterable possible-worlds system. Source Ryan, 2015, p.73

These relations indicate that possible worlds are independent nevertheless not independent of the reality in which they are nourished (Moser, 1984; Wolterstoff, 1980). Also, "the physical and real inaccessibility between our world and fiction also implies that the semiotic transfer forces a transformation of content, an intentional shaping that is explained, as we just saw, through the concept of Lewis' counterpart" (Maze, 2017, p.60).

2.6.5 Possible World of Video-Game

In 1991, Marie-Laure Ryan, had the main affect by his book *possible worlds, artificial intelligence and narrative theory* to change the philosophical approaches of the concept of possible world into digital and ludic concept of video-games. Ryan suggested an application of possible world in the digital parts however, if it is not concentrated on the video-games. After this, Julian Kucklich (2002, 2003) focused on the reconsideration of the electronic games from the semiotics approach and by concentrating on the intertextuality and transtextuality. The Kucklich's approach towards video-games and the possible world of it although the practical application of it was not suggested. However, in 2004 Massimo Maietti used semiotics approach and he suggested few practical categories by considering Eco (1993) model.

The recent works about possible world are made by Jan Van Looy (2005) which discuss between ludologists and narratologists and he derived game analysis from fiction genre. And finally, Rocco Mangieri (2011) suggested an analysis of virtual environment by using the semantics by Dolezel (1999).

In 2017, Maza considered the possible world of video-games from ludic fiction and he suggested that it must include three aspects:

> The relationship between fiction and game rules, the structure of worlds and the interactive progression and finally, the question of the user. It is precisely in this academic context, in which the first defining traces of video-game worlds begin to be outlined, where our approach is framed (Maza, 2017, p.98)

Based on these explanation about the possible world and by considering the history of it and different ideas and approaches towards it, the next section of this thesis focuses on the video-games to give better and deeper explanation about the genres and sub-

genre and the connection between different possible world of each genre of video-games.

2.7 Video-Games

According to Zimmerman (2004, p.67) "[p]lay is the free space of movement within a more rigid structure. Play exists both because of and also despite the more rigid structures of a system". Zimmerman (2004) describes play with three categories: game play, ludic activities, being playful. According to Kramer (2000, p.38):

> Such a concept, we felt, seemed to be tolerably well defined in the following terms: play is a voluntary activity or occupation executed within certain fixed limits of time and place, according to rules freely accepted but absolutely binding, having its aim in itself and accompanied by a feeling of tension, joy and the consciousness that it is 'different' from 'ordinary life' (Kramer, 2000, p.38).

Maze (2017, p.73) described video-games as "just like other audiovisual mediums, have configured their fictional characteristics, uses and practices from changing social and cultural contexts". Newman (2004, p.58) also gave a description of video-games as:

> While scholars identify a range of social, cultural, economic, political and technological factors that suggest the need for a (re)consideration of videogames by students of media, culture and technology, here, it is useful to briefly examine just three reasons why videogames demand to be treated seriously: the size of the videogames industry; the popularity of videogames; videogames as an example of human-computer interaction.

In fact, in the context of studying, games have a disciplinary argument on if video-games can tell stories or not. This conflict created two groups of academics the so called "ludologists – who saw Narratology as a threat to the establishment of a new discipline that made video-games the central objects of study and on the other hand,

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the narratologists who considered video-games yet another medium that participated in the ecological system of traditional narrative" (Maze, 2017, p.84).

This research is focusing on a new approach towards video-games based on their possible worlds and investigates how the possible world of video-games can be located closer or further away from the real world. In order to do this the explanation of genre and sub-genre of video game is important in further discussions.

2.7.1 Genres and Sub-genres of Video-Games

According to the Encyclopedia of Communication Theory (2009, p.442) for the definition of genre theory is "[g]enre theory refers to a diverse set of approaches or methods for identifying patterns in, and expectations for, a variety of communicative phenomena". However according to Clearwater (2011, p.41) "it is a method of categorization used to better understand or comprehend a collection of cultural artifacts. However, it quickly becomes clear that genre is used and deployed in a variety of ways by different groups of individuals and that the methods of categorization might vary".

As Alan Williams (1984, p.122) has noted, "genre production tends to be messy and complex while genre studies often aim for simplicity and tidiness". It is possible to conclude from this quotation that we shouldn't expect everything to be fit exactly into a classification of a genres. Neale (2000, p.219) expands this notion by deliberating the relation between a genre's characteristics and individual works:

> … the repertoire of generic conventions available at any one point in time is always in play rather than simply being re-played, even in the most repetitive of films, genres, and cycles…. [Consequently], any generic repertoire always exceeds, and thus can never be exhausted by, any single film.

The main point which holds significance, is the assumptions about the genre. Williams (1984) talked about the genre in film studies, which can also be consider in the game studies. He stated that (Ibid p.124)

> The more promising possibility, for the moment at least, is to return to film history and try to produce individual genre studies with real historical integrity. This would mean (1) starting with a genre's 'pre-history,' its roots in other media; (2) studying all films, regardless of perceived quality; and (3) going beyond film content to study advertising, the star system, studio policy, and so on in relation to the production of films…. We need a corpus of basic studies that don't limit themselves to generalizing from a list of agreed-upon masterpieces. And, crucially, we need to get out of the United States… [as a] cross-cultural approach to the topic might help loosen up the current critical logjam.

However sometimes the terms genre and type or sub-genre stands for each other but there is a distinctive difference between game type and game genre in video-games. According to Grace (2005) by talking about game story, we differentiate game type as a description of game play, and the term, game genre, as a description of the narrative content of the game. Vince (2018) divided the genre of the video games in the general nine genres which are: Action games; Action-adventure games; Adventure games; Role-playing games; Simulation games; Strategy games; Sports games; Puzzle games and Idle games. Each of these general genres of video-games have sub-genres but there are some notable genres that doesn't have a sub-genre. As explained in chapter 1 Vince's categorization for this research was selected however this was a decision made. The same research could be done with any other categorization.

Due to this, Vince (2018) divided the genre and sub-genre of video-games as follows:

- **Action Games:** "Action genre typically put emphasis on challenging the player's reflexes, hand-eye coordination, and reaction time" (Oxford, 2018 n.p.). According to Rollings and Adams (2006) players can also face some tactical and exploration

experiments, but action genre games sometimes need reaction speed and good hand–eye coordination. Furthermore, the player is regularly under time pressure. Action genre of video-game divided into plat-former, shooter, fighting, beat-em up, stealth, survival, and rhythm sub-genres. For the purpose of this research, the video-game called PUBG [=Player Unknown's Battle Ground] selected as the action genre.

- **Adventure Games:** "Adventure games focus on puzzle solving within a narrative framework, generally with few or no action elements" (Bronstring, 2012, p.1). More or less all the adventure genre of game has three main characteristics that are always present. Some sub-genres focus more on one feature more than another. These characteristics are narrative, puzzle, and exploration. The sub-genre of the adventure genre in video-games are divided into: text adventure, graphic adventure, visual novels, interactive movie and real time 3D. For adventure genre of the video-game Just Survive selected.

- **Action-Adventure Games:** The definition of action-adventure game is a game with a combination of features from an action game and an adventure game (Rollins & Morris, 2000). Particularly key elements such as puzzles (Pascal, 2002). Action-adventures needs some of the same physical abilities as action games, but also have a storyline, numbers of characters, a puzzle to solve, dialogue, and other characters of adventure games (Rollings & Adams, 2006). Action-Adventure games have mainly two main sub-genres, which are survival horror and metroidvania. For this genre GTA-5 [=Grand Theft Auto 5] selected.

- **Role-Playing Games:** Role-playing game (RPG) is a genre of video game "where the gamer controls a fictional character (or characters) that undertakes a quest in an imaginary world" (Janssen, 2018, n. p.). Defining RPGs is very difficult because

of the variety of sub-genres that the RPG genre has. The sub-genres of RPG are: action RPG, MMORPG, roguelikes, tactical RPG, sandbox RPG and first-person party-based RPG. WOW [=World of Warcraft] in the Role-playing genre selected.

- **Strategy Games:** According to Ventures (2010, p.1) "a strategy game is any game where the outcome is determined by the choices a player makes. These games are won through tactics rather than force or technical proficiency". The most complete categorization of this genre of video-game divided strategy game into: 4X, artillery, real-time strategy (RTS), real-time tactics (RTT), multiplayer online battle arena (MOBA), tower defense, turn-based strategy (TBS), turn-based tactics (TBT), war-game and grand strategy war-game. DOTA 2 [=Defense of the Ancients] in the Strategy genre selected for this thesis.

- **Simulation Games:** Simulation games are "games that imitate a real-life situation. Another way to think about it is that simulation games attempt to recreate a past event. But games don't always stick to that definition, sometimes they border on fantasy or potential future situations" (Marchelletta, 2018, p.1). Based on this definition, there is three main sub-genre of this genre which are: construction and management simulation, life simulation and vehicle simulation. Eve Online in the Simulation genre also selected for this thesis.

- **Sports Games   :** Sports game is game in which players control whether player or manager of an actual or imaginary sport. The sub-genre of sport video-game divided into: racing, team sports, competitive, sport-based fighting. Rocket League in the Sports genre is the case study for this thesis.

- **Puzzle Games:** Puzzle games in video-games genre generally focuses on solving puzzles. "It tests the player's problem-solving skills that include pattern recognition, word completion, sequence solving, and logic. Some games have a

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time limit, while other games provide players with unlimited time and attempts" (Newman, 2018, n.p). The sub-genre of the puzzle game genre is basically divided into: logic game and trivia game. For the puzzle genre of this thesis The Talos Principle selected.

- **Idle Games:** Idle game, which is also called as 'Clicker' and 'Incremental' game genre, is a game that involves less regular interaction than other genres of video-games do. "Typically, you can setup your game, get to a spot where the game automatically (or near automatically) continues on its own" (Jones, 2011, p.1). The sub-genre of idle game is: idle gaming, casual game, party game, programming game, board game/card game, massive multiplayer online (MMO), advergame, art game, educational game, exergame [=exercise game]. For the Idle genre of video-games Cookie Clicker selected.

In this research, 9 video-game from different genres and sub-genres were selected. Although based on the existing literature, the video-games selected were mostly belonging to more than one genre.

2.7.2 Economy of Video-Game

When we take a look at the video-game industry we can see the massive impact it has over the last 25-year period. It is undergoing a massive growth ranging around 9% to 15% yearly (Zackariasson and Wilson, 2010). A good example of this growth is a video-game called 'Call of Duty: Modern Warfare 3' which was released by the company called Activision in November 2011 and during the first 24 hours of release the sales of the game made $400 million just in North America and UK alone(Activision, 2011). The sales didn't slow down for the following 16 days after the release, the game surpassed over $1 billion in revenue (Waugh, 2011). This is the

rise of a niche industry, which has shifted to become a global business. Nowadays Americans prefer to play more video-games then go to the cinema (NPD Group, 2009) and when we look at the console and portable devices and mobile games during 2012, we see that the global income was an approximate $67 billion (Gaudiosi, 2012). The additional sales of virtual items and extras within video-games in 2012 was another $14.8 billion income for the video-game industry (Superdata, 2012). When we compare these incomes with other industries we see that the Video-game industry is five times higher than the music industry which has an income of $16.5 billion in 2011, it is also surpassed the consumer book industry which has an income of $69.4 billion in 2011 and is comparable with the movie industry which has an income of $85 billion in 2011 (Statista, 2013). This comes to show that the video-game industry is developing and growing much faster than the other industries and thus is going to attract more attention in the upcoming century.

Bellow you can see the annual revenues of video-games from different platforms between 2008 until 2012. Even though the figure shows a firm growth of the mobile platform it is important to note that when looked at each individual title of mobile game the financial success is much lower than the console or PC games.
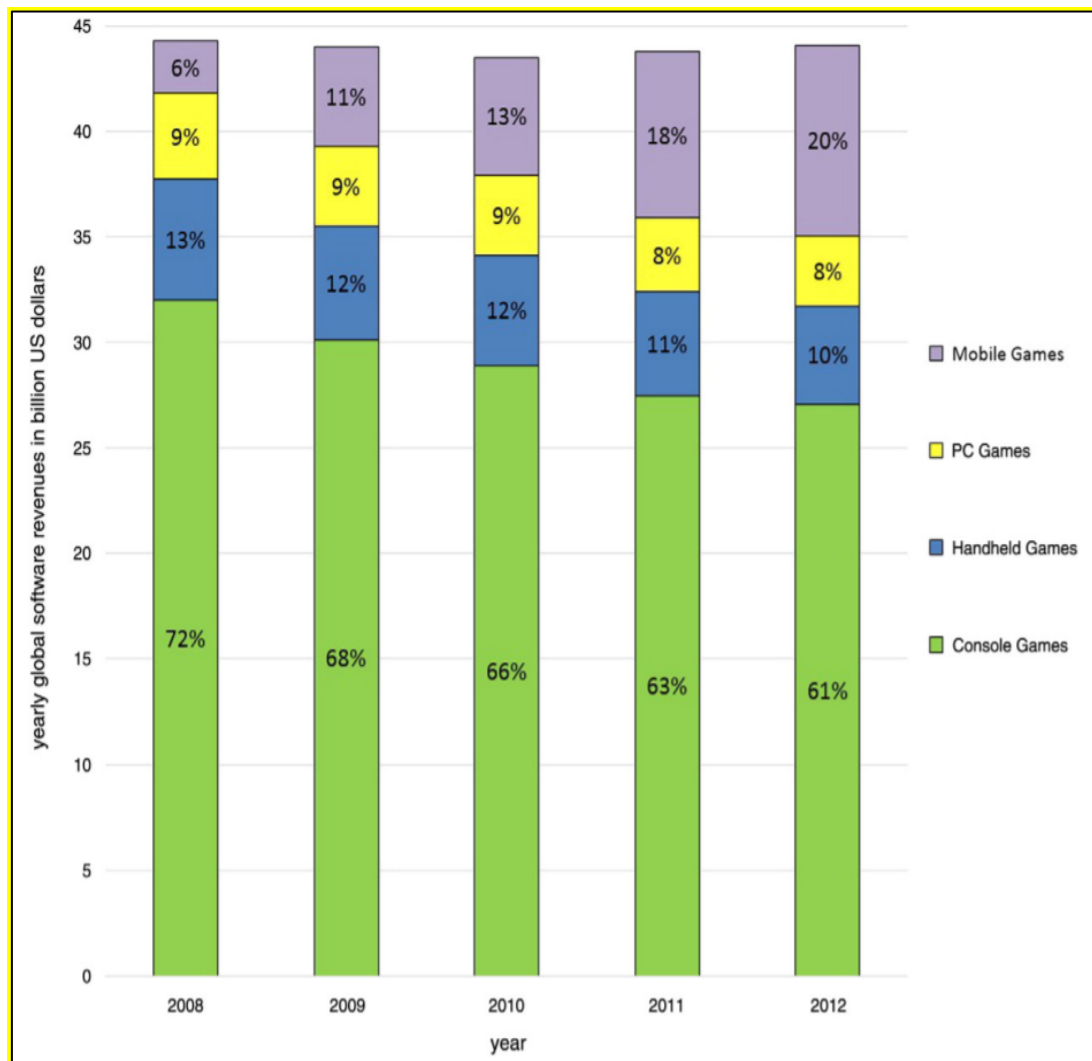
Figure 4: Revenue of different games (Marchand and Hennig-Thurau, 2013, p.144).

With the majority of games being designed for a specific platform the ageing of generations affects the sales in that given point of time. Currently we see an adaptation of cross-platform titles if they succeed on their first designated platform. Example would be PUBG (Player Unknown's Battleground) it started on the PC platform and is currently also available on mobile and console. Comparable to other media entertainments game content can be with ease digitalized or is already digital by nature which in return has an effect on the distribution. The content of games are extremely diverse. Take a look at figure-4 which shows the distribution of genres in the console platforms which were released between 2005 & 2011. Also, the number of copies sold

are separated in percentages for each genre that are present in the figure bellow (data from VGChartz.com, 2013):
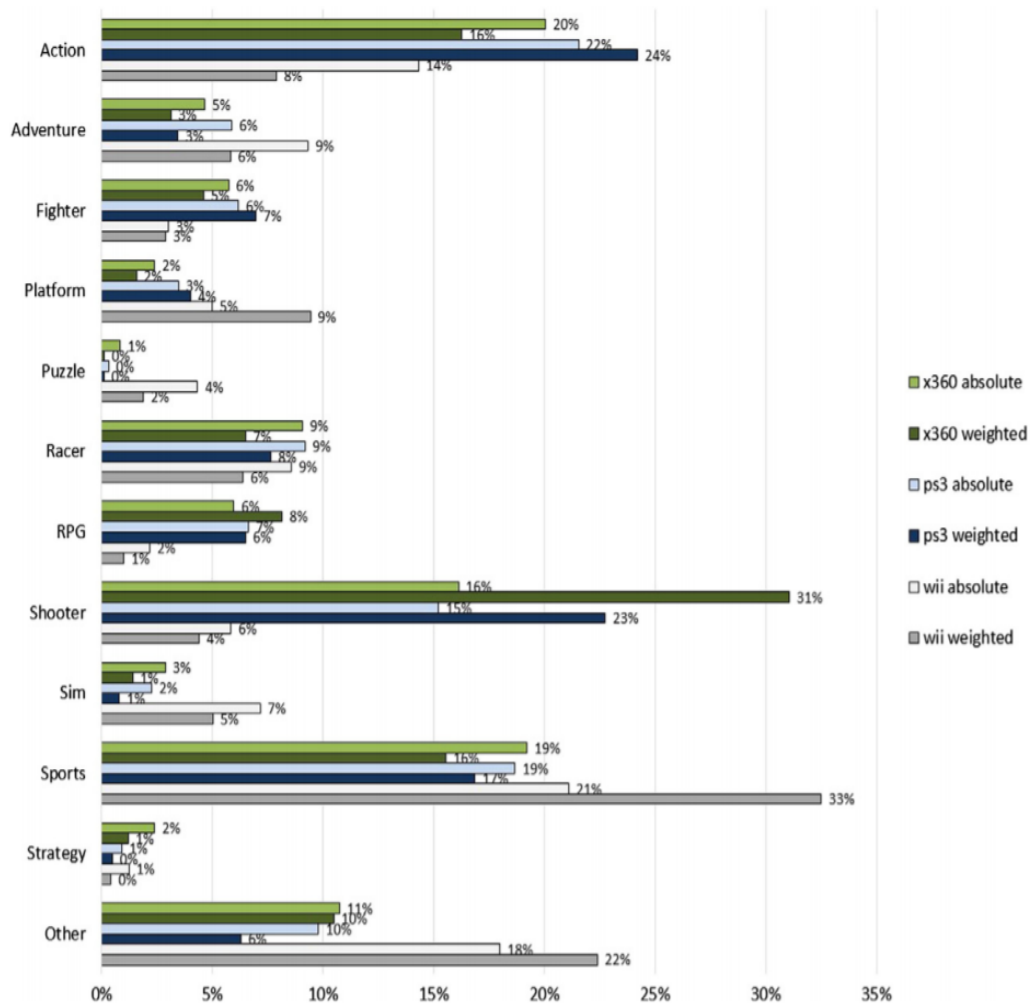
Figure 5: Distribution of game genres for leading console platforms.(Marchand and Hennig-Thurau , 2013, p.145).

When we look at it closely, we see that the Xbox360 and Playstation3 have a similar distribution in terms of genre and with action and shooters being the leading genres by popularity. However, the Wii platform enjoys a demand for the sports genre which shows the different approach from the consoles.

However, the division of genre in figure-4 is not exactly the same division which is used in this thesis. As mentioned in chapter 1 there are various ways for categorizing genre of video-games and in this thesis based on the idea of Vince (2018) different categorization of genre for video-games is selected.

2.7.3 The Economy of the Video-Games in This Study

For the action genre PUBG [=Player Unknown's Battle Ground] was selected. This game had $920 million revenue in 2018 and round $790 million was earned from the PC platform and only Asia contributed around 53 percent of the overall revenue (Gadgets, 2019) The game, Just Survive is selected for the genre of adventure, which released in January 2015 and sold more than a million copies within two months, before it discontinued in 2018 (VG24/7, 2018). The third game in the genre of action adventure is GTA-5 [=Grand Theft Auto 5] and according to a report by Market Watch (2018) GTA 5 sold more than 90 million copies and generated over $6 billion in revenue since its initial release. For the massive multiplayer online role-playing game genre the game WOW [=World of Warcraft] was selected that had more than a hundred million registered accounts by 2014 (Poligon, 2014) and in 2017, the game made more than $9.23 billion in revenue and that's the reason it is one of the biggest video-game franchises (Blizzard, 2018). In the strategy genre the game DOTA 2 [=Defense of the Ancients] was selected and the revenue of this game is around 406 million dollars in 2017 (Statista, 2017). Eve Online was the video-game selected for the genre of simulation. The $425 million sale of this game is the combination of $225 million advanced payment and more than $200 million in a deferred performance-based payout (Variety, 2018). In sport genre Rocket League had more than 10 million sales and 40 million players at the beginning of 2018 (Shacknews, 2018). The Talos Principle is in the puzzle genre and earned $24.6K in revenue and had 6.5K downloads

in February 2018 (Prioridata, 2018). In the Idle genre, the game selected for this genre was cookie clicker that earned approximately $5k monthly revenue and was downloaded 40k times in September 2019 (Sensortower, 2019).

2.8 Human Perception

In this thesis the human perception is having a major role and having an explanation of what is human perception is necessary. In this section the human perception and the categorization of it will come in order to use it in chapter 4 and 5 of this thesis.

Longman Dictionary of Contemporary English defines perception as "a) the way you think about something and your idea of what it is like; b) the way that you notice things with your senses of sight, hearing etc.; c) the natural ability to understand or notice things quickly" (Longman Dictionary. n. d.). In fields such as philosophy, psychology, and cognitive science, "perception is the process of attaining awareness or understanding of sensory information" (Qiong, 2017, p.18). The word "perception" originates from the Latin word perceptio, which means "receiving, collecting, action of taking possession, and apprehension with the mind or senses" (Oxford English Dictionary, n. d.).

The human perception contains of three stages: First of all is the selection. Throughout this stage humans select some stimuli. As Watts (1966, p.29) explained:

> To notice is to select, to regard some bits of perception, or some features of the world, as more noteworthy, more significant than others. Of these, we attend, and the rest we ignore—for which reason…attention is the same time ignorance despite the fact that it gives us a vividly clear picture of what we choose to notice. Physically, we see, hear, smell, taste, and touch innumerable features that we never notice.

In the second stage we have organization. Subsequently the selected information from the outside worlds from stage 1, needs to be organized in a way which have a meaningful pattern. This so-called organization stage is achieved by categorizing people and entities. Thus, some researchers call this stage as categorization stage. Within this stage of perception, all objects, social and physical events we face will directly have colour, texture, size, shape, etc...

And in the third stage of perception we have the interpretation stage which implies to a process of attaching meaning to a certain selected stimulus. After a selected stimulus has a categorization of a structured and stable pattern, making sense of the pattern through attaching meaning can be attempted. However, when we look at different people, we see that they may give a different interpretation for the same stimulus. These differences in interpretation are formed due to the culture which "provides us with a perceptual lens that greatly influences how we interpret and evaluate what we receive from the outside world" (Samovar et al., 2000, p.57). When individuals are confronted by an object or event mostly, they will agree on the objective part of its meaning however the meaning of that set object or event can vary due to the individual's past Experiences and Cultural background. These types of different experience and backgrounds lead to a difference in attributing meaning towards the same stimulus. Thus, perception appears to be divers.

The exposure of people to a copious of outside stimuli shows that people are able to perceive only a small part of these stimuli. People will mind their attention to some stimuli and doing so neglect other stimuli, essentially focusing on some and neglecting others. The selective process of perception is connected by one's cultural background.

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As an example, as we decide on what will grab and hold our attention in which we give meaning is steered by the culture and/or past experience we have/had. As a member of a particular culture we learn and associate what is important and what stimulus should get attention. Thus, intentionally individuals look for situations we can perceive certain things, while doing that individuals also avoid certain aspects of the environment in order not to perceive aspects, so they will position themselves not to encounter those. When there is a desire for a certain stimulus individual become more sensitive towards them and vice versa when we don't want to receive certain stimuluses, they become less sensitive towards them.

Deng and Liu (2003, p.135) states that, "[g]estures can be particularly troublesome, for a slight difference in making the gesture itself can mean something quite different from that intended". This shows that gestures are a culturally-conditioned and are prone to different interpretations. Thus, silence for example could be interpreted as a lack of interest, boredom or an expression of agreeing, also we have to acknowledge that silence could be interpreted differently in another culture or cultures. People from different cultures perceive time or space differently and an example could be the physical gab people put while communicating with each other. Also time is a good example for the cultural difference in perception of time. Some cultures perceive time with great precision and in return expect others to follow the same precision. In the Japanese culture for example, they see punctuality and preparedness as a show of respect and thus put a lot of thought in the planning and scheduling their days. This punctuality is similar with the American culture which perceives time as a valuable resource, thus also planning their daily schedules. However, the difference is in that Americans perceive time as money and become mad with other's who run late.

Japanese on the other hand look at the situation as unrespect full. Even so there are other cultures that perceive time more flexible and let things happen more freely. Thus, meet their friends whenever they feel like and not according to what the clock says. Example for cultures like this are some African cultures, Middle Eastern and Latin American cultures.

The next part of this chapter in introducing the visual perception which is the main concern of this study. After introducing the human perception the concept of visual perception is necessary.

2.9 Visual Perception

In order to understand the visual perception, first of all having a definition of visual literacy is important and the essential question is: what is the intellectual foundation of a viewer's capability to understand the meaning of an image? According to Messaris (1994, p. 307):

> "Communication theorists often make a distinction between two different ways in which a sign or symbol can evoke meaning: on the one hand, digital representation, in which the symbol's domain of reference is conceptually "carved up" into discrete units which are represented by purely arbitrary symbols; and, on the other hand, analogical representation, in which the symbol retains a continuous correspondence with one or more dimensions of its referent".

In the last decade and by the fast rise of communication technologies visual communication scholars such as Bossen (1985), Lasica (1989) Mitchell (1992), Reaves (1989) and Ritchin (1990), focused more on the technological development in the coding of visual images for digital manipulation, storage, or transmission. "Discussions of the analogical aspects of visual representation typically concentrate on the manifest content of images: the objects, events, or situations depicted in them"

(Messaris, 1994, p. 307). Although visual scholars such as Krieger (1984), Snyder (1980) and Wartofsky (1984) made their researches based on the assumption that images are just direct copies of the appearances of real world phenomena. But Messaris (1993, 1994) believed that "the recognition of manifest pictorial content is a prime example of analogical communicational processes" (Messaris, 1994, p.308).

Messaris (1995) used the term analogy which refers to the instances where a symbol recreates a distinctive feature of its referent through the virtue of reproduction comes to evoke the referents qualities. Two of the distinct characteristic of visual composition in which symbolism appears to be playing a major role are the elicitation of meaning via the abstract qualities of shapes and the other one is the control of the viewer's emotional engagement by the means of view point.

Systematic exploration of shapes in terms of affective meaning has a sizeable history both in art and in advertising. Other forms of manipulative imagery are also included within this (Homer, 1964; Lee, 1990; Weale, 1982). "The explicit basis of Seurat's theory was the assumption that viewers respond to the abstract features of visual composition on the basis of unconsciously perceived analogies to elements of real-world experience" (Messaris, 1994, p.309). Ever since Seurat's experiments, this type of compositional device became a regular feature in particular areas of image-making and most outstandingly in advertising.

There is good evidence that viewers do make the kinds of implicit connections between images (Mitchell & Olson, 1981; Zuckerman, 1990). However, there is also evidence that they tend to do so unthinkingly or automatically (Messaris, 1997), without

necessarily being aware of the strategies deployed. As Judith Williamson (1978) observed in her pioneering study of the semiotics of advertising, the visual syntax of ads seems to have the capacity to "naturalize" the connections it establishes between products and images, in the sense that viewers come to take those connections for granted despite their often problematic status. Because it can also be argued that the establishment of a visual product-image connection is the principal goal of most pictorial advertising (Goldman, 1992), it follows that this aspect of visual language would be a productive area on which media literacy educators could focus.

2.9.1 Multimodality in Visual Perception

As explained before, the concept of human perception and visual perception has an old history but recent researches in this domain explore more path for understanding the importance of this field of study. As Kappas & Olk (2008) explained any research in the field of visual area is most likely earn benefits from the basic in research, psychology and brain sciences.

> Whether we are watching a soap opera, browsing through a catalogue, admiring a sculpture at an exhibition or glancing at the face of a colleague for signs of approval, a complex set of processes in our brain related to vision is involved in making sense of the stream of information that our eyes provide. Vision is a highly complex interaction with our environment that relies on learned information and is shaped by biological constraints of our brain. (Kappas & Olk 2008, p. 162)

Based on this explanation, the variety of field of studies shaped their researches which focuses on the visual perception but from different point of view such as film (O'Halloran 2004, Bateman 2007, 2009, Tan2009, Tseng & Bateman 2010, Bateman & Schmidt 2011), print media (Cheong 2004, Martinec & Salway 2005, Royce 2007), sculptures and exhibitions (O'Toole 1994, Hofinger & Ventola 2004, Stenglin 2009). But Hiippala (2012) raised a question that "how can multimodality, psychology and

brain sciences work together towards the description of visual perception and multimodal phenomena?" (p. 2). Based on this question, in this part, the concept of multimodal phenomena will explain in order to describe and expand this field to the video-game and the visual perception of signs from different point of view.

Jewitt (2009,p. 14) describes the general features of multi-modality as

> Multimodality describes approaches that understand communication and representation to be more than about language, and which attend to the full range of communicational forms people use — image, gesture, gaze, posture, and so on — and the relationships between them.

Connected with this definition, Hiippala (2012) define multi-modality as the field that "describes the various aspects of communication and semiosis in connection with each other, in order to tease out their internal structure, external relationships and functions in specific contexts" (p. 3). However, some scholars such as Barthes (1977) and Williamson (1978) focused on the description of structure of the text based on the content.

Kress (2003, p. 4) explained about numerous ways of reading paths and their construal:

> Reading paths may exist in images, either because the maker of the image structured that into the image — and it is read as it is or it is transformed by the reader, or they may exist because they are constructed by the reader without prior construction by the maker of the image.

As a result, Kress (2003) offers three ways for reading paths which are: by the designer, by a process of transformation, or by the reader. That's the reason Kress adopts a semiotics approach to the understanding and reading of the paths. Though, from psychology and brain sciences approaches, visual perception is a multifaceted and

multidimensional procedure made by biology, culture and social knowledge. As Hiippala (2012) explained "the designer can exploit some aspects of visual perception, but has little control over the perceptual processes in more general terms. Therefore, the real point of interest for multimodal research lies in what Kress calls the processes of transformation" (p.9).

Transformation is not completely describe by set of processes among the designer and the observer. For example, Kostelnick & Hassett (2003) observed and find out a set of agreement which develops between designers and observers. Naturally, the notion of convention is an equally abstract concept as that of transformation. This agreement, makes a link to multimodality, as they are fundamentally connected to semiotic modes in a given context. As Hiippala (2012) explained "the observer requires previous knowledge concerning the configuration of semiotic resources in order to accomplish the search task. The previous knowledge of human semiosis and its conventions facilitates the search task by guiding visual perception towards the meanings that are considered relevant to the task at hand".

As a result of this section, as Messaris (1995) expressed "[i]f knowing about the languages of media is an important component of media literacy, an understanding of visual language should be a major goal of media-related scholarship and education.

2.10 Summary of the Literature Review

This chapter focused on the existing literature in regards to the purpose of this research. Firstly, the focus was to explain the communication and cultural studies regarding the video-games. After that explains the importance of signs and the historical background of the science called semiotics in order to explain the marked signs in this thesis and

the purpose of this research which is to understand the marked signs in each genre of video-games and the difference in visual perception of signs. For doing so, short explanations of the founders of semiotics were necessary. After that the two axes called selection and combinations explains how the signs in video-games can select and combines by the game developers and how the signs can come together for the games in order to have the mutual understanding between the producers of the text and the consumers of it.

This was then followed by the discussion and explanation of the possible world and its origin as well as other aspect such as narrative, modal logic and the existence of possible worlds in order to form the information leading to show that the possible world of each video-game is situated on a continuum which is discussed further following the analysis in chapter four.

Then defining and categorizing video-games came next which was followed by the discussion of the ideas of genre and sub-genre. Thus, this categorization of genre and sub-genre of video game has shown to be possible to categorize the in different ways. This research however used the nine genres (action, adventure, action-adventure, role-playing, strategy, simulation, sports, puzzle, idle) based on the idea of Vince (2018). The economy of video-games and specifically the economy circulations of the games was explained. At the end the idea of human perception as well as the visual perception was discussed, because the idea of different perceptions of the people is one of the main research questions, which will be categorized in the chapter four and five of this thesis.

Chapter 3

METHODOLOGY

This chapter aims to provide an explanation to the methodological approach of the thesis. Thus, it starts by introducing the research method of the thesis and continues by explaining the sampling method, research approach, and the data collection process. Furthermore, the structure of the questions used in the research will be explained in terms of relevance, categorization and importance to the thesis research.

3.1 Research Method

Philosophical ideas remain largely hidden in research (Slife & Williams, 1995), it still effects the way of conducting the research and thus needs to be identified. The philosophical approaches help to explain the reasoning behind the chosen method of research. The term worldview means that "a basic set of beliefs that guide action" (Guba, 1990, p.17). Others called it paradigms (Lincoln, Lynham, & Guba, 2011; Mertens, 2010); epistemologies and ontologies (Crotty, 1998), or generally considered research methodologies (Neuman, 2009). For this research, similar to the idea of Creswell (2014), worldview is a "general philosophical orientation about the world and the nature of research that a researcher brings to a study" (Creswell, 2014, p.6).

Pragmatism is the worldviews of this thesis. Pragmatism derives from the work of Peirce, James, Mead, and Dewey (Cherryholmes, 1992). Other writers including Murphy (1990), Patton (1990), and Rorty (1990) also agreed with this notion. "For many, pragmatism as a worldview arises out of actions, situations, and consequences

rather than antecedent conditions (as in post positivism)" (Creswell, 2014, p.10). In the pragmatism point of view, the researcher is free to choose the methods, techniques, and procedures of research that best meet the needs and purposes of the research (Creswell, 2014).

Based on these explanations, inductive research method is the best suited and used in this research. Stating that it starts by observations. Inductive research "involves the search for a pattern from observation and the development of explanations – theories – for those patterns through series of hypotheses" (Bernard & Ryan, 2011 p.7). According to Thomas (2006) the aim of using the inductive approach can be summarized in to three purposes: "(a) condense raw textual data into a brief, summary format; (b) establish clear links between the evaluation or research objectives and the summary findings derived from the raw data; and (c) develop a framework of the underlying structure of experiences or processes that are evident in the raw data" (Thomas, 2006, p.237). According to Blackstone (n.d.) the inductive approach in research can be explained as a process in which the researcher starts collecting data that is significant in the field which he/she is interested. After collecting an extensive amount of data, the researcher will take a break of collecting data and take a broad look on the data collected. In this phase the researcher starts inspecting the data looking for patterns, using these patterns the researcher then builds up a theory that could explain the patterns. This means that when a researcher is taking an inductive approach, they start with observations and move to a general set of suggestions about these observations.

Thomas (2006) explained the inductive approach as:

> The general inductive approach provides an easily used and systematic set of procedures for analyzing qualitative data that can produce reliable and valid findings. Although the general inductive approach is not as strong as some other analytic strategies for theory or model development, it does provide a simple, straightforward approach for deriving findings in the context of focused evaluation questions. Many evaluators are likely to find using a general inductive approach less complicated than using other approaches to qualitative data analysis (Thomas, 2006, p.237).

Thomas (2003) explained the three basic purposes in order to develop the inductive approach and he believes that these are the same in other qualitative analysis approaches.

> 1. To condense extensive and varied raw text data into a brief, summary format.
> 2. To establish clear links between the research objectives and the summary findings derived from the raw data and to ensure these links are both transparent (able to be demonstrated to others) and defensible (justifiable given the objectives of the research).
> 3. To develop of model or theory about the underlying structure of experiences or processes which are evident in the text (raw data). (Thomas, 2006, p.2)

Qualitative theorists "believe in multiple constructed realities that generate different meanings for different individuals, and whose interpretations depend on the researcher's lens" (Onwuegbuzie & Leech, 2005 p.270). According to Soiferman (2010, p.6):

> Qualitative research can be defined as a study which is conducted in a natural setting. The researcher, in effect, becomes the instrument for data collection. It is up to the researcher to gather the words of the participants and to analyze them by looking for common themes, by focusing on the meaning of the participants, and describing a process using both expressive and persuasive language.

Creswell (1998, p.39) defines qualitative study as:

a type of educational research in which the researcher relies on the view of participants, asks broad, general questions, collects data consisting largely of words (or texts) from participants, describes and analyzes these words for themes, and conducts the inquiry in a subjective, biased manner.

The difficulty of this method is "It involves spending an extensive amount of time in the field, working in the often complex, time consuming process of data analysis, writing long passages, and participating in a form of social and human science research that does not have firm guidelines or specific procedures" (Soiferman, 2010, p.6).In qualitative research method, the epistemological assumption is that:

> Each individual has a different view of the world and thus it is difficult to generalize findings and draw inferences simply on the basis of quantitative research. The qualitative research approach allows the researcher to analyze a phenomenon using individuals' experiences and perceptions of the phenomena. (Soiferman, 2010, p.16)

Based on these explanations the pragmatism is the worldview of this research also the qualitative research method and the inductive approach shaped the foundation of this research. In the next part the sampling method of the research will be explained and clarified. After next section, research procedure, research approach, and data collection will be explained and clarified in terms of the methodology of the thesis.

3.2 Sampling Method

In the methodology, the sampling part is one of the most important subsections (for instance, Babbie, 2007; Fowler, 2009). For the purpose of this research two different sampling techniques were selected. The first step was to select nine video-games using the purposeful sampling technique so that each game is a different genre/sub-genre. This was selected from a website called SteamCharts which is an ongoing analysis of Steam's concurrent players (Steam Chart.com). According to the Steam Chart (2012) "[t]his website is facilitated by a web frontend service and a data collector service that

queries the Steam Web API. The collector queries the number of concurrent players on an hourly interval for every single game in the Steam catalog" (n. p.).

For selecting the nine video-games from different genre/sub-genre, the researcher used the Steam Chart website and searched until there was a game for each genre. As soon as the nine different genres were completed, those nine video-games became the corpus of this study. In other words, the researcher opened the Steam Chart website in one day, checked all the genres of the games who were played the most on that day, and from each genre one game was selected. The list of the games in Steam Chart is based on the most played games and the list keeps changing. The names of the video-games selected from each genre are:

Game 1: PUBG [=Player Unknown's Battle Ground] in the Action genre

Game 2: Just Survive in the Adventure genre

Game 3: GTA-5 [=Grand Theft Auto 5] in the Action-adventure genre

Game 4: WOW [=World of Warcraft] in the Role-playing genre

Game 5: DOTA 2 [=Defense of the Ancients] in the Strategy genre

Game 6: Eve Online in the Simulation genre

Game 7: Rocket League in the Sports genre

Game 8: The Talos Principle in the Puzzle genre

Game 9: Cookie Clicker in the Idle genre

Second sampling technique was linear snowball sampling, which is in the category of non-probable sampling method. In order to choose the video-game designers this was the only way for the researcher to find them and also ask them for their participations. According to Dudovskiy (2018, n. p.) linear snowball sampling or chain-referral

sampling is a "Formation of a sample group starts with only one subject and the subject provides only one referral. The referral is recruited into the sample group and he/she also provide only one new referral. This pattern is continued until the sample group is fully formed". In this process the first interviewee was a video-game designer from Iran. After the interview was done through Skype the interviewee referred another colleague of his which was also from Iran. The third referral was another video-game designer which was living in Denmark. The fourth and fifth interviewees were also Danes. The sixth interviewee was an Indian who referred another Indian game designer. This Indian game designer then referred a Chinese game designer who referred another Chinese game designer. The last interviewee was a game designer from S. Korea. For the reasoning of choosing 10 video-game designer, According to Dworkin (2012, p. 1320) "[w]hile some experts in qualitative research avoid the topic of ''how many'' interviews ''are enough,'' there is indeed variability in what is suggested as a minimum. An extremely large number of articles, book chapters, and books recommend guidance and suggest anywhere from 5 to 50 participants as adequate". Based on this explanation, 10 designers is appropriate sample for this research. This snowball sampling technique provided the research with interviewees from 6 different countries. A three to five minute game play of each video-game downloaded from YouTube and was emailed to the interviewees prior to the interviews followed by the interview in which the questions were asked. As a reminder these interviews were made through the use of Skype calls.

Initially, for the interviews with the gamers, purposeful sampling or judgmental sampling technique was used in order to avoid biases. As the researcher is also a gamer, a program called Discord was used and the gamers who had prior knowledge about all

the games of this research were selected to have the interview with. The NPD Group defines a heavy gamer as the people who play at least five hours a week but 34 million heavy gamers spend approximately 22 hours a week playing video games (VB, 2014).

In this research the gamers which were participating, were playing on average 8 hours a day and also were from different countries such as North Cyprus, England, Austria, Iran, Turkey, and Norway between the ages of 16 to 36.

Subsequently, the purposeful sampling technique was used to choose the video-games as participants, linear snowball sampling was how the researcher got in touch with the video-game designers, and then again purposeful sampling method, which is a non-probable sampling technique was used to have interviews with gamers.

3.3 Research Questions

As mentioned in chapter one, based on the research questions, there are two set of semi-structured questionnaires designed for this research. The research questions were:

Q1: What signs are perceived in video-games which become the reason that help the interpretation for the different categorizations of genre?

Q2: What kind of signs come together to create a possible world of video-game in different genres based on the visual perception of the gamers and game designers?

Q3: What are the marked signs that make a video-game's world far or close to the real world based on the visual perception of gamers and game designers?

Q4: Do How does the video-game designers and gamers have a difference in perception of signs in video-games differ from each other in video-games?

The first group of interviewees were video-game designers and the list of questions prepared for this group are:

1. What do you expect to see in [action, adventure, action-adventure, role-playing, strategy, simulation, puzzle, sport and idle] genres in video-games?

2. What genre would you think this game belongs to and based on what did you choose this genre?

3. Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre? In other words, which signs are essential in order to select the genre of this video-game?

4. If we place this game on a continuum do you think this game is close to the reality or far from reality? (1 being far from reality and 10 being close to reality) Based on which signs did you answer this?

5. What is your idea about this video-game? Do you think there is any connotative meaning behind this game? Based on which signs you say so?

6. In order to maintain and earn from a game, there are some items which can be bought by players with real currency, in your opinion why do you think gamers by these items?

The first and second interview questions are directly related to the first and second research question. In order to understand the marked signs for each genre, the interview questions designed for understanding the visual perception of game designer based on the genres separately. The second interview question is also testing the first question because after watching the video of the game play, the interviewees could answer and checked their opinion about the marked signs. The third interview questions also deals with the marked signs and essential signs. The forth interview questions is related to the third research question. In order to understand the ideas of

interviewees about the possible world of each game, giving a number from 1 until 10 was a way for conducting this research. The fifth interview question is related with the visual perception of gamers and game developers, since the gamers also had the same question, and the difference in their perception. The last interview question is related with the economy of the games as well as difference in the perception of gamers and game developers.

Of course, since these questionnaires were designed semi-structurally, at the middle of the conversation if there were any other question, the researcher was free to ask them. For the gamers another list of questions was prepared due to the terminologies used were for the people who have a knowledge regarding this field and thus for gamers it might not be understandable. Second of all, their perceptions of the game might be different from the game designers, and so some questions were specifically designed for them. The list of these questions that were prepared for the gamers are:

1. What do you expect to see in [action, adventure, action-adventure, role-playing, strategy, simulation, puzzle, sport and idle] genres in video-games?

2. What genre do you think this game belongs to and why did you choose this genre?

3. Do you think this game is close to reality or far from reality? What makes you think this way?(Rate the closeness and apartness from 1 to 10, 1 being far from reality and 10 being close to reality)

4. Do you think there is any hidden meaning for this game? Based on what do you think these?

5. As a player, do you buy extra items in a game? If so, what is your reasoning for buying them?

The first interview question for gamers is related to the first research question because based on their answers it is possible to categorize the marked signs for each genre of the games. the second interview questions also have the same goal and related to the first and scont research questions. The third interview question is dealing with the possible world of each video-game which is the third research question and forth interview question is related with difference in the visual perception of gamers and game developers. The last interview question is related to the economy of the games and also difference in the perception of gamers and game developers.

The questions designed for gamers were also semi-structured like the first set of questions. Thus, the researcher could ask questions in between and also the interviewees could add their opinions. Based on the definition of semi-structured interviews by Keller and Conradin (2019, n. p.) "[s]emi-structured interviews are conducted with a fairly open framework which allows focused, conversational, two-way communication. The interviewer follows a guideline but is able to follow topical trajectories in the conversation that may stray from the guide when it seems appropriate".

3.4 Data Collection

For having the interviews with the video-game designers a 3 to 5 minute of game play was procured from YouTube of each game and sent to them. However, most of the games were familiar for the game designers. Before sending the video-games to the interviewees the first question was asked which their expectation on each genre was. Showing the video-games prior asking them the question could have made them answer based on the game they saw in each particular genre. So after they watched the video of each video-game, the rest of the questions were asked. Approximately for

each game 5 minutes, which totaled around 40 to 50 minutes with each interviewee, was the amount of time allocated for having the interviews with each video-game designer. For gamers the time spent was shorter due to their knowledge about the video-games and on total the interviews with the gamers was approximately 15-20 minutes. In question number 4 for the game designers and gamers the researcher asked the interviewees to rate between one to ten, 1 being fictional and 10 being close to reality, in order show their idea on a continuum.

For each interview the researcher recorded the interviewee voice in order to access the data afterwards. After conducting all the data, the answers were categorized and also the main and key part separated. Some interviewees had key ideas for several answers that will come as quotations in chapter four of this thesis. Based on the ideas of the interviewees the continuum was designed to show how far or close each video-game is from the real world.

Chapter 4

DATA ANALYSIS

The data analysis of the research is arranged in two main sections within this chapter. The first section reviews the research method used within this research and in the second section of this chapter the corpus is been analyzed from a semiotic point of view. This section also provides and forms the core of this research revealing the interviewees answers and analysis the difference of the groups.

4.1 Review of Research Method

As mentioned in chapter 1 of this thesis, the aim of this research is to find out the marked signs that separated the genres of video-games. Also, to understand the marked signs that are possible to select and combine in order to create the possible world for video-games. This study is also bringing the video-game's world on a continuum to see the signs that makes video-games far or close to the real world. At last, to explore perception of signs in video-games between video-game designers and players. Based on the liner snowball sampling method the 10 video-game designers selected and judgmental sampling technique was the way of selecting 10 gamers for this research. Qualitative research method based on semi-structured interview was the way of collecting the data from participants. 9 game from different genre that randomly selected from an App called Steam Chart is the corpus of this thesis.

From sub-sections 4.2.1 to 4.2.9 of this research, first a short explanation of each game will come and then the questions and answers from interviewees. Some quotations from them is also express their ideas that will come in this part.

4.2 Data Collection

As mentioned in chapter 3 there are two sets of questions designed for the two different groups which are the video-game designers and gamers. The first question for both groups is: what do you expect to see in [action, adventure, action-adventure, roleplaying, strategy, simulation, sports, puzzle, idle] genre? This question was asked prior of sending or informing the interviewees about the games selected in order to avoid the bias. However for convenience and easier understanding the answers will come at the beginning of each game related to their genre.

The last question in both sets are similar which is asking about the item which are buyable in the game. Thus, this question was only asked once for each interviewee.

By looking at the answers given by the interviewees based on their opinions about the items sold in-game, it is perceivable that there are slight differences and variations regarding their perception. When we look at the Video-game designers we see that the designers have the perception that the gamers buy the item for customization purposes mainly and to create their own unique looking characters. Game designer-1 stated that "because people want to create their own characters and the customs sold as items allow the players to do just that". And game designer-2 stated something similar "It's obvious they play a character which they want to customize and create their own touch to them this is the main reason they buy the items". This was also the case for the rest of the video-game designers. There were slight additions to the same notion such as

"to customize the character gives them joy and motive. Also they don't quit the game easy because they already pay for it" from game designer-5 and "Usually the items are interesting for young people so they feel like their character looks cool in them. Also because they play in groups it's kind of showoff for their friends" by game designer-7. Video-game designer-9 believed and stated that "people buy the items in the game because they live in the game. Hours they play the game, they might forget to eat and take shower but their character represent them in the game. What they show as themselves is their character in the game. No one actually see them because they lock themselves in their rooms but everyone sees their character that they play. So, they like to have a nice look in public that they live on". He was smiling and referring to the lock themselves in a room as in long term playing and stated "It's funny how people have this idea that gamers are lock in a room or basement and just play". Game designer-10 mentioned that "there was a time that just children were playing game but now the average age of playing video-game has increased to an average of 31. Now people from different age groups play games and also people with a salary play games. So, they want to spend their money in a way that they enjoy the most. This is the time that they find for entertainment and few dollar from their salary really is not affecting them. But they enjoy of seeing their character wearing something that they like". Thus, according to the game designers it can be said that according to the customization, entertainment, experience are the main reasons players buy items in games.

When we look at the gamers however we see a variation that include what the game designers said but in addition with other unexpected reasons. All of the 10 gamers said that customization of their character is one of the reasons they buy items in the game. Thus, in addition 5 of the gamers included that supporting the game developers is a

reason as well. Gamer-2 stated that: "Most game that include buyable items today are multiplayer game and in order from them to continue giving us content they need to make money. That's why when I really like a game I will try to purchase stuff that I like to help keep the game alive." Also gamer-5 stated that "Multiplayer games are always under development so even if you buy the game they need a constant income to keep working on them. I look at it as a way to support the game that I enjoy without being forced to do so." 3 gamers stated that their reasons also included trading a way to make a little money for them. Gamer-3 stated that "Some games don't directly sell certain items so you need to buy boxes that will randomly give you cosmetic items in return trading and selling these items on the steam market is possible. This makes some items more valuable depending on their rarity and availability. I will buy certain items and wait until their value goes up and then sell." Lastly 2 gamers add that having the ability to experience unconventional weird, funny cloths is one of their reasons of buying items. Gamer 9 stated that "playing my character who is wearing underwear with a banana tattoo and a unicorn mask makes me smile."

4.2.1 Game 1: PUBG [=Player Unknown's Battle Ground]

Figure 6: PUBG Gameplay Screenshots

The game is based on a last man standing situation in which a plane of approximately a hundred players is flying over an island in which the player will jump and parachute down and try to scavenge for weapons and supplies which will aid them to survive and kill the other players. The winner of the game is the last player alive. This rule can vary depending if you are playing as groups in which the last group standing wins. The options are either 1vs1 in which every player is on their own or 2vs2 and 5vs5 in which 5 players play to survive until the end. The map has a so-called safe zone which is determined randomly in order to bring player closer to each other due to the big size of them map. This safe zone decreases over a set time periods and anyone who didn't get into the safe zone starts taking damage until they die.

Player Unknown's Battle Ground is selected in the action genre but the sub-genre of it is battle royale (Hornshaw, 2019) published by Bluehole but developed by PUBG Corporation.

The first question of this research asked from video-game designer before the researcher tells them about the game or send the video of the game play to them in order to avoid bias in the research. If they were watching the game play before, they would answer the first question based on the signs that they would see in the video. So, the first question of this research from game designer was their expectation to see in each genre of video-games. The first participant was an Iranian game designer and he answered as: "weapons, bombs, explosions, fights, combats, maybe war and shootings and these things". After that the second question of this research asked which is directly about the game and the designer answered that: "PUBG is a battle royal game because it is competitive survival shooter game". The next question was about the essential signs in order to select the genre of this game was asked and he answered: "obviously without any kind of weapon and fight or any kind of combat between at least 2 person you cannot call it as action genre". When the researcher asked him to choose a number for the possible world of the game he answered number 7 and he explained: "compare to other games in the same area, PUBG is close real life because all the weapons in the game are real weapon, I mean the weapons are really exist. Also the graphic of it high and somehow it catches you to play". For the last question which is about the connotative meaning, he believed "there is no connotative meaning if you don't want to dig it out. Otherwise you always can sit and interpret everything in the way that you want. I didn't see anything in this game that catches my attention".

The second participant in the group of game designer is also an Iranian that answered the first question: "fight, conflict, weapons, war, explosions, bomb, and blood" as the expected signs of action genre. He also mentioned Battle Royale as the genre of this game and he add: "because it has the characteristic of battle royal genre, what else can it be? It has shooting, and the game narrative is based on survival" .The third question he answered as: "in action genre as I said without fight, weapons, and blood cannot be. There must be a conflict that people fight for it with some weapons and some blood also must be there". The number that this participant gave for the possible world of the game was number 8 because of the environment of the game. He believed the surrounding of the game is look realistic. Also he was not believing that there is any connotative meaning in this game.

The third game designer was from Denmark and he expected to see "fight or war and combat, explosions or bombs, weaponries and shootings". For the second question that asked after watching the 5 minute of game play about the genre of this game he also answered battle royal genre because it has shooting and had the elements of battle royal genre. When the researcher asked about the elements of battle royal genre he directly explained: "the game which is based on last man standing and survival based on shooting. But PUBG is so well known that everybody knows about it. Maybe even the people who don't play they already heard about it and know it. Millions of peoples were playing this game online so, even if you are not a gamer there must be someone between your friends or family who was playing this game. So, it is not so strange when people know the exact genre of this game". When the researcher asked about the essential signs of this genre he believed: "on general in action genre I think you cannot exclude conflicts or let's say combat and shooting, but in Battle Royale, as I said, it is

based on last man standing and shooting". The number he chose for the continuum was 8 and the reason was: "the quality of this game is very high, the graphical works of it is very nice and also the environment that you play in it is looks real. He believed the name of the islands are sound Russian and that's might be the stereotype of Russia by American. "You know, in lots of American stories the Russian are spy, or enemy, or you know, since the cold war this feeling is still in their stories. The name of the islands sounds Russian for me. I don't know Russian but that's enough to sound Russian. However if I remember correctly the South Korea is the developer country. So, maybe I'm not right".

The fourth game designer is also from Denmark and he also mentioned weapons, and exploitation for the action genre and also specifically he mentioned Battle Royale as the genre of PUBG. He continued by explaining: "I said this genre because it has everything that this genre must have it, it has actions, weapons, explosions, excitement, movement, and so on". The signs that he couldn't exclude in action genre was excitements, action, and combat. He gave number 7 for the continuum because he believed "the game is pretty much real. The guns specially looks real. The characters and the place looks real".

The fifth interviewee in game designer group expected to see combat, fight, blood, war, explosion, first aids or some helps, and weapons in action genre and he said PUBG is an action genre because of all the signs he said as the characteristic of action genre. For him combat, blood, and weapons are not excludable. For him "the game is very real, however I think for the gamers all the games are real because they live their life in the game. But for me this game just looks real because of the quality of the game

and the techniques that they used to makes the game. So, I think number 8 is correct number compare to other games". He also believed there is no connotative meaning in the game. "At least not something that I recognize".

The sixth game designer answered the first question as: "combat, war, blood". He directly said PUBG is a Battle Royale genre because it is based on shooting, and last man standing. For him the essential sign is combat in action genre. He gave number 8 because he believed "the weaponries in the game are real, also the objects on general are so realistic. The environment of the game is also very much real". He also believed there is no connotative meaning in this game.

Seventh game designer was an Indian how expected to see "weapons, explosions, blood, fight, combat, exploration, map, so many character and these things in the game". He was playing PUBG for long and he know the genre of it is action genre. The signs which are essential in action genre are "any kind of weapons and some kind of combat". He gave number 9 because "it looks very real, the environment and the objects looks realistic". About the connotative meanings he believed all the names are Russian, and this shows the influence of America against Russia.

The next participant was a video game designer from china and he was expecting to see battle, weapons, war, fight, blood, and combat in the action genre. He stated that the game is in action genre and he said action genre for PUBG because he saw weapons, and combat in the game. For him the weapons and combat are the essential signs for action genre. He gave number 8 for the game continuum because he feels is more close to reality. He said: because of the place and the materials in the game is

looking natural. The production part of the game is very good and lots of people were playing the game. But now not so many people". There is no connotative meaning for this game according to him.

The ninth game designer is also from china and he also answered to see "weapons, guns, battle, war, blood, fight, explosions, map, some safe area". He mentioned the battle royal is the genre of the PUBG because he know this is the genre of this game. For him the signs that cannot be excluded from the game is weapons and combat. Number 7 was the number that he choose as a number to show the reality of this game and the reason for him was "the environment of the game and the weapons in the game". He believes there is no connotative meaning in the game also.

The last participant in the group of video-game designer was from South Korea who was expecting to see weapons, explosions, and combat in the action genre of video-games. He mentioned PUBG is a Battle Royale genre because there is shooting and based on last man standing. "The weapons and explosion can be excluded in the game because even if the characters fight within their hands also can be consider as action genre but definitely a combat makes the game action". People buy items in the games because this is a new way of freedom that they can experience. He mentioned number 7 for the continuum and the reason was the realistic look of the game. For him also there was nothing that has connotative meaning in this game.

The first gamer expected to see weapons, combat and fighting in the action genre and he mentioned that PUBG is an action-battle royal genre. For the reason he said: "It is action, it has actions in it, weapons, killing, moving around to find ammo. And it is

based on survival". He believed this game is very close to reality because he gave number 9 for the game and the reason was the quality and environment of the game. For him there was no hidden meaning in the game.

The second gamer of this research was answering the expected signs for action genre as: "weapons, fights, maps, combats, bombs, and explosions". He mentioned PUBG is an action-adventure genre because "there is an action and to have explore the island. It has all the characteristic of action genre as well. May be also you can call in action genre". He gave number 9 for this game because it is very close to reality for him. "it feels like you are running in the field and shooting and helping your friends and so on". When the researcher asked him about hidden meaning he mentioned that "there is nothing like that in the game. Not something that I recognize"

The third gamer is also believed that the expected signs in action genre is ammo, explosions, combat, war or fight. And he mentioned that PUBG is a Battle Royale genre which is a sub category in action genre. He mentioned "it is action genre because of weapons in the game, fighting, killing, and on general action in the game". The number he gave as the reality in the game was number 9 because "everything in the game is so real, the quality of it is very high and the weapons and everything is very much realistic. He also believed there is no connotative meaning in this game.

Fourth gamer expected to see "combat, guns, some fighting" and the genre of this game is action based on: "you have combat, with gun and there is no peace full way of finishing the game". He gave number 8 for the continuum of the game and he

believed: "Russian propaganda because of the names in the game. It's like the Russian abandon cities".

The fifth gamer was expecting to see war, fight, weapons, and explosions in the action genre and he believed PUBG is a Battle Royale genre because it is based on last man standing by killing others. He gave number 9 because of the ammo and he said: "the weapons are actual weapons, and also all the objects and movements are actually real. This game might actually happen as well". There was no hidden meaning in the game according to him.

Next interviewee believed that in action genre "there should be battle, fight, war, gun, weapons, safe zone, shooting, killing, map, mission, running, hiding, and these things". The genre of this game is "definitely action because it has shootings, guns, running, fighting, explosion and the winner is the one who stand till the end. Out of 100 you have to be the last one to live". For him this game is number 10" because it is real. It is very real. The guns are real, the peoples are real, and you can talk with them even". When the researcher asked about the connotative meaning in the game he answered: "I don't know, maybe the reality of life is shown in futuristic way. But I don't think there is any hidden meaning in the game".

The seventh gamer expected to see combat and weapons in the game and mentioned PUBG is a Battle Royale because it is based on last man standing and involve killings. The number he gave was 8 because: "compare to other games this one is very close to reality because everything is looks real and exist. You are doing whatever you should do if you were in this situation". For him there is no hidden meaning in the game also.

The eighth gamer expected to see fights, war, explosions in the action genre and he mentioned that the PUBG is action genre on general; "killing, combat, makes it action". The number he gave was 9 because everything in the game actually exist, also it can happen in real life". There is no hidden meaning in the game also.

The ninth gamer wanted to see shooting, guns, combat, blood, violence in the action genre and PUBG is a battle royal. He explained what Battle Royale means and he express: "fight till end". He mentioned number 9 for this game because "the location of the game looks real, also everything in the game is very realistic". For him no hidden meaning in the game as well.

The last gamer expected to see "gun, fights, combat, and these things in the game". He said PUBG is a Battle Royale genre because "it's written and I knows". However he gave number 9 because the game looks so real for him. He also believed "there is nothing than a game. Okay, it looks realistic but you manage what to do in the game. What can be hidden meaning in the game? Nothing".

4.2.2 Game 2: Just Survive

Figure 7: JUST SURVIVE Gameplay Screenshots

The game develops around a post-apocalyptic story in which the world has been wiped out by a virus which turned almost everyone into zombies. The game starts with the player starting out in a random area of a map in which he has to make decisions on what to collect and how to protect himself by gathering and crafting items which help him survive. The main objective of the game is surviving and building your own Base (hideout) in which they are secure. Within the game every other survivor is a player trying to survive as well. Player interaction within the game is choice based you can talk, trade, group up or kill other players although most of the encounter end with conflict. The game features a big map of 64km^2 in which you can scavenge and build. The map has 3 cities one is Bigger than the other 2 that allow players to search for

certain items. The rest of the map features campsites, water dam, log houses construction sites and forest areas valleys and mountains.

For the first question in the research video-game designer-1 stated that for the adventure genre "I expect to see exploration and mystery in which you try to learn the story while completing missions". And in the next question when asked what genre they believe this game belongs to and based on what he answered that "Just Survive is a zombie survival game and it's because of the setting with the zombies and the elements of exploring and looting" The third question he swiftly answered stating that the exploration and survival signs are a must for this genre. When asked to put the game on a continuum the designer stated that the game resides somewhat in the middle saying that he would rate it a 6 being a little closer to reality and he stated that the main reason it is not closer are the zombies but the environment and survival mechanics bring it somewhere in the middle. When asked if there was any connotative meaning to the game the game designer laughed and stated that "it's just a normal zombie game". These were all the remarks given by the first Video-game designer.

In the next interview with the second game designer, he stated that "The environment and missions make up a good adventure genre" thus expecting to see a story and an environment that fuses with the missions. When asked to explain what he meant by environment the designer stated "In an Adventure game the environment must have a theme which the players can search and discover" which states that he was talking about the exploration feature of the environment. This is what the second game designer answered for the first question. After that upon receiving the gameplay footage we continued with question 2. "That is a zombie survival genre since it has

zombies and you try to survive." was the response and in question 3 when asked about what signs are necessary for him to understand this genre this genre he stated that "It definitely needs exploration feature players want to discover when they favor this genre". After a short interruption we continued with question 5 which asked to rate the game far or close to reality the game designer rated the game as a 4 stating that "For me zombies are too fictional and the game environment looks like everything was placed for you to find the way you play and find things are not based on reality but rather on player convenience which further separates it from the real world." And for the last question we had a similar answer like the first game designer stating that "It's just another boring same zombie game."

Video game designers has some mutual expectation about the adventure genre of the video-games. Nine out of ten game designer expected to see the exploration in the game. The sixth game designer just wanted to see a quest and some action in the adventure genre of the game. He mentioned: "adventure video-games are somehow mix with action. Making them separate is almost impossible. You are going for adventure but if there is no action it more become like a puzzle genre".

The genre of Just Survive according to 3 game designers is action-adventure because of the violence acts in the game but the 7 game designers mentioned adventure genre. The third game designer mentioned: "it is complicated. In most of the games you cannot just mention one genre as the genre of the game. Unless that game is really remarkable for that specific genre. Most of the games have more than one genre in themselves. If you check for the genre of video-games you will see sometimes there is more than four genre for each game and still some people have different ideas about

the genre". Then he continued: "most of the times even they asked the players to categorize the genre of a game because you can see many things in the game. If you go for the main genre even you might see some action games that has the strategy content with some role-playing and adventure story".

The sign that is not possible to exclude in the adventure genre was exploration according to nine game designers and just one mentioned: "quest is the base for this genre". The number that 8 game designers gave for continuum was number 5. One gave number 6 and the other one gave number 4. They all were agreed to say it's a zombie game but the environment of the game is realistic and also the object is realistic. The characters also look real. One of the designer mentioned: "you know that a disease might come and makes people like zombies, so, even in that case is more realistic".

Three game designers said Just Survive is a typical zombie game but seven said it is based on the researches about human psychology in hard situations.

Gamers had the similar answers about the game Just Survive. Nine of the expected to see exploration in the adventure genre and one of them just mentioned the quest. But when the researcher asked about the genre of this game the answers were different but in three main genre. Three of them mentioned action genre. Four of them mentioned action adventure genre and just three of them said just adventure genre for this game. The reason was similar as the game designer and they mentioned that in the video-games most of the games has more than one genre. The third gamer mentioned: "in

action genre you can see some adventure and in adventure genre you can see the action characteristics of the game".

The first gamer mentioned number 8 for the continuum of this game, the eighth gamer mentioned 6 for this game and the rest of the gamer all mentioned number 7 for this game. The first gamer said: "this game is very much realistic, its likes the movies even. Even the zombies are real".

Six gamer mentioned there is no hidden meaning in the game and four said Just Survive is about the perception of human nature being violated and also how they act in hard situations.

4.2.3 Game 3: GTA-5 [=Grand Theft Auto 5]

Figure 8: GTA-V Gameplay Screenshots

The game is based on the idea of organized crime and slice of life. Players start in a city in which they choose certain crimes they can commit and try to become a gangster or crime boss. The game features single player and multiplayer in which many quest are set towards committing various crimes. The city resembles a modern city located on an island in which the player is free to move around. Many types of vehicles exist in the game which resembles our current time and age.

The expected signs for the genre of action-adventure according to first, third, fifth and eight game designers is combat, weapons, explosion, explorations, quest, and conflict. The third participant mentioned: "it's just the combination of the action genre and the adventure genre. The line for saying this specific video-game is adventure of action-adventure is so narrow. Most of the time in adventure genre there is a little bit of action as well". The second, sixth, seven, and tenth dame designer also answered similarly but they just mentioned combat, weaponry, and quest. Fourth, and ninth game designer also mentioned quest and combat which is also the essential signs for this genre of game.

GTA 5 is also one of the most famous games and all the game designers know the game and mentioned the genre correctly. Just the fourth game designer mentioned it as adventure genre. Their reasons were also similar to each other and they all mentioned the characteristic of action genre plus the adventure genre.

The second, third, fifth, and eight game designer mentioned the quest as the essential sign for this genre and sixth, seventh, and tenth mentioned the weaponry, combat and quest as the essential signs for this genre of video-game.

The game designer's number one, two, four, six, seven and ten gave number 8 for the continuum of this game because for them this game is very much realistic due to the environment of the game and the objects in the game. The second, third, fifth, sixth, seventh, eighth, and ninth designer mentioned also about the time of the game. They said it's like a present time. The second designer mentioned the place and environment is so realistic as well as the objects in the game, it's not futuristic or even historical. It's like out time. Everything in the game is like a present time. Like we moving right now". Two of the designer gave number 7 and 2 gave number 9 for the continuum of this game.

The second, fifth and eighth game designer believed this game is for entertainment and there is nothing as the connotative meaning in the game but the rest of the designer believed this game is normalizing the crime as part of the life and has bad effects in the societies.

Gamers as well as game designers also expected to see combat, weaponry, and quest in the action-adventure genre of the video-games. The second and eighth gamer also expected to see explosion in this genre and the fifth gamer mentioned about the story in the game. He said: "in this genre the story behind is very interesting, there are also some games which are like movies, and you play to see what the story brings for you".

As mentioned all the gamer were so much familiar with GTA 5 and they expected the genre of the game correctly just the fourth and seven gamer mentioned action genre for this game and not action-adventure. The reason for stating the genre of GTA 5 as

adventure were because they saw the marked signs of the action genre and the signs of adventure genre in this game.

All of the gamer gave number 10 for this game because it's very realistic. The third gamer mentioned: "hours a day you can play this game because it's like you are actually in the game. It is very realistic game. Everything looks real. The story and objects also are realistic". The seventh gamer also believed: "the quality of the game is also very high, it's really a real game".

Six gamer believed there is no hidden meaning in this game but four of them mentioned about the glorification of violence in the game.

4.2.4 Game 4: WOW [=World of Warcraft]

Figure 9: WOW Gameplay Screenshots

The player is controlling a character from a third person view with which the player can explore the world created in the game, fight monsters, completing and interacting with the non-player characters and their missions. Players can also interact with other players which allows them to create guilds and etc. The game is set in a roleplaying idea in which the players need to choose their race for the character and what class this character will be. Some of the races in the game are orcs, trolls, human, dwarves, etc. and classes are set such as mages, warrior and priest. The games main objective is to experience a fantasy world created and explore the story by role playing a character of that world.

The first, fourth, and sixth game designer was expecting to see the character lore in the genre of role-playing in video-games. Which is also the essential sign for them. According to the fourth game designer "without character lore you cannot say it's a role-playing game". For second , third, fifth, and eight the character customize and the story of the character is the expected signs in this genre but still the essential sign is the character lore for all of them. Seventh, ninth and ten game designer believed the story of a character is the main part of this genre of the game because the game is based on this. The tenth game designer mentioned: "when we are talking about the role-playing genre of video-games the character, which is a player, have a story that you are playing it. It might be something very different or not but this is the base of the game".

The genre of the WOW according for the game designer is role-playing or RPG and for them this game is so well-known that everyone played it. Based on the character

lore of the game. The second game designer explained: "in this game you have a variety to select and you play the role of it".

As mentioned the essential sign in this genre of video-game is the character lore that without it there is no role-playing game.

8 out of 10 game designers gave number 1 for the continuum of this game because nothing in this game looked realistic for them. Not the character, not the objects and nor environment of the game is realistic according to them. The fifth participant mentioned "not only it is not realistic but also its not futuristic or even something that can happened. It's just fantasy and based on the imaginations".

None of the game designer also believed any connotative meaning in the game. The second participant mentioned "maybe people wants more fancy world, maybe when they sit to play they want to get rid of all the connotative meanings and the stuff in the real world and they just seek to have some times out of all these stuff".

All of the ten gamer expected to see the character lore in the role-playing genre of video-game. The fourth, sixed, eighth, ninth and tenth was also expecting to see the character customize in the as well as the character lore. The genre of the game according to all of them was RPG (that was the term they all used to mentioned the genre of the game) because they put themselves in a character and they play based on that.

The number they gave for the continuum was number 1, 2 and 3. Eight gamers gave number 2, one person gave 1 and one number 3. According to them except some object in the game the rest is not real or even close to real.

For all the gamer there was nothing as connotative meaning or hidden manning in the game.

4.2.5 Game 5: DOTA 2 [=Defense of the Ancients]

Figure 10: DOTA 2 Gameplay Screenshots

This game is a team game in which 5 players fight vs 5 player for dominance over the map the games winner is decided on which team destroys the others main building in their base. The map has 3 main lanes in player will main be located to push forward. Players choose a hero at the beginning of each game which every hero has different roles to play. Every lane has a group of minions spawning on certain intervals which

will push the lane forward. At the beginning the map is divided in half for each team and every lane has towers protecting the lanes for each of the teams. The objective is to push and destroy the other team's towers and get closer to their main base. The player gain experience throughout the game and collect in-game currency from certain tasks which allow them to obtain items which help them become stronger. The first team to destroy the main building called "ancient" in the other teams base wins the match.

In the strategy genre of video-games the first game designer expected to see the management of the economy and a final goal to do in the game. He mentioned the genre of DOTA 2 is a strategy genre "even by just looking at the game you can understand the genre of the game most of the times. In this game the way of playing is different than the others. You are playing in groups and you have to set a strategy how to play the game". The essential sign in this genre for him is the economic management in the game. He gave number 2 for the continuum of this game because it is not close to reality according to him. Based on the environment and the characters. For him there was no connotative meaning in the game.

The second and eighth game designer wanted to see army, and nations as well as the economy management in the game for the strategy genre. The third, fifth and tenth expected to see top view and group plays in strategy games. The fourth, sixth, seventh, and ninth game designer also expected to see the management of the economy, army and nation in this genre of video-games.

The fifth, sixth, seventh, and tenth game designer mentioned the genre of DOTA 2 as MOBA genre which means multi player online battle arena for the genre of this game. The reason was the characteristic of this game for them. Seventh game designer mentioned "it is the same as strategy game, just more specifically. In this game you play strategy but it is also multi player and online game". The third, and fourth participants also expected to see multi players and economical management in the strategy genre.

The essential signs for the strategy genre of video-games according to the second game designer is the nation and for fifth and sixth it's the army. The rest of the game designer believed that the essential sign in this genre of game the management of the economy. The tenth designer mentioned "you cannot do anything without the proper management of your economic situation in the strategy genre. Everything is based on the economy, like real life, if you want to play strategy game, something like monopoly, you have to learn how to manage your economy and then team work is important. You cannot work alone in this game also".

All of the game designer mentioned number 2 as the level of reality in this game except the third designer that gave number 3 and sixth that gave number 1 for the continuum of this game. The reasons they mentioned was because of the characters in the game which is very far from reality, the objects in the game that is also unrealistic and also the environment of the game which is not real.

All of the game designer also believed there is no connotative meaning in this game. In fifth participant mentioned "it is just about entertainment and also learn and practice strategies. How to attack, what to do, how to manage and so on".

The first, fourth, fifth, and seven gamer expected to see the management of the economy, the army or any kind of group of soldiers as well as the counties or geographical boundaries in the strategy genre of the game. The second, third, sixth, eighth, ninth and tenth expecting the soldiers and the economic management in this genre of game. The gamers all were so much familiar with DOTA 2 so, they all know the game is strategy genre or also they mentioned MOBA as the genre of this game because of the game style, and the behavior of the character in the game. The third gamer mentioned: "in strategy genre you should know how to deal with other friends in the game, even if you don't know the person in your group personally, you have to deal with them and learn how to work in group. Making a plan for the way of playing and communicating with other is very much important in this game".

Gamers all believed that the game is not very real and 8 of them gave numbers 2 of the continuum of this game. One gamer gave number 4, one gave number 3, and second gamer gave number 1 and the rest of the gamer gave number 2 for the continuum of this game. The reason was because of the environment of the game and the objects.

None of the gamer believed that there is any hidden meaning in this game.

4.2.6 Game 6: Eve Online

Figure 11: EVE ONLINE Gameplay Screenshots

This game is based in space. The game is mainly governed by the rule of the players and game mechanics are built in a way that players play a big role in how the story is evolving. The game begins with a player starting on a small ship and gaining experience and wealth. It is a very detailed game in terms of learning the game. The game has many aspects which can interest a very vast variety of players. Most of the items within the game are produced by the players which opens the option to player to collect resources ore buy them and process them in to usable materials which then can be used to build spaceship, space station or other items. Becoming skilled in each area is a long term process and can't be learned in short time which makes decision making a big part of the game. Those who are not interested in the Industrial part of the game can try other aspects such as space exploration, corporation management, space

fighting or being a space pirate. Choosing one is not necessary however learning certain skills take time and learning skill in one area alone can take between 6 months to years depending on the skill charts. All in all it is a simulation of space life were players make decisions which may affect all the players. The most interesting thing about the game is that all the economy of the game is controlled by the players and depending on the production of the players. Due to the fact that the game is based on life in space with technologies currently not available or are science fiction it is visible that this game is based in the future.

According to the first, third, fifth, eighth, and tenth game designers there is nothing to expect in the simulation genre of video-games. The first designer mentioned "for simulation genre you can expect everything, it is based on the story of the game and you put yourself as different things or different people or anything but yourself. This is what you can expect in simulation genre". The third designer also mentioned "it is depends on the game, if it is about life in spaceship you expect to see the spaceships and other planets and everything like that. If the game is about simulation of animal, you put yourself in the shoes of different animal". The tenth game designer said "everything is based on the narrative of the game. I can expect everything in this genre. If the game is close to action genre I expect to see more of the action and if the game is close to puzzle or adventure I want to see more of those signs in the game". The second, fourth, sixth, seventh, and ninth game designers said they expect to see new elements and new narrative in this genre.

All game designers were familiar with the genre of EVE Online and they all mentioned the genre of this game is simulation because you have to play as something other than

yourself. In fact you are the commander of a spaceship and you have to decide what to do and how to do.

Since there was no expected sign in this genre of video-game the next question was automatically canceled because the participants already mentioned that there is no expected sign in this genre so asking about the essential signs were redundant.

The number the designer gave for the continuum was the average of 8 because of the objects in the game and one designer mentioned that "it is a futuristic game, so in time it might happen".

About the connotative meanings in the game, nine designers said nothing as the connotative meaning but just the sixth designer said "it represent the capitalist exploitation".

Gamers were mentioning similar things as the designers, they were saying that they expected to see anything in the game so there was no sign they perceived to be a marked sign. The fourth and ninth gamer also mentioned about the narrative of the game and how you can simulate yourself in different stories.

All ten gamers also mentioned simulation as the genre of EVE Online because of the nature of this game. The tenth gamer mentioned "In this genre of the game all about simulation, to what genre the game can be close to is the genre of the game mainly".

The average number they gave for the continuum of this game was 9. Six gamers gave number 8, and two gave number 10. Because of the objects in the game and also the

futuristic looks of it. About the connotative meaning, eight gamer said it's about the future life style and two said nothing as the hidden meaning in the game.

4.2.7 Game 7: Rocket League

Figure 12: ROCKET LEAGUE Gameplay Screenshots

A simple description of the game would as a soccer game with cars that have rocket engines. In this game you will have up to four players on each team. The objective of the game is to drive these rocket engine cars and hit the ball into the opponent's goal. This continues until the end of the match. The game has a single player and multiplayer game modes which allows the players to play even if they do not have an internet connection or play online. After launch they had some updates which allowed the game to have more variety of play modes such as ice hockey and basketball modes.

The first, second and third video-game designer expected to see competitions sand conventional sport in the sport genre of video-games. The genre of Rocket League according to them is the sport genre because it is like a football match. The essential signs for them in this genre of game is the sport. The number they gave for the continuum was 2 because of the objects in the game and the actual game of football in the game. And there was no connotative meaning.

None of the game designer and gamers believed there is any sort of connotative meaning in this game.

Fourth, fifth, sixth and seventh game designers believed also there should be some sort of competition in sport genre of video-game but according to the sixth designer: the competition in sport genre is just a proper competition, it's not like action or adventure genre which you compete in a maximum level. Like a sport, you just compete to win and maybe you also loose". In Rocket League which all of them agreed it's a sport genre of video-game the essential signs are competition and real sport. The number they gave for the continuum was number 2 because according to number fifth: there is some kind of representation of a game, it looks like football with cars but the cars are not real cars, the ball is not a real ball, even the stadium is not a real stadium. So, it's not realistic but at the same time not futuristic or anything that even could be apply".

The eighth, ninth and tenth designer also expected to see real sport in sport genre. The tenth one mentioned: "whether a real sport like football or some revise sport like mixing two sport together". The genre of Rocket League is sport genre for all of them and the reason was because of competitions of real football. The essential signs in sport

genre was a conventional sport and they gave number 2 for the continuum because of unrealistic football match.

The first, second and fifth gamer expected to see conventional sport in the sport genre of video-games. However, all the gamers also mentioned the genre of Rocket League as sport genre. The ninth gamer mentioned: "this game is sport just because it's not fitting to any other genre, otherwise it's not really a sport game". Third, fourth and nine gamer wanted to see some competition in this genre. Fifth, sixth and ten gamer also expected to see conventional sport and competition in the sport genre of video-games. The reason for all of the gamers to choose sport genre for this game was because of the kind of football in the game. The last gamer mentioned: "It looks like football but with cars and also the playground is not for football. It is fun to play but for short time. After that it's become boring. Maybe for me because I'm used to more action genre or something with more stuff to do. Controlling the cars in the game is difficult, I mean it's not an easy game to play".

All the gamers gave number 1 for the continuum of this game because for them it's not a realistic game at all. The seven gamer mentioned: "there is something funny in this game, okay, there are other games that are not realistic but this one is somehow funny. You suppose to play football, with huge ball and in the car. The ball is not breakable, the playground is huge, and the cars are modified and so one. When I was playing with friends we were laughing because which is not very common in our society. We can make some jokes in the game but laughing in the game while playing was new thing for us. Normally we play seriously".

4.2.8 Game 8: The Talos Principle

Figure 13: The Talos Principle Gameplay Screen Shots

The game is based on a philosophical storyline. The name Talos comes from Greek mythology which was a ginormous mechanical man who was protecting Europa-crete from invaders and pirates. This game is narrative based puzzle game which you play FPP (First Person Perspective) or TPP (Third Person Perspective). The game features over 120 puzzles with different environment where the player character is a robot.

The first game designer expected to see "some kind of solving problems, or solving a mystery" in the puzzle genre. For this participant the genre of The Talos Principle is the first person puzzle video-game because "there is a mystery or complication that you need to solve, in this game the robot, or robot human, have to solve the mysteries in the game in order to find the last picture of the game which is the creator of him".

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The essential sign for him in this genre of video-game is the pieces of the mystery. He gave number 7 for this game because of the environment of the game. About the connotative meaning in the game he mentioned "this game is about the belief of the people".

The second game designer wanted to see "maybe some pieces of the mystery that comes together at the end". He believed the genre of this game is puzzle because of the mystery solving in the game. The signs that cannot exclude in the games are: mystery solving and problem solving". He gave number 6 for this game because "although the environment looks real but the story is not realistic and the science is not develop yet to build intelligent robot". The connotative meaning of the game is nothing other than mythology for him.

The third and fourth participant mutually believed that the expected signs in puzzle games are "finding a solution for a problem, and putting the pieces of a mystery together in order to solve it". They also answered the genre of this game is puzzle because of the solving parts in the game. The essential signs in this genre of the game is mystery solving. They also gave number 7 for the continuum of this game because the environment of the game looks realistic but the story line is not that much real. The third participant mentioned "this game is about morality" and the fourth one said "there is no connotative meaning in this game".

The fifth, sixth and seven game designers also wanted to see some kind of mystery solving in the puzzle genre of the video-game. They all know this game so, after the short video of game play sent to them they all mentioned the genre of the game as

puzzle because of solving the issues in the game. The marked signs for them in this genre of video-game was to find an answer for a problem. They all gave number 7 for the continuum of this game because they believed the environment is real. Fifth and seven participants believed this game wants to challenge the belief of the people and the participant number sixth also believed it's about mythology.

The eighth video game designers wanted to see "the pieces of puzzle, a problem, some thoughtful movement and an interesting storyline" in the puzzle genre. For him The Talos Principle was a puzzle game because of mystery solving and the essential signs were: "mystery, and full picture. I mean I want to see something interesting at the end of the game". He gave number 8 for this game because "it might happen soon, the technological development is showing that we might even see this things. But in the future". "I believe this game wants to challenge the religions, the concept of creator, and the mystery of knowing who creates you is the connotative meaning of this game".

The eighth and ninth participant expected to see mystery solving in the game and also they played the game as they mentioned so, they were already familiar with the genre of the game. The essential signs for this genre was problem solving and they gave number 7 for the continuum of this game. They both believed this game is about morality and belief.

The first and second and third gamers expected to see puzzle solving and mystery solving in the puzzle genre of the video-game. They all mentioned puzzle genre for the genre of The Talos Principle. Because of solving some problems in the game. They gave number 7 for the continuum because of the environments of the game. The second

gamer mentioned "even the objects in the game looked real, in fact just the intelligent robot looks futuristic but the rest is realistic, but the story is not really realistic". Participant number 1 and 3 believed the game is talking about the mythology but gamer number 2 believed it's about belief.

The fourth gamer expected to see some mystery solving in the puzzle genre. He said "this game can be adventure, I really don't know about the genre of this game". He gave number 6 for the continuum and he directly mentioned "I think there is something in this game but I'm not sure, I don't know. I played this game but not long. I didn't like it that much".

Fifth and sixth gamers also expected to see problem and solutions in this genre of the game. Based on the mystery solving they mentioned the genre of the game as puzzle. The number they gave was 7 because of the environment of the game. And both believed the game is about the mythology.

The seventh, eighth, ninth and tenth gamers wanted to see some mystery in the puzzle genre of the game. They all mentioned the genre of The Talos Principle as puzzle genre because of mystery solving. The number they gave was 7 for the continuum because of the environment and the objects in the game that looks realistic. Number seventh and tenth were not sure about the connotative meaning in this game but eighth and ninth believed it's about the belief of the people about their creator.

4.2.9 Game 9: Cookie Clicker
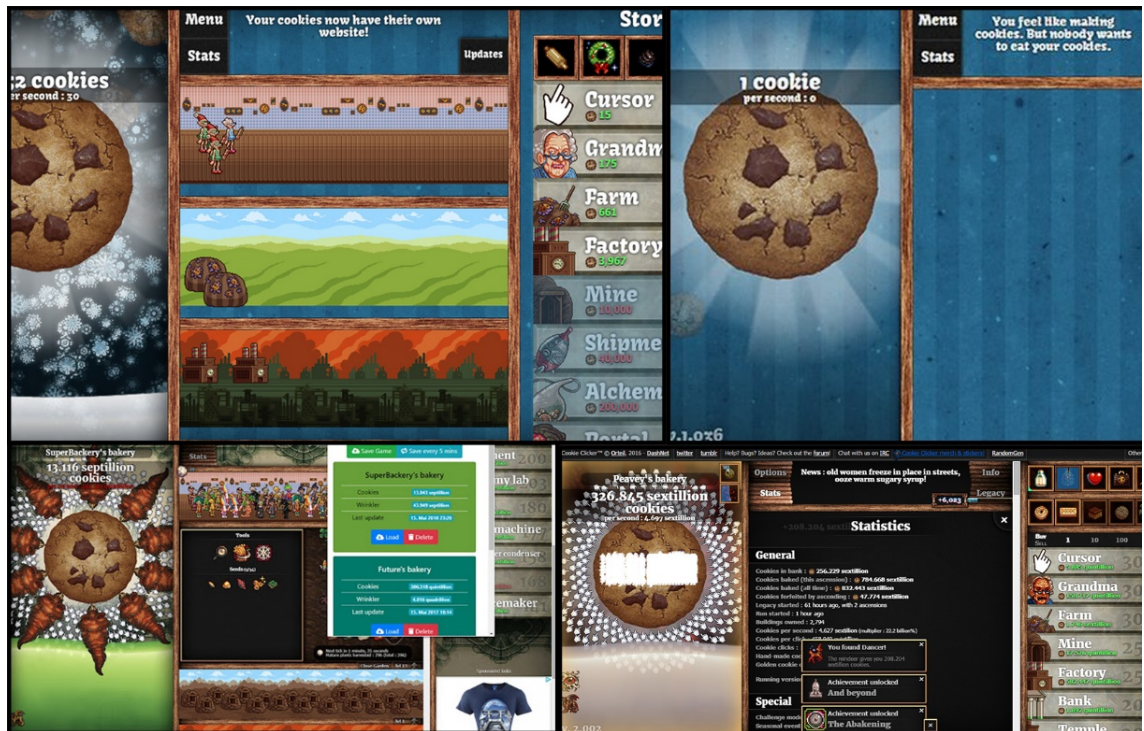
Figure 14: Cookie Clicker Gameplay Screenshots

Cookie Clicker is an idle game in which the player has to click on a big cookie and in return earns a cookie for each click. All the cookie that are earned and collected can then be used to by structures that autonomously produce cookies. There are also upgradeables that can be bought with cookies that allow for a more efficient way of clicks or structures. The game has no ending however achievements let the players aim for a milestone of numbers of cookies. This game is considered to be a milestone in this genre with a dedicated group of fans. Also after playing for a while and having collected a certain amount of cookies the player can restart the game which will give them something called heavenly chips and prestige that add a permanent extension and higher the production rate of cookies for the future play through.

The first game designer expected to see some numbers or some coins in the idle genre. He directly mentioned the genre of Cookie Clicker as idle genre because of "the environment of the game and the way that you have to play". The signs that cannot be excluded in this genre is "the money growth or can say, some value raising". According to him this game is not realistic at all so he gave number 1. And there is no connotative meaning for this game.

The second game designer also expected to see some coins or some capital that can be growth. The genre of this game also was idle genre because of way of playing and the characteristic of the game. The signs that cannot excluded in the game was wealth growth and the idea of numbers. He also gave number 1 for the continuum of this game because "there is nothing realistic, except the shape of the cookie I think". There was nothing in the game as connotative meaning either. The other participant expected to see numbers and coins in the game. "Maybe not coin directly but something like money that you can be earned by each click". He directly idle as the genre of the game because of the environment of the game and the way of playing. The essential sign in the game is "the nature of the game itself. The money growth you cannot exclude in this genre". He also gave number 1 because "there is nothing realistic at all". And he believed there is no connotative meaning in the game.

The fourth video game designer expected to see some number in this genre of the game and he mentioned Cookie Clicker as the idle game. Because of way of playing. The number is the essential sign for him and he gave number 1 for this game because "it's not real at all". "There is nothing as connotative sign in this game" according to him.

The fifth game designer expected to see wealth growth and numbers in the idle genre of the game. When the researcher asked about the genre of this game he directly mentioned idle genre "what else can it be". The wealth growth is the sign that cannot exclude in this genre according to him and by asking the connotative meaning in the game he just smiled and said "no".

The sixth game developer also expected to see "numbers, coins, wealth growth, or anything that represent as money in the game". He directly mentioned the genre of Cookie Clicker is idle and because of way of playing and the object in the game. The signs that have to be there in order to call the game as idle genre is "the same idea, weather money or something that represent money that can be growth by click of the mouse". For the continuum e gave number 1 because there is nothing except the cookie which is realistic. And there is no connotative meaning in this game. The next interviewee also mentioned number and wealth as the expected signs in the idle genre of video games. He mentioned this game as idle because of the way of playing. The signs that cannot exclude in the game is number and wealth growth. He also gave number 1 for this game and there is no connotative meaning in this game.

Interviewee number eight was expecting to see numbers and money in this genre of the game. He guessed the genre of the game as idle and that was because he was playing that and he knows the game. He mentioned: "I know there are not so many people in the current time that wants to lay this genre of the video-game but believe me, this genre of the game helps me to be relax and I really likes it. Its stress releases game at the same time it's fun". For him the signs that you cannot exclude in the game is the money growth but he gave number 1 in this game because of: "it's not realistic,

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nothing looks or feels real. I wish earing money like this would be realistic". There was no connotative meaning in this game according to him either. The ninth video game designer expected to see numbers and wealth in this genre of the game. He mentioned Cookie Clicker as idle genre because of the way of playing. The numbers is essential sign for this genre of the game according to him and he also gave number 1 for this game and no connotative meaning. The last video-game designer was saying: "something like money is the expected sign of this genre, but I'm not really interested in this genre and I don't have so much information about it". But when the researcher asked about the genre of Cookie Clicker he directly mentioned as idle genre and he add: "I said I don't know that much about this genre but I know about this game and this was one of the first game in this genre for video-game. So almost everybody who is interested in playing at least once tried this game". For him money growth is the essential sign and he gave number 1 and no connotative meaning in this game.

The first gamer expected to see some money growth in the idle genre and he mentioned Cookie Clicker as idle game because of way of playing. For him the number of this game in continuum is 1 and there is no hidden meaning in this game. Also the second gamer mentioned numbers as the expected sign in this genre of video game and he also mentioned idle for the genre of this game because of the game style. The number in continuum is 1 and no hidden meaning for him also.

Next gamer wanted to see "some money, numbers, maybe even gold" in this genre of video game and he mentioned idle because of "the way of playing this game shows the genre of the game" He gave number 1 because "there is nothing real in this game.

Nothing at all. There are some images of cookies but even those are not really real". For him there is nothing to say about hidden meaning in this game.

The fourth gamer expected to see some number and wealth in the game and he also mentioned idle game for this game because of game style. The number he gave was 1 and no hidden meaning in this game.

The fifth gamer was saying numbers and wealth in this genre of the game and he said idle for this game because of the characteristic of the game. "The way you play the game is showing the unique way of playing this genre of the game". He gave number 1 for this game and he believed nothing is hidden as meaning in this game.

The sixth gamer wanted to see some numbers and money in the game. "In the idle genre of the video game the only thing you can really do is just the click. So, there is really nothing to do". The number in continuum is 1 and nothing as hidden meaning in this game.

Seven gamer wants to see numbers in this genre. The game is idle and that's because of game style. The number he gave is 1 and he also mentioned there is no hidden meaning in this genre of the game.

The next gamer expected to see wealth in this genre of the game and he mentioned idle for the genre of Cookie Clicker. "Because of the way you play". Number 1 for this game in continuum and he also mentioned there is no hidden meaning in this game.

Ninth and tenth gamer both were believing that in idle genre of the video-game the numbers and the wealth growth is the two signs to see. They also said the genre of Cookie Clicker is idle and the reason is because of the style of playing. They also gave number 1 for this game and no hidden meaning in this game.

After conducting all the interviews the summary of common signs in each genre can be summarized in the figure 15.

Genres:	Common Signs:
Action	Weapons, Explosions, Combat
Adventure	Exploration, Quests
Action-Adventure	Combat, Weapons, Quests
Role Playing	Character Lore, Character Customization
Strategy	Management of economy, armies, nations
Simulation	-
Sport	Competition, conventional sports
Puzzle	Problem solving, Mystery Solving
Idle	Wealth growth , Numbers

Figure 15: Common Signs in each Genre

This figure 15 is based on the answers given by the interviewees and represent the most common signs that the interviewees perceived. And figure 16 shows the marked signs in each genre of video-games:

Genres:	Marked Signs:
Action	Combat
Adventure	Exploration
Action-Adventure	Quests
Role Playing	Character Lore
Strategy	Management of economy
Simulation	-
Sport	Competition, conventional sports
Puzzle	Mystery Solving
Idle	Wealth growth

Figure 16: Marked Signs of Each Genre

As a result of the questions asked by the interviewee about reality perception and placing each game on a continuum of far or close to reality the answers can be averaged and put in to the following figure 17.
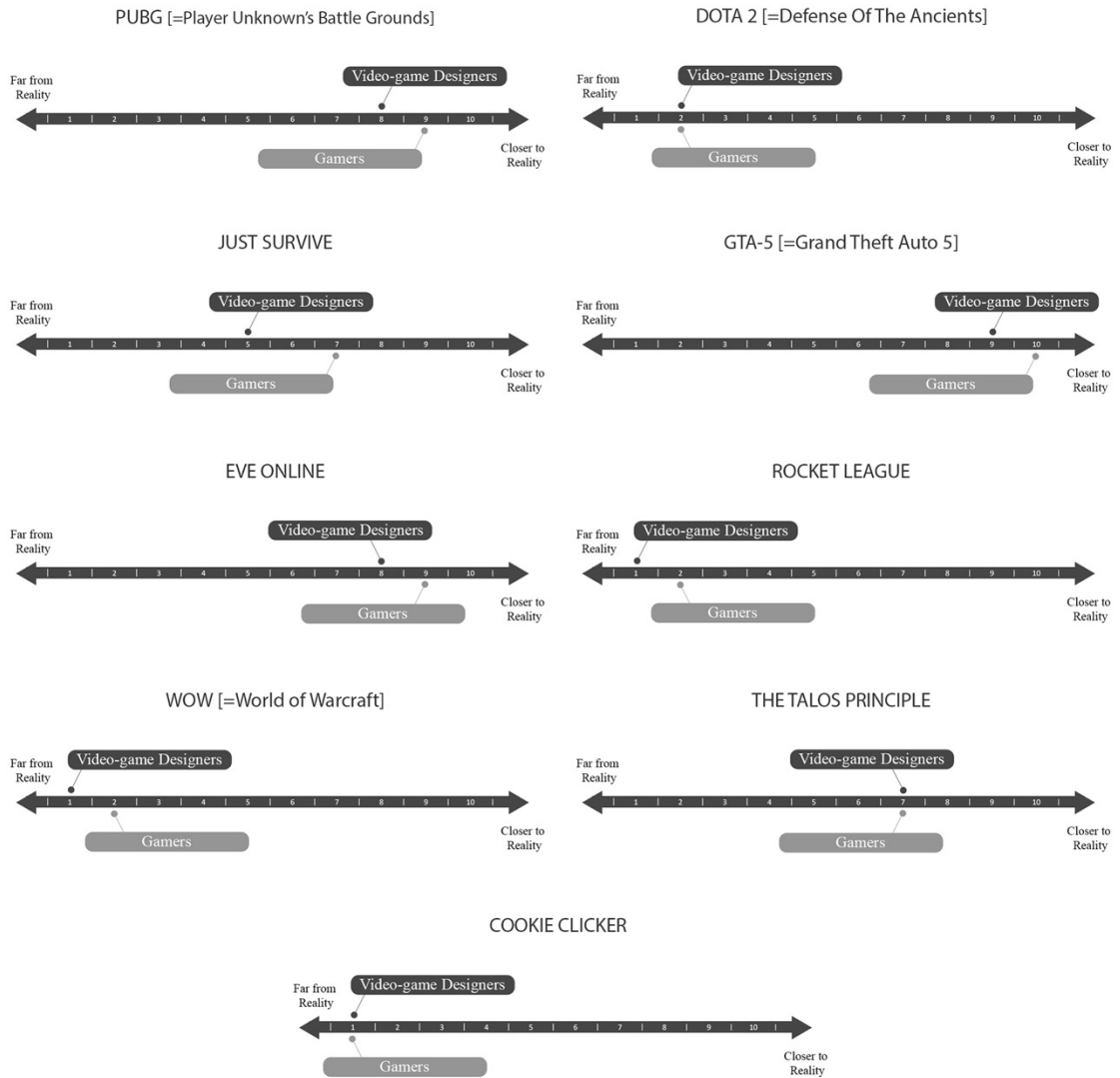
Figure 17: Continuum of the Video-games

After all the explanations given in this chapter the next chapter is focusing on the conclusion of this study based on the finding and the research questions.

Chapter 5

CONCLUSION

The last chapter of this thesis is focusing on the conclusion, summery of the conclusion and suggestions for future studies. In this part the conclusion of this thesis based on the interviews and data is going to explain and the result of the thesis will come based on the research questions and interview questions.

5.1 Conclusion

This research was focusing on the visual perception of the two groups of gamers and game developers in order to understand the marked signs that makes the difference in the genres of video-games. The genre of video-games are one of the main concerns of this research in order to understand what signs can selected and combined to create each genre of video-games. Although the line for categorizing of each genre and sub-genre of video-games is so blurry this research focused on the nine main genres based on the categorization of Vince (2018) in order to understand which signs are selected and combined to create a possible world of each genre of video-game from the perception of the gamers and game designers. The possible world of each video-game is the other concern of this research in order to understand how video-games developers and gamers perceive the possible worlds created. Bringing the possible world of each video-game on a continuum is one step forward to analyze the applied way of dealing with possible worlds. Also the economic growth of video-game is one of the concerns of this thesis and it's not ignorable because the developers of video-

games create the sign system in order to earn money but the consumers of these video-games which are the gamers perceived some of these selections and combinations of signs in different way.

The main research questions of this thesis were:

Q1: What signs are perceived in video-games which become the reason that help the interpretation for the different categorizations of genre?

Q2: What kind of signs come together to create a possible world of video-game in different genres based on the visual perception of the gamers and game designers?

Q3: What signs make a video-game's world far or close to the real world based on the visual perception?

Q4: How does the video-game designers and gamers perception of signs in video-games differ from each other?

In order to achieve the answers for these questions, based on the judgmental sampling technique nine video-games from different genre were selected. These games were:

Game 1: PUBG [=Player Unknown's Battle Ground] in the Action genre

Game 2: Just Survive in the Adventure genre

Game 3: GTA-5 [=Grand Theft Auto 5] in the Action-adventure genre

Game 4: WOW [=World of Warcraft] in the Role-playing genre

Game 5: DOTA 2 [=Defense of the Ancients] in the Strategy genre

Game 6: Eve Online in the Simulation genre

Game 7: Rocket League in the Sports genre

Game 8: The Talos Principle in the Puzzle genre

Game 9: Cookie Clicker in the Idle genre

Then Liner snowball sampling technique was used in order to find 10 video-game designers and then the interview questions for this group of interviewees were as followed:

1.What do you expect to see in [action, adventure, action-adventure, role-playing, strategy, simulation, puzzle, sport and idle] genres in video-games?

2.What genre would you think this game belongs to and based on what did you choose this genre?

3.Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre? In other words, which signs are essential in order to select the genre of this video-game?

4.If we place this game on a continuum do you think this game is close to the reality or far from reality? (1 being far from reality and 10 being close to reality) Based on which signs did you answer this?

5.What is your idea about this video-game? Do you think there is any connotative meaning behind this game? Based on which signs you say so?

6.In order to maintain and earn from a game, there are some items which can be bought by players with real currency, in your opinion why do you think gamers by these items?

The other group of interviewee were the gamers that were selected based on judgmental sampling technique from an application called Discord which is frequently used by gamers to communicate. The gamers who had prior knowledge about all the games of this research were selected to have the interview with. The interview questions designed for this group were different from the group the game designers. The questions were as followed:

1.What do you expect to see in [action, adventure, action-adventure, role-playing, strategy, simulation, puzzle, sport and idle] genres in video-games?

2.What genre do you think this game belongs to and why did you choose this genre?

3.Do you think this game is close to reality or far from reality? What makes you think this way? (Rate the closeness and apartness from 1 to 10, 1 being far from reality and 10 being close to reality)

4.Do you think there is any hidden meaning for this game? Based on what do you think these?

5.As a player, do you buy extra items in a game? If so, what is your reasoning for buying them?

Based on the research questions of this thesis for action genre of video-games, both groups of the designers and gamers, believed the marked signs are weapons, explosion, and combat. According to the interviewees these signs cannot be ignored in order to call a game as an action genre. For adventure genre exploration and quests are the marked signs. For action-adventure genre; the combination of combat, weaponry and quests. On the other hand in the role-playing genre of video-games the interviewees expected to see the character lore and also character customization. In strategy games the key features are management of economy, army, and nations of some sort. For simulation genre of video-games there were no marked signs and for the sport genre competition and conventional sport are the marked signs. In puzzle genre, problem solving and mystery solving were the most perceived marked signs and for the last genre which is idle genre the wealth growth and numbers are the marked signs that both groups perceived.

For the question that asked about their choice of putting each of the games in a genre, all of the 20 interviewees were answering as the common genre of the game, however most of them (17 out of 20) were also mentioning the specific sub-genre of the game. For example, the PUBG which is an action game is also in a sub-genre of battle royal. This specific categorization of the video-game shows the knowledge of interviewees in this field. However, in this thesis the consideration was the main genre. However the knowledge of interviewee's about the game adds validity to this research.

The second part of the second question for both group of questions is to see which signs in the game they choose in order to support their ideas in the first question. As a result, all of the interviewees just repeated their first answer and sometimes the video-game designers add one or more sign that they just saw and remember from the game.

The third question of video-game designers was based on the essential signs in order to understand the genre of the game. Eight of the interviewees believed combat in the action genre is the essential sign however two of them believed weapon is the essential sign for this genre. In adventure genre nine interviewees believed that the exploration is the essential sign and just one believed that quest is the most important sign in order to categorize this genre of video-game. In action-adventure genre the quest was the answer from all the interviewees. In role-playing genre character lore was the answer of nine of the interviewees and in strategy genre the essential sign is the economic management sign which was mentioned by eight game designers. All of the interviewees believed that there is no marked sign for the simulation genre of video-games. Interestingly in the sports genre of video-games five interviewee believed that the competition is the essential sign and five more believed that the conventional sports

is the essential sign. So, it is not possible to choose one feature in the sport genre and both of these sign systems are necessary in order to categorize this genre of video-game. In the puzzle genre of video-games the essential sign is the mystery solving according to all the interviewee and in the idle genre the wealth growth is the essential sign that is expected to be perceived in the video-game.

The fourth question for the game designer which was the third question of the gamers was based on the economy of the game and the items that the players can buy with a money. The perception of video-game designer variations and differences than the reasons that the gamers explained for buying some items in the games. Game designers believed that the customization of character in game and also better connection between the player and their avatar in the game are the reasoning for the buying of these items however, gamers stated some more reasons for buying them. The main reason was to customize their character but also five of the gamers mentioned about supporting the game developers. And three of them was buying the item in order to trade and earn money, however just one of them was successful to earn 100$ and the two others were just trying and they never earned much. Two of the gamers also mentioned about the unique experience of non-conventional clothing. One of them believed that "it is a nice feeling that you wear some stuff that you cannot wear in real life. For example you cannot wear a unicorn mask and underwear to go and fight in a winter environment".

The fifth question from the video-game designers and the fourth question of gamers are similar in a way that they had set a number that represent the possible of the video game between 1 to 10 (1 being far from reality and 10 being close to reality) and the

reasons behind there rating. The average number of the first game, PUBG, according to gamers is 9 and according to the game designer is 8 because both groups were thinking the environment of the game and also the weaponry they used in the game were realistic. Average number that the gamer gave for Just Survive is 7 and the designers' average number is 5 due to the zombies in the game. So, it is possible to show the result of this question in this way:
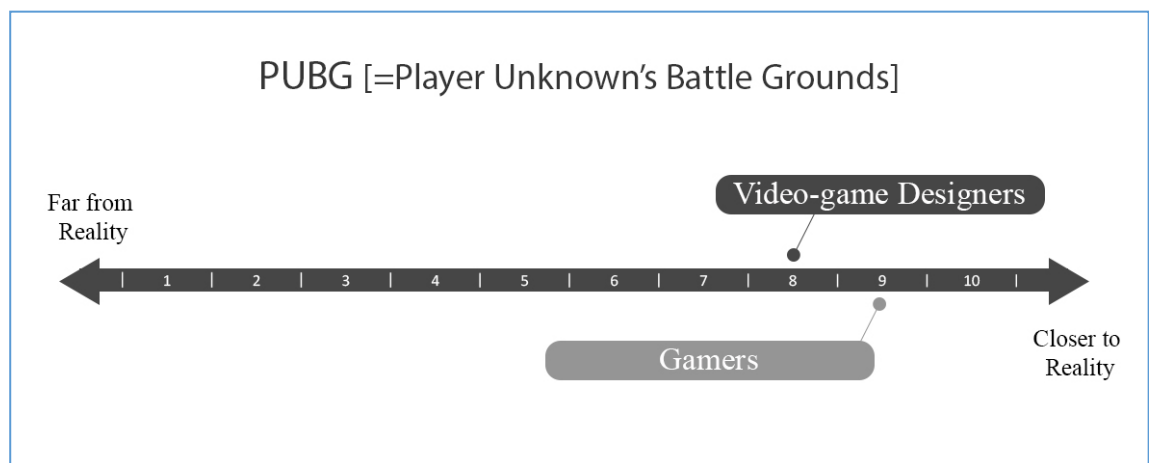
Figure 18: PUBG Continuum
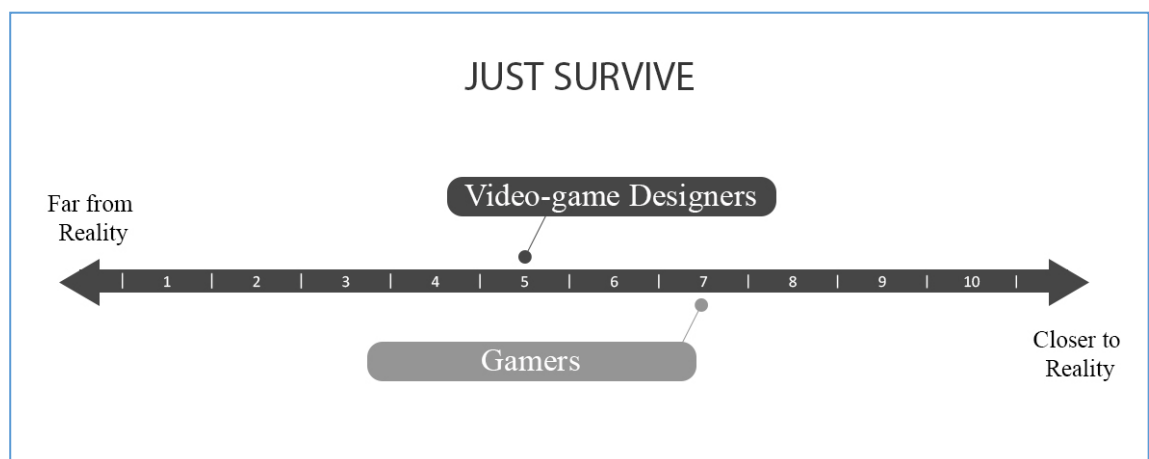
Figure 19: Just Survive Continuum

The third game is GTA 5 and based on the environment and the objects in the game the average number that the gamers gave is 10 and for the game designers it was 9.

WOW (World of Warcraft) on the other hand got an average number of 2 from the gamers and a 1 from the game designers because of the characters, objects and the environment perceived in the game.
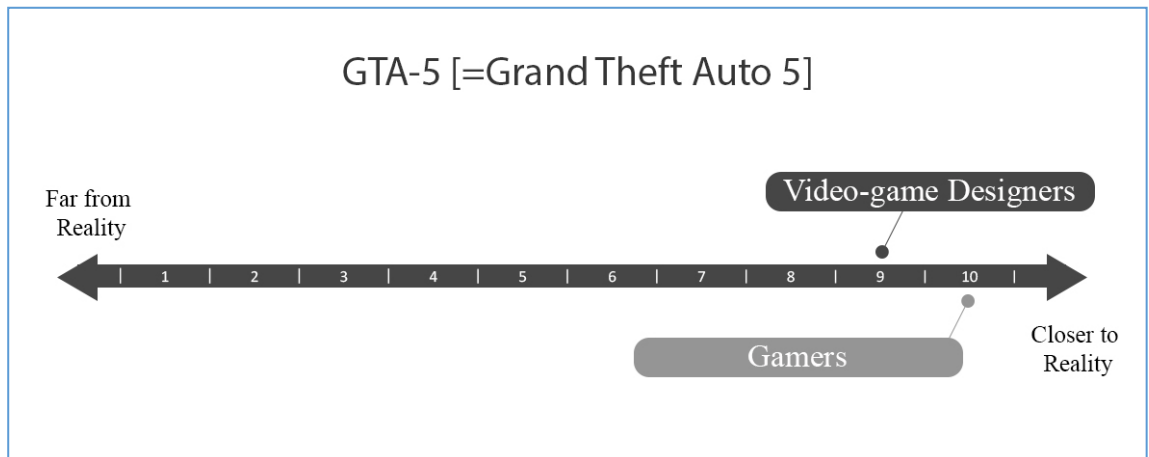
Figure 20: GTA-V Continuum
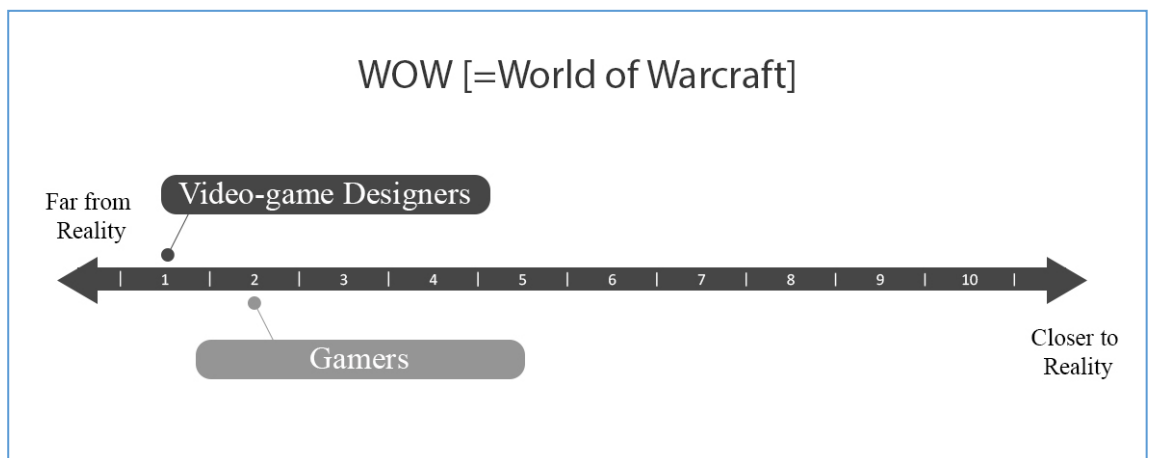
Figure 21: WOW Continuum

The game DOTA 2 was perceived by both the gamers and game designers with an average number of 2 their perception was based on the characters, environment and objects in the game. Eve Online on the other hand averaged a number of 10 for the gamers and a 9 for the game designers because of the time and the objects within the game.

DOTA 2 [=Defense Of The Ancients]

Far from Reality

Video-game Designers

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Gamers

Closer to Reality
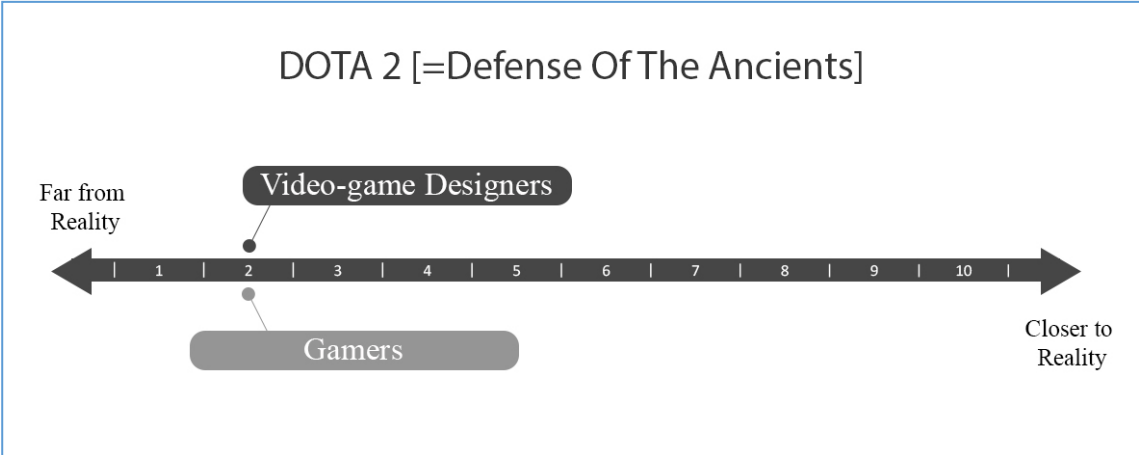
Figure 22: DOTA 2 Continuum

EVE ONLINE

Far from Reality

Video-game Designers

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Gamers

Closer to Reality
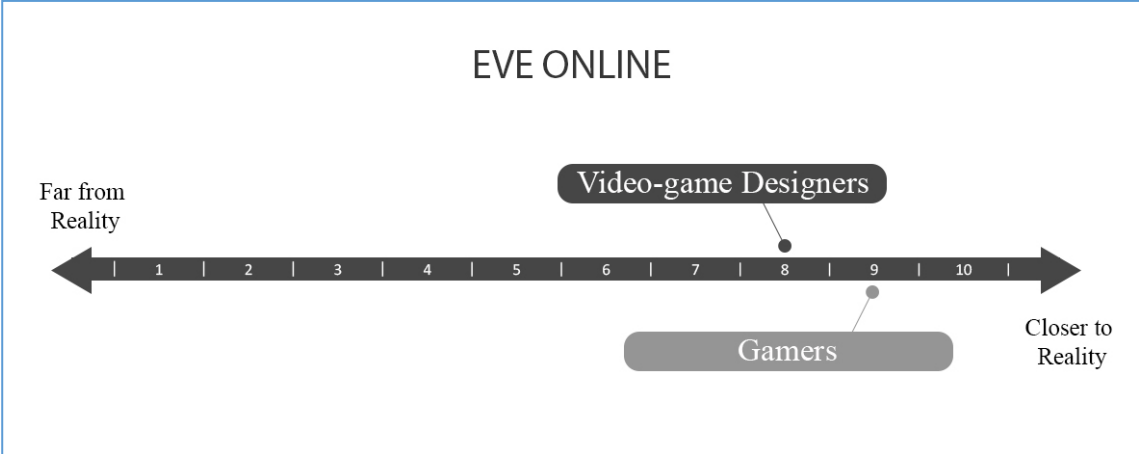
Figure 23: EVE Online Continuum

Rocket League had the average of 2 for the gamers and 1 for the designers and the reasoning were the objects in the game and when we look at The Talos Principle it averaged a 7 for both the designers and gamers due to the environment within the game. The last game which is in the genre of Idle was Cookie Clicker, which also averaged a 1 for both groups the designers and gamers.
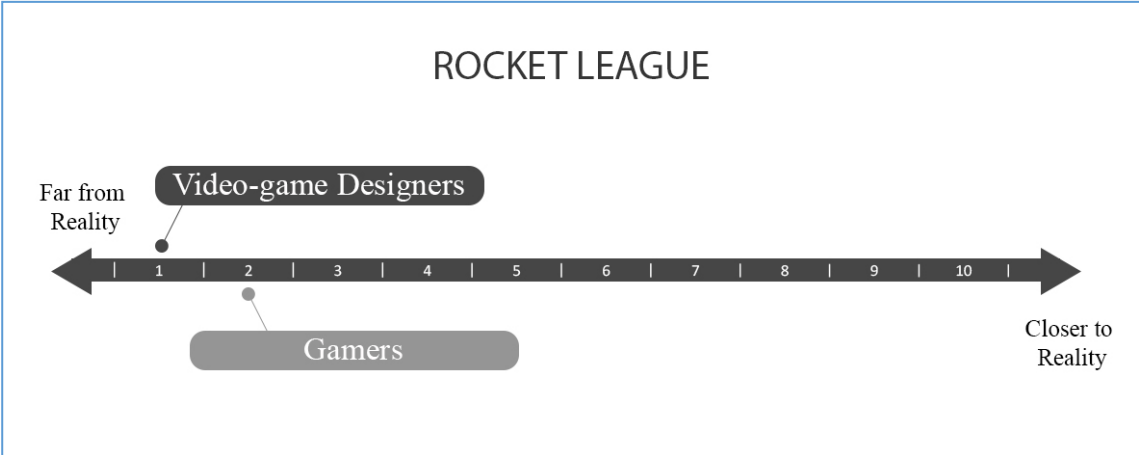
Figure 24: Rocket League Continuum
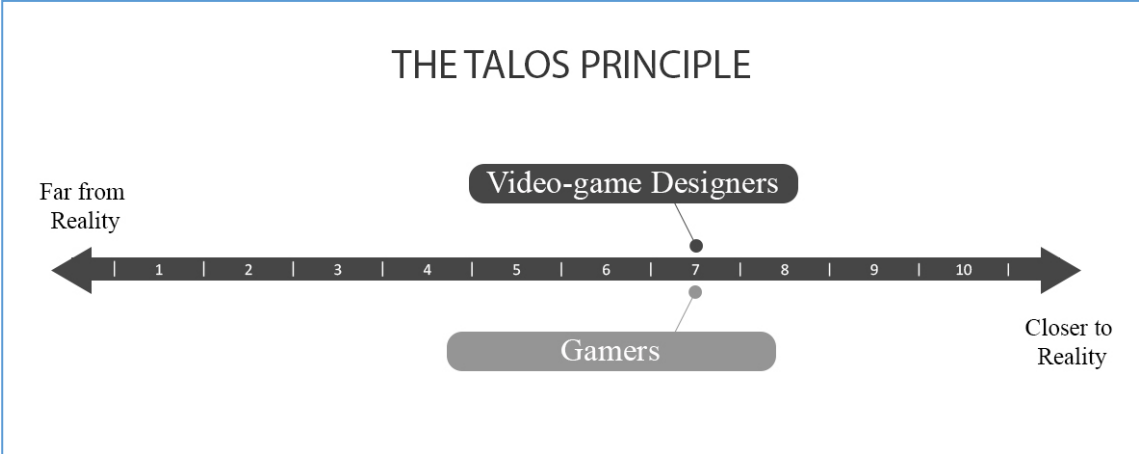
Figure 25: The Talos Principle Continuum
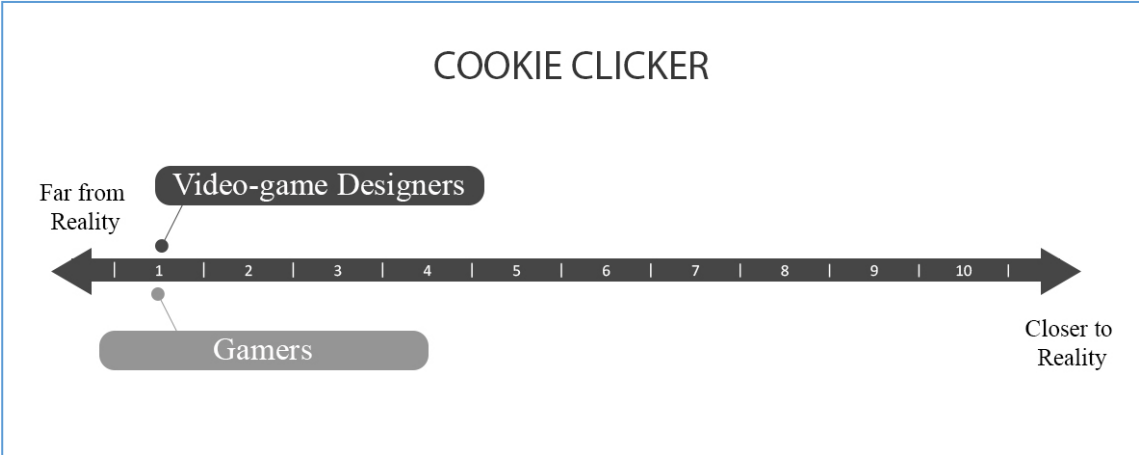
Figure 26: Cookie Clicker Continuum

After analyzing the result of this question it is possible to see that the video game designers perceive the video-games a little further away from the reality than the gamers. The reason can be their perceptions of the games is different than the gamers being that they are more involved in the creation process of games. The gamers who play the video-games more than 8 hours daily live a separate life inside their games and as 2 of the gamers mentioned that they are having some experiences that they cannot have in their real life. So, they perceive the world of video-games in more ways and on the other hand the developers of video-games are more concern about the production parts and the details of the creations of video-games and they don't necessarily live a life inside the world that they created. That can be a reason that the averages of perceiving the world of video-games is more close to reality for the gamers.

The last question for both groups of interviewees is based on the connotative meaning inside each of these games. For the PUBG nine of the gamers said that there is no hidden meaning in this game and one of them said that because the name of the abundant islands is like Russian names it's more like a Russian propaganda. For the game designers eight of them said there is no connotative meaning in this game and one said: "it is more like the American influences against Russia". And the other one said it is the Russian stereotyping. For the game Just Survive six of the gamers said that there is no hidden meaning and four believed that the perception of human nature being violated and it shows how peoples act in hard situations. Three of the game designers believed that it is just a typical zombie game and the other seven were saying this game is based on the researches about human psychology in hard situations.

The game GTA 5 according to four of the gamers is the glorification of violence and six gamers believed that this game doesn't have any hidden meaning however when we look at the game developers seven game developers believed that this game and the other games like this are just normalizing the crime as part of daily life. And another three of the game designers were saying that there is no connotative meaning behind this game and it is just for entertaining the people. One of them actually said: "people ask for these kind of video-games and designers makes them. There is usually lots of profit in these kind of games if they make them properly".

WOW was another game that nine of the gamers said that there is no hidden meaning in this game but one of the interviewees said Orcs are the representations of the Turks. Ten video-game designers also said that there is no connotative meaning in this game.

In the game DOTA 2 both groups of video-game designers and gamers believed that there is no hidden meaning in this game. However for Eve Online eight gamers believed that this is going to be the future life style and the other two believed that there is no hidden meaning. However one game designer said it is representing the capitalist exploitation and the other nine said there is no connotative meaning in this game.

In Rocket League and Cookie Clicker both groups the gamers and the game designers didn't perceive any connotative meaning and for The Talos Principle, three gamers were not sure. They were feeling something but they were not able to say what exactly. Two of the gamers were saying that this game talks about beliefs and five said this game is about mythology. Six of the game designers said that this game talks about

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morality and belief and the other three said that it is about mythology and only one of the game designers said that there is no connotative meaning in this game.

As a result of this question which compares the perception of gamers and game designers together it is possible to say there is not much variation or difference between their perceptions. The perception of these two group in relation to connotative meaning is quite similar although there is a little differences in some of the games but interestingly the gamers also have a broad knowledge about the concepts of propaganda, mythology, and representations in media.

As the result of this research, a new way to study video-games through the notion of possible world, genre/sub-genre, and the difference of perceptions between video-game designers and gamers is possible. The producers and designers of video-games benefit from this study in a way that they can understand the signs involved in the categorization of the genres of video-games and can use this knowledge to tweak the selecting and combining of different sign systems. By considering the importance of video-games as a medium many scholars are paying close attention from different. Since it is a fast and vastly growing industry, the lack of research in this field of study specifically in the creation of possible worlds and the connection of genre/sub-genre of video-games creates the foundation for this research. The main questions of this research which were pursued are what signs correspond in the classification of genre/sub-genre of video-games and secondly which signs can be selected and combined in order to create a possible world of video-game for the different genres. As the results show there are limited of signs that are used in order to categorize the genre of video-games and the selection and combinations of these signs makes the

genre of each video-game understandable for the two groups the gamers and game designers. Based on the third research question which focuses on the signs that makes the possible world of video-games far or close to reality, the result shows due to the time, location, character, behavior of the character, objects in the game and the style of the game the world perceived of each game can come closer to the real world or get far from it. And the last question for this research that focused on the perceptions of the gamers and designers the result shows although there is a small difference in some cases the perception of the signs are similar between these two groups of interviewees. The main difference regarding the difference in perception is based on the possible world of video-game. As the result shows, the gamers see the possible world of video-games more close to the reality than the video-game designers.

5.2 Summary of Conclusion

In this section the answers for research questions will come and the summery of this thesis will explain in order to conclude this thesis.

This research followed some general questions that shape the foundation of the study. The first questions was what are the signs that are used in video-games and become the reason for the categorization of the video-game in different genres? Based on the research answers for the action genre in video-games the signs were Weapon, Explosion and Combat. In the adventure genre the interviewees believed that exploration and quests are the main signs of this genre. In the combination genre action-adventure Combat, Weaponry and quests are the signs that are used in video-games and become the reason for the categorization of this genre. For the RPG (Role playing Game) genre the Character Lore and Character customization were the answers of the interviewees. Economy Management, army organization and Nations

are the sign associated with the strategy genre. There was no marked sign in simulation genre of video-game that separated this genre from others. In the sport genre Competition and Conventional Sports were the signs chosen by the interviewees. Problem solving and Mystery solving were the sign of the Puzzle genre and finally in the idle game genre the chosen signs were Wealth development and Numbers.

The selection & Combination of these signs for each genre mentioned above are the foundation for the creation of possible worlds in video-games. The third research question focuses on the signs perceived that make a video-games possible world far or closer to the real world. According to the results Time, Location, Behavior of characters, Characters, Objects and Game style pushes the possible world of each game further away or closer to the real world.

Regarding the last research question which was focusing on the difference in perception of signs between the two groups the game designers and the gamers. Thus, the results show that there are some variation and differences in the perception of the game designers and the gamers. However this variation and difference is not much. The gamers perceive the game more realistic because they immerse themselves more into the game. Thus, they see the character as an extension of themselves and the developers perceive the video-games more from a creational view and are more aware of the production of video-games.

5.3 Suggestions for Future Studies

This thesis investigated on the genre of video-games and tried to find the main features regarding the possible world of video-games based on the visual perception of game designer and gamers. This means that some other questions are still on the ground and

these questions are necessary to be answered by further studies. For instance, how can we create a possible world for other types of media? How the perception of children is in genres? How is it possible to change the main features for creating new possible worlds? What is the perception of non-gamers about the genre and possible world of video-game?

These questions and more research regarding the semiotic studies in applicable ways can help researchers to investigate on the video-games which is still new media compared to other media technologies.

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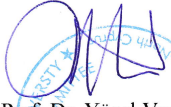
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APPENDICES

Appendix A: Ethic Comity Approval

Eastern Mediterranean University
Doğu Akdeniz Üniversitesi
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Etik Kurulu / *Ethics Committee*

Reference No: ETK00-2020-0126   08.05.2020

Subject: Your application for ethical approval.

Re: Yunus Luckinger (136070)
Faculty of Communication and Media Studies.

EMU's Scientific Research and Publication Ethics Board (BAYEK) has approved the decision of the Ethics Board of Communication (date: 02.03.2020, issue: 68) granting Yunus Luckinger from the Faculty of Communication and Media Studies to pursue with his PhD thesis work titled **"Reality Perception of Gamers and Game Designers: Creation of Possible Worlds in Video-games"** supervised by Assist. Prof. Dr. Aysu Arsoy.

Prof. Dr. Yücel Vural

Chair, Board of Scientific Research and Publication Ethics - EMU

YV/ns.

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Appendix B: Interview Transcriptions

GAMER'S TRANSCRIPTION

GAMER 1 (North Cyprus, Male, 16)

Interviewer:	Hi , can you hear me clearly?
Gamer 1:	Yes its clear.
Interviewer:	Good, thank you again for taking the time to participate in my research. It will take between 5-10 minutes tops and you can stop when every you like. You're not obligated to answer all question meaning that if you feel like its too personal or any other reason you can refrain from answering. Anything you would like to ask before we begin?
Gamer 1:	Yes, do I get paid [laughs]
Interviewer:	No, but you receive my deepest gratitude
Gamer 1:	Alright it's clear for me.
Interviewer:	So, we will begin with a simple question. If there is anything not clear about any of the question please ask for clarification. First question is about video-games specifically about the items that are available for purchase within games.
Gamer 1:	Okay, so you mean the in-game store items?
Interviewer:	Yes, Do you buy any of these items in games? And what is the reason ?
Gamer 1:	Yeah of course.
Interviewer:	and why is that ?
Gamer 1:	for the chance to customize my stuff , of course
Interviewer:	Okay thanks, Now the next question is about video-game genres focusing on the features.
Gamer 1:	Aha
Interviewer:	Meaning that when you play a certain genre what do you expect to see.
Gamer 1:	Okay, I got it.
Interviewer:	Nice. So what do you expect to see in the action genre?
Gamer 1:	Well,[pauses] I definitely expect to see some good combat and fighting. Oh and some type of weapons to fight with.
Interviewer:	What about the Adventure Genre
Gamer 1:	Wow, I don't like adventure genre that much but I would say I expect to some exploration element something exiting like that. [Pauses] although it gets boring fast
Interviewer:	Okey nice , what about the Action-Adventure genre
Gamer 1:	Similar things but mixed together like combat with weapons and some type of mission or quests that make the story
Interviewer:	Interesting, The next genre is RPG's or Role Playing Games
Gamer 1:	Definitely a good character lore
Interviewer:	lore?
Gamer 1:	yeah, the background stories written for characters
Interviewer:	aha got it. What about Strategy genre then? What do you expect to see in it?
Gamer 1:	oh don't get me started on strategy games I expect to see many things
Interviewer:	such as?
Gamer 1:	Fist of there should be some kind of countries or races, geographical boundaries and economy management and for defence and offence there should be an army to manage produce.
Interviewer:	So can we say that management of economy with armies and countries or some other type of separation is what you expect ?

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Gamer 1:	Yes, I mean after managing the economy and building your defences you want to grow and defeat the others.
Interviewer:	Okay, I understood. Let's move on to the next genre, simulation. What you expect to see?
Gamer 1:	Hmmm[pauses], I'm not sure but it could be anything I mean it all about the experience of something a simulation.
Interviewer:	I see… What about sports genre?
Gamer 1:	I hate sports genre but usually they have the general sports like football, basketball.
Interviewer:	Seems like you don't really enjoy this genre
Gamer 1:	Yeah, not the slightest
Interviewer:	Moving on to the next, the puzzle genre
Gamer 1:	Nice really enjoy them, I expect some mystery and lots of puzzle solving.
Interviewer:	And finally to the last genre and then we can move on to the next questions, What do you expect to see in the idle genre?
Gamer 1:	Oh dear the so called mindless genre, well id expect to see some money growing and you just mindlessly click and grow it. Just like Cookie clicker you mindlessly click and make more cookies and automate the process to mindlessly watch it [laughs].
Interviewer:	That's an interesting way to put it.
Gamer 1:	it's kinda clear that I don't like idle games
Interviewer:	Yeah it is, anyways let continue with the questions.
Gamer 1:	What's next?
Interviewer:	The next questions are gonna be about specific games which I would like you to answer 3 question for each game.
Gamer 1:	Oh alright easy enough
Interviewer:	What genre do you think PUBG belongs to?
Gamer 1:	Easy, Battle royal action genre
Interviewer:	and why you think so ?
Gamer 1:	well It is action, it has actions in it, weapons, killing, moving around to find ammo. And it is based on survival
Interviewer:	If you had to rate this game from 1 to 10 1 being furthest away from the real world and 10 being the closest to the real world what would you rate it?
Gamer 1:	Definitely a 9 it is close to the real world. The graphics quality and environment they created is really realistic.
Interviewer:	[Pauses] So as far as meaning is concerned do you think there is any hidden meaning within the game?
Gamer 1:	No Hidden meaning what do you mean by this?
Interviewer:	Think of it as something in the game that is means something else.
Gamer 1:	No I don't think so
Interviewer:	Okay that it for the first game. The next game is just survive or also known as H1Z1-Just survive.
Gamer 1:	Yeap played this game for more the 500 hours
Interviewer:	Nice, I also enjoyed the game. Now back to the questions what genre does it belong to and why do you think so ?
Gamer 1:	I would put it in the action, survival, adventure genres, games tend to have more then one genre
Interviewer:	what about its position on the scale 1 to 10 ?
Gamer 1:	You mean the real not real one?
Interviewer:	Yes
Gamer 1:	Ohh, its an 8 for me because this game is very much realistic, its like the movies even. Even the zombies are real
Interviewer:	And what about the hidden meanings do you think this game has some hidden meaning?

Gamer 1:	Its about the human nature, being violent and how they react to hard times. Are the questions the same for all the other games?
Interviewer:	Yes same questions for each game
Gamer 1:	Okay
Interviewer:	Let's move on to GTA -V
Gamer 1:	Action-Adventure because it has a world in which you are a criminal and do missions for certain mafias and gangs. I don't think it has a secret meaning it is well defined as a crime game.
Interviewer: from 1 to 10	So action-Adventure and no hidden meaning alright. What about the scale
Gamer 1:	it's a 10 its based of real things
Interviewer:	What about World of warcraft
Gamer 1:	It an RPG Game , You get to be a character and play that character roaming in the world based on the story that is unfolding. Ohh, and it's a 2 on the scale its not close to reality with all the different elements and all the stuff inside the world are fantasy and most aren't even possible.
Interviewer:	And in terms of hidden meaning ?
Gamer 1:	Also no hidden meaning in this game
Interviewer:	Nice were half way through the next game is DOTA 2 what genre do you
Gamer 1:	MOBA because of the game style, you have to play a character and defend your fortress from the others usually 5v5 so the character abilities behavior is important.
Interviewer:	got it
Gamer 1:	and I give it a 4 due to its environment with no hidden meaning in the game.
Interviewer:	Nice we can move on to EveOnline
Gamer 1:	It's a simulation game simulating space life simulations are simulations [laughs]. And I would say it an 8 on the scale for its stuff in the game and the futuristic looks of it, and nothing as a hidden meaning.
Interviewer:	What about Rocket league ?
Gamer 1:	Sports genre Its just football with rocket cars so not realistic for me I give it a 1 and no hidden meaning
Interviewer:	What about The Talos Principle ?
Gamer 1:	Puzzle genre and its definitely realistic environment so a 7 from me even the objects in the game looked real, in fact just the intelligent robot looks futuristic but the rest is realistic, but the story is not really realistic
Interviewer:	What about hidden meanings?
Gamer 1:	Well it has roots in mythology and focuses on mythology
Interviewer:	Okay lastly we have cookie clicker?
Gamer 1:	Well as I said its idle game which is mindless clicking and watching the cookies multiply and the way you play it make this genre. You don't need to be there all the time. Its not realistic at all so its gonna be very low rate a 1 with no meaning what so ever.
Interviewer:	Okay that's all for the questions thank you for your time
Gamer 1:	no problem
Interviewer:	See you later

GAMER 2 (England, Male, 19)

| Interviewer: | Hey there thanks for taking the time for me, I really appreciate it. |
| Gamer 2: | No worries bro, so what do I have to do? |

Interviewer:	I will be asking a series of question about video-games as I mentioned before and I would like you answer them.
Gamer 2:	How long will it be ?
Interviewer:	Not very long there are 5 questions in total and 9 games about 5-10 min tops.
Gamer 2:	Nice, let do it.
Interviewer:	Okay, the first question is about you as a player, do you buy items in-game? If so why do you buy items ?
Gamer 2:	Ohh well, Most game that include buyable items today are multiplayer games and in order from them to continue giving us content they need to make money. That's why when I really like a game I will try to purchase stuff that I like to help keep the game alive. Ohh also i like to customize my character.
Interviewer:	Nice mentality
Gamer 2:	Yeah, I mean it's not easy to keep a certain game you like alive if you don't support them.
Interviewer:	True moving on to the next question which is a rather repetitive I will be asking you about genres and want you to tell me what you expect to see in each of them.
Gamer 2:	Okay..
Interviewer:	The first genre is Action. What do you expect to see in this genre?
Gamer 2:	[pauses]Lots of weapons, a nice map, combat, bombs and explosions
Interviewer:	And in Adventure genre?
Gamer 2:	Ohh easy lot of exploration, something new to experience
Interviewer:	What about the Action-Adventure genre?
Gamer 2:	Similar things like combat weapons quests and action elements like explosions
Interviewer:	How about Role playing Games?
Gamer 2:	Emmm…[pauses] mainly character lore, I love the background stories of the characters that I will get to play with.
Interviewer:	Nice, we have a few more genres left, the next one would be strategy, what do you expect to see
Gamer 2:	Some form of economy resource management and Soldiers to control, most strategy games let you gather and build an economy for you to spend on soldiers and fight.
Interviewer:	hmm What's your expectation for the simulation genre then?
Gamer 2:	[pauses] wow, [pauses] it could be anything since it's all about simulating something.
Interviewer:	Good, only puzzle and idle genre is left what do you expect to see in these?
Gamer 2:	Well, for puzzle genre I expect some sort of puzzle solving, some mystery maybe that's what I would look for and idle games are all about numbers you do limited action and watch your numbers grow.
Interviewer:	Okay[interrupted]
Gamer 2:	Usually the numbers are connected to some wealth so you see your coins grow.
Interviewer:	I see, this brings us to the question about specific games.
Gamer 2:	Are my answers fine?
Interviewer:	Yes don't worry about the answering there is nothing wrong with them and feel free to say what you like.
Gamer 2:	Okay, bro
Interviewer:	So the first question is about genre again, I will be telling you the games and would like you to state what genre it belongs to and your reasoning for it, is it clear
Gamer 2:	yeah bro, as long as I know them.

Interviewer:	Im pretty sure you know them but in case you don't I have footage of them to show you
Gamer 2:	kay Let's go
Interviewer:	So the first game is PUBG.
Gamer 2:	Its battle Royal, Action-adventure because there is an action and to have explore the island. It has all the characteristic of action genre as well. May be also you can call it action genre im not sure.
Interviewer:	Its fine, you can name more than one if you like,
Gamer 2:	oh okay,
Interviewer:	So what about Just Survive?
Gamer 2:	That's also a Action-Adventure game anyways most games these days have multiple genres
Interviewer:	I know right. Its kind of messy.
Gamer 2:	yeah.
Interviewer:	Let move on to Grand Theft auto.
Gamer 2:	Also Action-Adventure
Interviewer:	and Why you think so ?
Gamer 2:	Bro, you get to play as a guy who does crime for others and himself and get to do lots of stuff
Interviewer:	okay okay,
Gamer 2:	whats next? How many more?
Interviewer:	[pauses]well World of Warcraft is next and 5 more after that. Do you want to stop?
Gamer 2:	Nah bro,
Interviewer:	Nice, so WOW what genre is it?
Gamer 2:	It's an RPG bro, like you become the character and play based on your characters role
Interviewer:	Next up is DOTA 2 and EveOnline
Gamer 2:	Isnt Eveonline the game in space you invited me for ?
Interviewer:	Yeah, it is
Gamer 2:	Still playing it ?
Interviewer:	Yeah time to time I do but not recently got lots of things to do in real life.
Gamer 2:	Damn bro,
Interviewer:	Anyways can we get back to topic please
Gamer 2:	sure so Eve is a sims game like you get to experience the life in space
Interviewer:	By sims you mean simulation?
Gamer 2:	yeah bro, yeah
Interviewer:	What about Dota?
Gamer 2:	That's a MOBA the game style and how you get the character to do stuff are unique to this type of game
Interviewer:	Nice, the next one is Rocket League?
Gamer 2:	Sports category – it just football with cars
Interviewer:	yeah true, and the last 2 games are Talos Principle and Cookie CLICKKER!, what genre do they belong to ?
Gamer 2:	Talos is a puzzle game and cookie clicker is idle game because of the way you play it
Interviewer:	Now I would like you to rate these games between 1 to 10 1 being far from reality and 10 being close to reality. Please also add the reason for your decision.
Gamer 2:	Emmm,[pauses] do they have to be in order?
Interviewer:	No you can start with any of the games. I will remind you if you miss any
Gamer 2:	Okay, so Cookie Clicker would be a 1 just because of the game style annnnnnd Rocket league would also be a 1 for me it's not a realistic game at all. Then Pubg would be a 9 just because it feels like you are running in the

	field and shooting and helping your friends and so on something that you could do in real aswell.
Interviewer:	Okay what about Just survive or GTA
Gamer 2:	Well Just Survive is somewhere in the middle I'd say a 6 just cause and For GTA it's a 10 it just looks amazing and everything is reality based.
Interviewer:	Okey we got Talos Principle, Wow, EVE and DOTA left
Gamer 2:	well wow is pretty un realistic with all the races and so on so ill give it a 2 and similar to this dota2 which is a 1 for me same reason. As for Eveonline emmmm, I would rate it an 8 just because all the objects on the game look so real and futuristic.
Interviewer:	So what about Talos principle?
Gamer 2:	Uhh yes that ones a 7 for me because it also has a nice realistic environment.
Interviewer:	Thank you, Lastly I would like to ask you about hidden meanings do you think these games have any hidden meanings?
Gamer 2:	Yeah some of them do
Interviewer:	Could we go over all of them one more time starting with PUBG
Gamer 2:	Sure but there is nothing like that in the game. Not something that I recognize at least, same goes for just survive , WOW ,DOTA, rocket and coockie clicker.
Interviewer:	One sec, let me write this down.[pauses] so GTA, EVE, Talos are left.
Gamer 2:	Yeap GTA has this kind of glorification of violence. It makes you somehow feel it all fine and sunshine and Eve is like the life style in the future when we live in space.
Interviewer:	and is there anything about Talos that could be a hidden meaning of it?
Gamer 2:	I mean it's a robot searching for its creator, and its somehow is about the belief in a creator that mystery about belief that is within it .
Interviewer:	Wow that was really helpful thank you very much
Gamer 2:	no problem bro are you gonna be online later tonight?
Interviewer:	I don't know if ill come online ill send you a text
Gamer 2:	aright see ya then.
Interviewer:	by thanks again.

GAMER 3 (North Cyprus, Male, 22)

Interviewer:	Hi, how are you?
Gamer 3:	Thank you, how are you?
Interviewer:	Im good, thanks. So, as I said already I need your ideas about some games that you already played and is it okay if I record your voice?
Gamer 3:	okay, yeah you can.
Interviewer:	So, the first question is: as a player, do you buy extra items in a game? If so, what is your reasoning for buying them?
Gamer 3:	Some games don't directly sell certain items so you need to buy boxes that will randomly give you cosmetic items in return trading and selling these items on the steam market is possible. This makes some items more valuable depending on their rarity and availability. I will buy certain items and wait until their value goes up and then sell. At the same time I also like to customize my character in the game
Interviewer:	So, you buy them so sell them latter on?
Gamer 3:	I do, two times in fact I had a very high return
Interviewer:	Alright that's interesting, moving on to the second question which is: what do you expect to see in action genre of video-games?
Gamer 3:	What do you mean by see?

Interviewer:	I mean, based on what do you call a game as an action genre? what should be in the game that you can call it as action?
Gamer 3:	You mean like if you have to kill its becoming action?
Interviewer:	Yes, but explain more, like what else except killing makes a game action?
Gamer 3:	Hmmm, okay, like ammo, explosions, combat, war or fighting and these makes it an action, but in other genres also there is these things.
Interviewer:	I know, now, lets talk about PUBG, what is the genre of this game? And why?
Gamer 3:	PUBG is a battle royal game which is a sub category in action genre. it is an action game because of the weapons in the game, fighting, killing, and on general the action in the game
Interviewer:	Do you think this game is close to reality or far from reality? What makes you think this way? Rate the closeness and apartness from 1 to 10, 1 being far from reality and 10 being close to reality
Gamer 3:	What? You mean realistic look of the game? Or based on the real events?
Interviewer:	Realistic looks of it and I overall is this game real for you somehow or another? Give me a number for this game between 1 and 10. 10 is realistic and 1 is not realistic.
Gamer 3:	9 because everything in the game is so based on the reality, the quality of it is high and the weapons and everything
Interviewer:	Do you think is there any hidden meaning in this game? Something that means something else? Or on general the whole game wants to give any message indirecty?
Gamer 3:	I don't think so
Interviewer:	Now, what do you want to see in adventure genre in order to call it adventure?
Gamer 3:	Exploration in the game is the key part for this type of game
Interviewer:	The next game is Just Survive, what is the genre of this game and why?
Gamer 3:	Hmm, I think Action genre, in action genre you can see some adventure and in adventure genre you can see the action characteristics of the game. That's why im a little confused and its survival as well
Interviewer:	This game is close to reality or far? 1 to 10 give me a number
Gamer 3:	6 should be good, its somewhere in between
Interviewer:	Is there any hidden meaning in this game?
Gamer 3:	No, I don't think so
Interviewer:	Ok, what do you expect to see in the action-adventure genre?
Gamer 3:	Both of action and adventure things, combat, weaponry, and quest I think should be there
Interviewer:	Ok, the next game is GTA 5, what is the genre of this game and why?
Gamer 3:	Its action adventure of course. It has all the things that I just said
Interviewer:	Is it close to reality or far from it?
Gamer 3:	10, for hours a day you can play this game because it's like you are actually there. It is very realistic game. Everything looks real. The story and objects also are realistic.
Interviewer:	Is there any hidden meaning?
Gamer 3:	Nope
Interviewer:	What do you want to see in role-playing games?
Gamer 3:	I want to see different character stories the small details make this genre shine
Interviewer:	What about strategy and simulation genre?
Gamer 3:	For strategy games soldiers and ecomony management but for simulation …. I don't know really. There is nothing. For each simulation game there is different story.
Interviewer:	What about in sport, puzzle and Idle?

Gamer 3:	For sport genre some competition, for puzzle[pauses], puzzle solving and mystery solving aaannnd in Idle some money, numbers, maybe even gold and these things.
Interviewer:	Ok what is the genre of WOW?
Gamer 3:	RPG because you put yourself in a character and you play based on that.
That's RPG	
Interviewer:	Give me a number for this game please? 1 to 10
Gamer 3:	a 2, except some object in the game the rest is not real or even close to real. So, 2 should be fine
Interviewer:	and, Is there any hidden meaning in this game?
Gamer 3:	No. I don't think so
Interviewer:	Next game is DOTA 2, what is the genre of it and why?
Gamer 3:	MOBA because of the game style, and the behavior of the character in the game. It falls under strategy genre and you should know how to deal with other friends in-game, even if you don't know the person in your group personally, you have to deal with them and learn how to work in group. Making a plan for the way of playing and communicating with others is very much important in this game.
Interviewer:	Between 1 till 10 give a number for this game
Gamer 3:	2
Interviewer:	And the reasons?
Gamer 3:	same as WOW , the environment of the game and the objects
Interviewer:	is there any hidden meaning?
Gamer 3:	Nope.
Interviewer:	Okay, what is the genre of Eve Online?
Gamer 3:	its simulation
Interviewer:	why?
Gamer 3:	just the nature of this game, I don't really know
Interviewer:	a number and reason please
Gamer 3:	8, the things in the games are real. Also I think it looks like a scientific
movie	
Interviewer:	Is there any hidden meaning?
Gamer 3:	it's about the future life style, in the future, people may live in space
Interviewer:	I have to ask you about 3vdifferent game as well. Rocket league, Talos Principle and Cookie clicker
Gamer 3:	Ok, rocket league is sport, no meaning behind it and it is sport because its like a football match. I give 1 because it's not a realistic game at all. What was the next?
Interviewer:	Talos Principle and cookie clicker
Gamer 3:	That one is puzzle, you have to continue the game and find solutions for the problems. Its not realistic so I give it a 1. … well about the meaning I think this game is somehow related to the mythology. May be, I'm not sure. And Cookie Clicker is Idle game for sure, the way of playing this game shows the genre immediately. I think 1 should be a good number coz its not real there is nothing real in this game. Nothing at all. There are some images of cookies but even those are not really real [laughs] And about the meaning. Nah there is none.
Interviewer:	other thank cookies are delicious [smiles]
Gamer 3:	[laughs] yeah could be
Interviewer:	Thanks man that it for the questions
Gamer 3:	really that was simple
Interviewer:	yeah it's not a quiz lol
Gamer 3:	[smiles]
Interviewer:	anyways take care see you later

Gamer 3:	Sure, good night see you later

GAMER 4 (Iran, Male, 21)

Interviewer:	Hey there, long time no see, how are you?
Gamer 4:	I'm good, packing to come back to Cyprus, what about you?
Interviewer:	Everything alright, lots of stuff to do as usual [smiles]
Gamer 4:	yeah yeah, your just lazy as usual sleeping most of the time
Interviewer:	[smiles] no really I'm working.
Gamer 4:	Okay, I believe you [winks]
Interviewer:	Anyways as you already know I called you for an interview about video-games that we played, this interview is for my thesis and I would like you to answer my questions
Gamer 4:	Sure man, tell me what to do and I'll do it.
Interviewer:	I will be asking you a series of questions and would like you to answer them honestly and seriously [smiles]
Gamer 4:	Okay, let me put my poker face on [makes a weird face]
Interviewer:	So, let begin with question 1 which is about you as a player, do you buy extra items in a game? If so, what is your reasoning for buying them?
Gamer 4:	I like to customize my avatar, when I play that game a lot
Interviewer:	Okay and the next question is about genres of video-games
Gamer 4:	Okaayyy,
Interviewer:	Look I'll be asking you certain genre of games and want you to tell me what you expect to see in these genres.
Gamer 4:	Ohh, okay
Interviewer:	First on is action genre, what do you expect to see in this genre?
Gamer 4:	combat, guns, some fighting these are like always present in action games
Interviewer:	Awesome, the next one is adventure?
Gamer 4:	hmm, it would be something like searching and adventuring in a unfamiliar place, going on an adventure and discover
Interviewer:	I think the word for it is exploring or exploration
Gamer 4:	[pauses] yeah exactly. Sorry I had to translate it.
Interviewer:	no problem [gamer 4], I will note it as exploration if that is fine with you
Gamer 4:	yeah that's what I was trying to say
Interviewer:	Okay, moving to the next genre, action-adventure
Gamer 4:	That's going to be combat weapons and quest, you do quest and discover a world full of combat and weapons. So adventure with lots of action [smiles]
Interviewer:	Perfect let continue with RPG games
Gamer 4:	Let's see, hmm it would be character based like customization of you character for a given world and the stories within that world characters like in Skyrim there was this character lore of an adventurer who got an arrow to the knee and stopped adventuring, that was funny I laughed so much.
Interviewer:	Yeah me too especially for all the meme's that came after.
Gamer 4:	yeah right it was very funny
Interviewer:	and next up we have strategy games, what you expect to see?
Gamer 4:	I expect to see the management of the economy, the army or any kind of group of soldiers as well as the counties or geographical boundaries in the strategy genre of the game.
Interviewer:	Nice, next up is simulation
Gamer 4:	emmm, yani, it's all based on the narrative of the game and how you can simulate yourself in different stories
Interviewer:	So you mean it's based on given narrative which create the expectation and not the genre itself

Gamer 4:	I don't know I mean when I think of simulation games I don't really catch anything specific but when I think of goat simulator I know that the narrative is to play as a goat and do goatee stuff [smiles]
Interviewer:	Okay, let's move on to sports then.
Gamer 4:	Well, Sports is all about competition so I expect to see competition
Interviewer:	Awesome, 2 more genres are left. What you expect to see in puzzle and idle games?
Gamer 4:	Baba yani in puzzle you expect to see puzzle [smiles] I think for video-games the mystery that is involved and you try to solve is to be expected, at least I expect it.
Interviewer:	okay,
Gamer 4:	and for idle games its always about some money making or collecting with minimum effort like that mining game you start a mining operation and the more money you make the bigger the operation you make and it keeps growing.
Interviewer:	So could you sum it up on what you expect, I mean it's a nice explanation but a summary of what you expect would be helpful
Gamer 4:	okay, so wealth in some form and numbers , huge numbers
Interviewer:	Thanks, now lets move on to the next questions
Gamer 4:	okay,
Interviewer:	before we begin with them let me explain how it is, there are 3 questions that I will repeat for each game. First one being what genre the game belong to and why you think it belongs to that genre. And the second question being about reality how close or far would you rate the game from 1 to 10 one being far including your reason for your rating, and lastly is there a hidden or secret meaning in the game.
Gamer 4:	Okay, so can I like tell all of it at ones?
Interviewer:	yes, it will speed things up and I will ask you if you miss any of them
Gamer 4:	Okay, makes sense
Interviewer:	So, let's begin with PUBG what genre is it and why you think it is this genre?
Gamer 4:	Okay, I have a question do I have to choose one of the genres we talked about earlier or can I state any genre because PUBG is Battle royal game.
Interviewer:	yes, you can state any genre you like you're not limited
Gamer 4:	Okay, good so its battle royal because you have combat, with gun and there is no peace full way of finishing the game so it is action game as well
Interviewer:	to be fair battle royal is a sub-genre derived from the action genre so your right [smiles]
Gamer 4:	oh, cool
Interviewer:	and would you mind to rate the game far or close to reality
Gamer 4:	emmm, it's a 8 compared to other games I know of
Interviewer:	Okay and do you think there is a hidden meaning in this game?
Gamer 4:	I think its Russian propaganda because of the names in the game. Its like the Russian abandon cities.
Interviewer:	awesome, let move on to the next game World of warcraft
Gamer 4:	RPG since you Role play a character of your choice and is all about how you want to play the character you created, be a panda mage [smiles] like my character.
Interviewer:	Nice,
Gamer 4:	oh and I would rate it a 2 since its all fantasy and the stuff in the game are not even close to reality. With no hidden meaning in the game.
Interviewer:	Perfect, let move on to the next game
Gamer 4:	How many games are there?
Interviewer:	in total there are 9 and 7 are left,

Gamer 4:	Oh, okay not that many
Interviewer:	yeap the next game is Eveonline
Gamer 4:	Oh, the game you play all the time [laughs]
Interviewer:	yeah, and you didn't want to start because it was hard
Gamer 4:	not because its hard because it is slow for my taste
Interviewer:	yeah, yeah
Gamer 4:	Yeah really,
Interviewer:	okay, let move on please
Gamer 4:	It's a simulation game just because of the way it is played. I would rate it an 8 as well the game looks futuristic and could be real
Interviewer:	what about hidden meaning ?
Gamer 4:	Ohmm, I'd say a taste of future life style in space
Interviewer:	Awesome, Let's move to the next game Just survive
Gamer 4:	Zombie survival most likely it falls under action-adventure anyways in the video-games most games have more than one genre in its descriptions.
Interviewer:	Rating and meaning please
Gamer 4:	it's a 7 just because and for meaning there is no hidden meaning
Interviewer:	what about DOTA-2
Gamer 4:	Its MOBA because of the game style or way of play to Clarify[smiles] the way you have to move act as the characters is directly showing me what it is about. I would rate it about a 3 just because of the way the environment and the objects look.
Interviewer:	any hidden meaning?
Gamer 4:	No, I don't think there is any hidden meaning.
Interviewer:	So, three games are left GTA is the next one
Gamer 4:	Ohmm, its Action game lots of shooting and weapons since there are missions or quests whatever you wonna call it, it's a mix of adventure too. And the graphics of the game like the city and environment in general look stunning so I'm gonna call it very close with 10 and I don't think there is any hidden meaning in this game.
Interviewer:	Awesome rocket league is next.
Gamer 4:	I don't enjoy this game much but it is in the sports genre and it is not realistic for me at all with no hidden meaning as well.
Interviewer:	From 1 to 10 how would you rate it ?
Gamer 4:	a 1.
Interviewer:	Two more Talos Principle and Cookie clicker left
Gamer 4:	didn't you say three left before
Interviewer:	yeah I miss one that's why to left [smiles]
Gamer 4:	okay, so for the talos this game can be adventure , I really don't know about the genre of this game and cookie clicker is an idle game because of the play style of the game. Talos is around a 6 and for cookie it's a 1.
Interviewer:	what about hidden meanings?
Gamer 4:	So for Talos I think there is something in this game but I'm not sure,[pauses] I don't know. I played this game but not long. I didn't like it that much. And for cookie clicker there is no hidden meaning.
Interviewer: for your time	Awesome that was all the games and questions I wanted to ask, thank you
Gamer 4:	sure thing, no problem.
Interviewer:	ill talk to you later at night
Gamer 4:	okay, ill be on discord just call me
Interviewer:	sure, take care then
Gamer 4:	see you later
Interviewer:	by

GAMER 5 (Norway, Male, 32)

Gamer 5:   Hey man Wassup ?
Interviewer: Good man good what about you?
Gamer 5:   I'm fine the usual, you said you needed me for something?
Interviewer: Yeah, remember I told you about my thesis, it the interview I told you about do you have the time right now
Gamer 5:   Sure, fire away let get it done.
Interviewer: First of let me remind you that it's an interview and you're not forced to do it although I appreciate you're help[smiles]
Gamer 5:   Okay, let go through it and I wonna know the result later
Interviewer: It will take some time till its ready so don't expect the result soon
Gamer 5:   no problem just let me know
Interviewer: Alright so beginning with the first question it for you as a player, do you buy extra items in a game? If so, what is your reasoning for buying them?
Gamer 5:   Yeah I do, multiplayer games are always under development so even if you buy the game they need a constant income to keep working on them. I look at it as a way to support the game that I enjoy without being forced to do so. Oh, and get to enjoy the freedom of customizing my looks in the game.
Interviewer: Awesome answer, the next question is a little longer and involve video-game genres, I will be asking you a set of different genres and would like you to list the things you expect to see within those genres
Gamer 5:   Okay, so things that I look for when I get a certain genre
Interviewer: yes, the first two are Action and RPG genres?
Gamer 5:   [inaudible sounds] I'd expect to see fights and weapons in action with explosions and war like situation and for RPG it got to be character lore like the way you form the background story of your character is the best part of it. You can be anyone you like depending on what sort of character lore you create.
Interviewer: Good, the next two are Adventure and Strategy
Gamer 5:   The quest system is something I look for in Adventure games and for strategy its some type of soldiers and armies, some elements of economy management and like boundaries or countries or something to protect.
Interviewer: That's specific [smiles] what about action-adventure and Simulation games
Gamer 5:   action-adventure is a mix of combat ,weapons and questing in this genre the story behind is very interesting, there are also some games which are like movies, and you play to see what the story brings for you
Interviewer: so a story is also what you expect to see
Gamer 5:   yes
Interviewer: Okay, let move to the next to, puzzle and sports, what you expect
Gamer 5:   So puzzle games are all about problem solving. Lots of problem solving and for sports I expect to see some kind of sports we have like football, basketball, racing
Interviewer: awesome and the last genre for this question is Idle genre.
Gamer 5:   wealth accumulation and numbers are the main part of this type of games
Interviewer: okay, anything else you would like to add to this question
Gamer 5:   nope,
Interviewer: okay, then lets move to the other questions this questions are game specific and I will repeat them for each game.
Gamer 5:   Okay,
Interviewer: First game is PUBG, what genre does it belong to and why you think so ?
Gamer 5:   PUBG is a battle royal genre because it is based on last man standing by killing others

Interviewer:	Okay, and if you had to rate this game from 1 to 10 in terms of real or not 1 being far from and 10 being close to the real world how would you rate this game?
Gamer 5:	9 because of the ammo. the weapons are actual weapons, and also all the objects and movements are actually real. This game might actually happen as well
Interviewer:	Do you think there is any hidden meaning in this game?
Gamer 5:	nope,
Interviewer:	The next game would be JUST SURVIVE
Gamer 5:	Its action-adventure type game also because of the survival aspect in the game and zombies it's also called zombie survival. Most games have more than one genre and are label according to how close they are to them.
Interviewer:	How would you rate this game ?
Gamer 5:	6, its based on the real world but has this none real stuff in it like zombies
Interviewer:	And any hidden meaning ?
Gamer 5:	is about the perception of human nature being violance and also how they act in hard situations.
Interviewer:	Awesome now lets move on to DOTA 2
Gamer 5:	okay,
Interviewer:	What is the genre and why you think so?
Gamer 5:	It's a MOBA game and its understandable from the game style and how the character behave and work
Interviewer:	How would you rate this game?
Gamer 5:	Just a 2 everything from the environment until the object are fantasy
Interviewer:	and do you think this game has any hidden meaning ?
Gamer 5:	no there is no hidden meaning
Interviewer:	I know it is repetitive but would you answer these questions for GTA as well
Gamer 5:	Okay, so GTA is action-adventure and its mostly understandable from the story and combat with missions and weapons. I would rate this game a 10 and in terms of meaning I think it glorifies violence and criminal life.
Interviewer:	Perfect Next game is World of Warcraft
Gamer 5:	same questions?
Interviewer:	yes for all the game ill have to ask the same
Gamer 5:	Ohh, okay, WOW is RPG and I say this because of the character that you create and play with. Its not realistic it all fantasy based like the environment and the object you interact with are all fantasy so I will rate it a 2 as well.
Interviewer:	any hidden meaning ?
Gamer 5:	No
Interviewer:	Okay next is Eve Online
Gamer 5:	Eve is more of an simulation game but could be RPG as well. From the nature of the game trying to recreate life style experience in space I would say simulation, and it has this futuristic look which looks like it could be real so im going to rate it an 8. As a hidden meaning I would maybe say it's a representation of future life style.
Interviewer:	Perfect next game is Rocket league
Gamer 5:	[smiles] its sports game I love the competition you can have in it when playing with friends and in terms of rating I would give it a 1 just because it feels not realistic at all and no hidden meaning in this either
Interviewer:	Two more games left next we have Talos Principle
Gamer 5:	Its puzzle just the way you try to solve a mystery in the game makes it pretty clear for me and for its environment I would say its closer to the real with a 7. The game has this mythic voice and gives this mythology vibe so there could be a meaning behind it.
Interviewer:	awesome, lastly we have the infamous Cookie clicker

Gamer 5:	[laughs] The way you play the game is showing the unique way of playing this genre of the game which is idle, and its not realistic at all so a 1 is going to be fair or it with no hidden meaning as well.
Interviewer:	Dude, perfect we manage to finish in less then 10 min, thanks again
Gamer 5:	that's all
Interviewer:	yeah only 5 questions and you rock it thanks
Gamer 5:	no problem man
Interviewer:	So im gonna move on to the next interview sorry to cut it short will be seeing each other on the week end right?
Gamer 5:	yeah, im gonna come online same time as usual
Interviewer:	alright take care then see you
Gamer 5:	by good luck.

GAMER 6 (Turkey, Male, 19)

Interviewer:	Hey how are you
Gamer 6:	ha bide ingilizce mi konusmam lazim
Interviewer:	oglum ingilterede okuyon zaten ingilizcen var naz yapma
Gamer 6:	tamam tamam
Gamer 6:	Im good thanks and you?
Interviewer:	Im fine as well, so as I explained earlier this is for my PHD and it will take 10 -15 min maximum
Gamer 6:	Okay,
Interviewer:	The topic is on video games and I would like you to answer my questions honestly if you feel like not answering let me know
Gamer 6:	Baba, I know lets skip the introduction
Interviewer:	Okay, so the first question is as a player do you buy extra items in a game? If so, what is your reasoning for buying them?
Gamer 6:	yes I do, The ability to experience unconventional weird, funny cloths is one of the reasons of buying items and customize for my characters.
Interviewer:	Okay, and the next questions are a bit longer. I will be telling you a set of genres and would like you to tell me what you expect to see in this genres. Is it clear?
Gamer 6:	yeah I think so
Interviewer:	okay first genre is action, what do you expect to see in action?
Gamer 6:	there should be battle, fight, war, gun, weapons, safe zone, shooting, killing, map, mission, running, hiding, and these things
Interviewer:	Awesome next is Adventure
Gamer 6:	Kesfetme neydi ingilizcede [smiles]
Interviewer:	Exploration
Gamer 6:	ha, Exploration of cave or forest or something new.
Interviewer:	Okay let move on to RPG, role playing games
Gamer 6:	I expect a good character customization system I spent hours until I create my character and the background story of characters is also something I expect.
Interviewer:	what about strategy?
Gamer 6:	You need something to strategies like soldier for combat strategy an economy management so you can mix them.
Interviewer:	Awesome, What about action-adventure?
Gamer 6:	Its mixed I expect combat , weapons, and something like quests
Interviewer:	and simulation? What do you expect in simulation?
Gamer 6:	abi hersey olabilir bunda
Interviewer:	olabilir aklina o gelirsa onu soyle
Gamer 6:	So anything can be simulation I can't think of anything separate.

Interviewer:	Okay sports is next
Gamer 6:	Genel sporlar
Interviewer:	[gamer6] please try to say it in English if you need ill help you translate but your English is good.
Gamer 6:	[smile] sorry im not used to talk with you in English, I said general sports
Interviewer:	I know no problem, so what do you mean by general sports ?
Gamer 6:	Like the generic sports football baseball, or horse races
Interviewer:	[laughs] iste bet oynadigin burden belli
Gamer 6:	kes lan
Interviewer:	Thanks, Let move to the next genre puzzle, what do you expect to see?
Gamer 6:	Some problems and solutions, there is always this kind of mecazi neydi
Interviewer:	riddles
Gamer 6:	there is always this kind of riddles you solve or problems to solve.
Interviewer:	Okay, last genre is Idle genre what do you expect
Gamer 6:	Monnneeyyy [smiles] its usually rising numbers of your digital money.
Interviewer:	Perfect thanks, now we can go for the next questions these questions are game specific so I will repeat them for each game.
Gamer 6:	Okay,
Interviewer:	So first game is PUBG, what genre does it belong to and based on what you made this decision?
Gamer 6:	definitely action because it has shootings, guns, running, fighting, explosion and the winner is the one who stand till the end. Out of 100 you have to be the last one to live
Interviewer:	And how close or far do you think this game is to the real world. Give a number between 1 to 10. 1 being far and 10 being close to it
Gamer 6:	It's a 10
Interviewer:	Why, I mean what made you give this rating?
Gamer 6:	because it is real. It is very real. The guns are real, the peoples are real, and you can talk with them even. I mean it has the feeling of it.
Interviewer:	And do you think there is any hidden meaning in PUBG?
Gamer 6:	I don't know, maybe the reality of life is shown in futuristic way. But I don't think there is any hidden meaning in the game
Interviewer:	Perfect now we have Just Survive
Gamer 6:	Its action and adventure and survival and zombie game it has more than one like most of them
Interviewer:	what rate would you give this game
Gamer 6:	It's a 6 I don't think its real but somewhere in the possibilities
Interviewer:	any hidden meaning in the game ?
Gamer 6:	yok artik zombie oyunu bana gizli bir anlam veriyomu soruyon, No it
doesn't.	
Interviewer:	I know but these are the questions for all of the games. Next is GTA -5
Gamer 6:	Also action adventure no hidden meaning and a 10 rating because it looks so real like everything in the game is detailed.
Interviewer:	okay World of Warcraft?
Gamer 6:	Same no hidden meaning and its an RPG game for the reasons I said earlier characters and how you play them. Since it's a fantasy based game and everything is exaggerated it gets a 2 from me.
Interviewer:	Perfect the next game is Eve online
Gamer 6:	bu senin beni davet ettigin uzay oyunu dimi ?
Interviewer:	evet
Gamer 6:	So this game is simulation and RPG, because it simulates life in space but lets you be a customizable character and create your own story. I would rate it at 8 because of its looks like high tech future kind of look, and think it's

meaning is like a preview of what life might be in the future in space like life style wise, what work there will be what will you do and so on.

Interviewer: Perfect only 4 games left

Gamer 6: okay,

Interviewer: DOTA 2 is next

Gamer 6: Okay so Dota is a MOBA game because of the game style and characters its again a fantasy based game which has a environment and objects according to that idea so I will give it a 2 and don't think there is a hidden meaning in this game again.

Interviewer: What about Rocket League

Gamer 6: Its not realistic as the others I will give it a 1 and I know its sports because it has football in it. And no hidden meaning [smiles]

Interviewer: I got it, last two are Talos Principle and Cookie clicker

Gamer 6: Okay so cookie clicker has no hidden meaning and is a 1 as well because nothing is real about it. In the idle genre of the video game the only thing you can really do is just the click. So, there is really nothing to do. Click and wait click and wait.

Interviewer: Okay,

Gamer 6: and for talos principle thank you for buying it for me [smiles] it's a puzzle game because you have to solve many types of puzzle problems and it involves a mystery you solve each time you solve a problem you get closer. The game environment is really nice looking so I will give it a 7 being closer to reality and meaning wise I think it about mythology. Like how life is form or believe is formed.

Interviewer: Perfect, thank you for your answers that all I wanted to ask

Gamer 6: no problem,

Interviewer: ill contact you later if I needed anything,

Gamer 6: okay, sure

Interviewer: Take care see you

Gamer 6: by by

Gamer 6: ha , aksama gelcen mi online ?

Interviewer: gelcem niye?

Gamer 6: aksam konusuruz o zaman

Interviewer: tamam hade by

Gamer 6: by

GAMER 7 (Iran, Male, 36)

Interviewer: Hey, man sorry to wake you up?

Gamer 7: Hey, yeah I slept very late last night and couldn't wake up, so whats up?

Interviewer: Remember I was telling you that I want to have an interview for my thesis ?

Gamer 7: yeah,

Interviewer: That's why I called I didn't think that you would be still sleeping at 11

Gamer 7: okay

Interviewer: shall I call another time ?

Gamer 7: no its fine I had to get up anyways just give me five minutes to prepare a coffee

Interviewer: sure take your time.

[approximately 10 min later]

Gamer 7: yeah, im ready went to the bath got my coffee and I'm here for you

Interviewer: Thanks man , so as it told you im writing about video games and got some questions to gamers. I checked your profile and saw you had all the games and that's why I asked you to have an interview with me

Gamer 7: yeah, I remember, so what you want to ask ?

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Interviewer:	there are 5 questions in total and they are about buying habits, genre, and games
Gamer 7:	okay,
Interviewer:	So the first question is about you do you as a player buy extra items in games? If so, what is your reason for buying them?
Gamer 7:	Ohkay, main reason is putting nice clothes on my characters, I enjoy to see them look nice.
Interviewer:	Moving on to the next question which is about genre, I will be going through a set of genres and would like you to tell me what you expect to see in these genres.
Gamer 7:	Like see inside that genre ?
Interviewer:	yes,
Gamer 7:	Okay let go.
Interviewer:	First genre is action.
Gamer 7:	Some sort of combat and weapons to accompany the combat situations.
Interviewer:	Exactly, what about adventure
Gamer 7:	It's all about discovering and searching new places, most of the time they are fantasy games or connected with ancient civilizations and mythology. You know like tomb raider the first ones.
Interviewer:	And RPG games?
Gamer 7:	It's all about situations and characters like the character lore's create the situation and you play as if you were that character you created.
Interviewer:	And in action-adventure genre you expect what?
Gamer 7:	Some action and adventure so you got the combat situations with weapons of sorts and to connect everything you have quests that move and steer the story forward.
Interviewer:	Awesome, I like the way you explain them. Next up is Startegy
Gamer 7:	Really? Is it fine ?
Interviewer:	yeah please continue,
Gamer 7:	Okay, so strategy games have mostly three thing in common they have some sort of economy management system, some sort of soldiers or armies that you get to control and some sort of boundaries you need to protect or take over like cities, countries and so on. So I expect to see some version of these three things
Interviewer:	What about simulation games?
Gamer 7:	Well this could be anything really it more about the title that makes me expect something like flight simulator would make me expect to have a simulation on flying something.
Interviewer:	Next on is the sports genre
Gamer 7:	oh, sports is a genre and at the same time a word we use to describe certain rules of play in a specific sport like football, basketball, so in general I would expect a connection between these sports and the genre.
Interviewer:	Awesome two more and we are done with this question,
Gamer 7:	okay,
Interviewer:	Lastly we have puzzle and idle
Gamer 7:	So for puzzle games it about solving something and include a lot of problems to solve, I expect a mystery that you solve to be interesting. And for Idle genre I don't know what to expect I don't like this type of games ohh there are always numbers involved in this genre.
Interviewer:	dude, I expected that you wouldn't be in form since you just got up but these answers are very nice thanks.
Gamer 7:	no problem, you know im a serious guy [smile]
Interviewer:	yeah I know even while playing you are.

Interviewer:	So, the next questions are based on games. The first game is PUBG and I would like you to tell me what genre it belong and how you came to that conclusion.
Gamer 7:	So in PUBG you have to kill and try to be the last man standing its called Battle royal and the difference between last man standing and battle royal is that in battle royal you have RNG involved and need to collect items before you start killing.
Interviewer:	Okay next question for for this game is about realism do you think this game is closer to the real world or far from it, rate it between 1 to 10 1 being far from real
Gamer 7:	Okay, compare to other games this one is very close to reality because everything is looks real and exist. You are doing whatever you should do if you were in this situation so I would rate it around an 8
Interviewer: game?	Perfect the next question is do you think there is a hidden meaning in this
Gamer 7:	Hidden meaning, no
Interviewer:	Awesome so for the next game I will be asking the same questions
Gamer 7:	Okay,
Interviewer:	Just survive what genre and why?
Gamer 7:	it's adventure because it involves exploring and surviving in a unfamiliar environment, however I said its adventure because of earlier like this game is also a zombie survival, action genre.
Interviewer:	and how would you rate this game ?
Gamer 7:	7, the circumstances and environment are a possibility.
Interviewer:	and do you think there is any hidden meaning in this game?
Gamer 7:	Its like a preview of how humans act when shit hits the fan, you know everything is in chaos people plunder become violent and so on and I think this game shows how the worst comes out of people just to survive.
Interviewer:	So, lets move on to World of Warcraft what genre and why ?
Gamer 7:	Its RPG genre because you create and play a character its role playing that's why [smiles] are you going to ask me the same questions again
Interviewer:	Yes for all the games the questions are the same
Gamer 7:	then I just answer them fastly you don't have to repeat them over and over like this game does not have a hidden meaning in my opinion and I would rate it a 2 since it's a fantasy RPG and apart from a few things everything is imaginary.
Interviewer:	okay than, the next one is DOTA 2
Gamer 7:	It's called MOBA genre and the gameplay and how you behave with the character is what made me realize it, with no hidden meaning and a rating of 2 just like wow it is fantasy which is very visible in the environment, characters, and object in the game.
Interviewer:	What about GTA-5
Gamer 7:	GTA is Action game like you play a criminal who does criminal stuff like killing and mafia related crimes. The quality of the game is also very high, it's really a real game like it makes you feel the environment so I would rate it a 10 with no hidden meaning.
Interviewer:	Next one is Eve Online,
Gamer 7:	It's a simulation game which is simulating life conditions in space like what kind of space jobs there would be and you chose what to do so as a hidden meaning it shows the future life style and i would rate it an 8 for the futuristic look it has and all the items are all futuristic as well
Interviewer:	Perfect 3 more left next up is Rocket league
Gamer 7:	there is something funny in this game, okey, there are other games that are not realistic but this one is somehow funny. You suppose to play football,

with huge ball and in the car. The ball is not breakable, the playground is huge, and the cars are modified and so one. When I was playing with friends we were laughing because which is not very common in our society. We can make some jokes in the game but laughing in the game while playing was new thing for us. Normally we play seriously

Interviewer:	Okay so your saying its sports ?
Gamer 7:	yes and I rate it 1 with no hidden meaning [smiles]
Interviewer:	okay, next is Talos Principle
Gamer 7:	puzzle game since you have the mystery of creation that you try to resolve as a robot. I would rate it a 7 since it has a realistic environment and the machines, items around look realistic as well. I have no idea about hidden meanings in this game like what is it really trying to say I think I should actually play it till the end I only played it for 20 minutes.
Interviewer:	Okay that's fine, last game is Cookie Clicker
Gamer 7:	Seriously, I hate idle genre because it's a time sink with no actual gameplay, you can understand idle games if the gameplay is only about clicking a few button on a screen and become happy when the numbers grow. Its really I brain dead way of spending time it's not realistic in any way so a 1 from me with no meaning in it forget about hidden ones [smiles]
Interviewer:	okay its pretty visible you don't like this type of games
Gamer 7:	yeah I mean okay, games are entertainment and some can see it as time wasted but idle games aren't even games to entertain like think of Farmville people were just idly waiting for some digital crops to grow, why so they cut and plant new once and that's it nothing else
Interviewer:	yeah and they get pretty boring fast I think,
Gamer 7:	yeah I don't play this genre at all anymore
Interviewer:	mee tooooo anyways thanks for your time that's all the questions for this interview
Gamer 7:	ohh, okay see you in a couple of hours than
Interviewer:	I don't think ill be coming online today got to do some stuff
Gamer 7:	Oh okay, see you later call me if you change your mind.
Interviewer:	Sure, will do take care
Gamer 7:	By

GAMER 8 (Austria, Male, 33)

Gamer 8:	Hi wie gehts? Lange nicht gesehen
Interviewer:	Danke, es geht gut, es tuht mier leid aber koennen wir das interview auf English haben ?
Gamer 8:	Ja, sicher
Interviewer:	Thanks, as you already know this interview is for my thesis and will take approximately 10 to 15 min. 1 got five questions in total but the questions will be repeated for each game.
Gamer 8:	Alright sure, sorry I didn't know it had to be in English
Interviewer:	ahh, no problem if I do the interviews in different language I would need to get it translated so it's not convenient. So as I said if you don't mind let keep it in english
Gamer 8:	yeah I don't mind.
Interviewer:	Perfect if you have any questions before we start ask me
Gamer 8:	No not right now but can I not ask during the questions
Interviewer:	sure ask anytime you want, so let begin with the first question
Gamer 8:	okay,
Interviewer:	As a player do you buy extra items in games? If so, what is your reason for buying them?

Gamer 8:	It's just for customizing my character to look different
Interviewer:	Okay the next question is a little longer, I will be asking a set of different genres and would like you to tell me what you expect to see in these genre.
Gamer 8:	right, and if I don't know
Interviewer:	just state that you have no idea about it if so
Gamer 8:	okay,
Interviewer:	first one is action
Gamer 8:	I expect to see some fighting going on with explosion or like a war kind of situations
Interviewer:	okay and for Adventure games?
Gamer 8:	Its about discovering for me I want to see and have that discovery in it
Interviewer:	Next is strategy
Gamer 8:	So for strategy I expect to see economy building and like soldier to produce and use in war
Interviewer:	What about RPG?
Gamer 8:	oh, I dig RPG I expect a good character customization system and lots of interesting character lores as details to the main story.
Interviewer:	Awesome, we are at Action-adventure
Gamer 8:	Like its action and adventure combined so I expect weapons, explosions, combat of some kind and questing to make you do stuff
Interviewer:	Okay, moving on to the simulation genre
Gamer 8:	so for simulation I'm not sure what I expect it could be any form of new experience
Interviewer:	that alright, lets move on to sports genre and if you remember something just tell me
Gamer 8:	okay, so in sports genre I expect to see some sports like football, or any type of established sports.
Interviewer:	Nice lastly we have puzzle genre and idle genre
Gamer 8:	hmm, puzzle genre need mystery and thinking so any type of mystery which you try to solve in one way or another would be a puzzle for me.
Interviewer:	okay,
Gamer 8:	and in idle its all about wealth, be it eggs or crops or toilet paper doesn't matter your goal is to produce more and more of it.
Interviewer:	[laughs] toilet paper ? which game is that from
Gamer 8:	no, game I just saw it in front of me
Interviewer:	ohh, okayyyy, so that's it for this questions and we can move on to the next questions
Gamer 8:	alright, quiz me baby[smiles]
Interviewer:	please be civilized and serious
Gamer 8:	okay, okay,
Interviewer:	So the next questions are the same for each game and we have 9 game in total
Gamer 8:	fine,
Interviewer:	Beginning with PUBG what genre is it and based on what you made your conclusion
Gamer 8:	PUBG is action genre on general. killing, combat, makes it action
Interviewer:	Do you think this game has any hidden meaning?
Gamer 8:	nope,
Interviewer:	and would you please rate this game in terms of how far or close it is to the real world and state your reasoning for it
Gamer 8:	Okay PUBG is a9 because everything in the game actually exist, also it can happen in real life, like there is the possibility of it being done.
Interviewer:	Exactly next is Just survive

Gamer 8:	It's zombie survival but I think it falls under action-adventure as well can I say more than one because many games have more than one genre
Interviewer:	Sure you can, and any hidden meaning in the game ?
Gamer 8:	nope
Interviewer:	Okay, now please rate the game
Gamer 8:	it's a 6 just because its plausible but nor real
Interviewer:	Perfect let move on to World of Warcraft.
Gamer 8:	god this is fun
Interviewer:	really, why ?
Gamer 8:	making you repeat each question
Interviewer:	Enjoy it than.
Gamer 8:	so what was the first question[smiles]
Interviewer:	What genre does this game belong to and why?
Gamer 8:	what game ?
Interviewer:	world of warcraft
Gamer 8:	Is it RPG?
Interviewer:	Dude stop it please
Gamer 8:	okay, okay its RPG and simply because you make up a character in the game and play as if you where that character. At one time there even was a real burial that i attended.
Interviewer:	what do you mean real burial?
Gamer 8:	well a player actually had a stroke and died and his friend in his guild wanted to pay there respect so they organized a burial in the game.
Interviewer:	really wow I never heard of that
Gamer 8:	yeah, so I went there as well, but unfortunately it didn't and well, another group of players didn't care and attacked everyone attending the burial and kill everyone but still it was very genuine
Interviewer:	cool, I'll get back to this later
Gamer 8:	sure,
Interviewer:	so let get back is there any hidden meaning in this game ?
Gamer 8:	no hidden meaning and I would rate it a 2 I mean some items and stuff resemble real things but everything is fantasy based.
Interviewer:	Okay next game is DOTA2
Gamer 8:	just from the way you play this game and how the character move you can tell it's a MOBA but there is no hidden meaning in the game and for the same reasons like World of Warcraft this game is at a 2 as well
Interviewer:	Okay GTA 5, go.
Gamer 8:	Action-adventure it has a very nice graphic and everything is based on the real world except the story so I would rate it a 10 and when it comes to hidden meaning I would say it creates this glorification of crime and violence.
Interviewer:	Perfect, moving on to Eve Online
Gamer 8:	Oh right this game is Simulation, don't know how but it just is and it has this hidden meaning like this is how the future life style would look like. I would rate it at 8 apart from the futuristic looks of everything I don't think it is anywhere close to how it will be.
Interviewer:	Cookie clicker is next.
Gamer 8:	Idle game, already said about the wealth making and in this game you try to get as many cookies as you can. Because of the way you play it makes it immediately clear as well
Interviewer:	please tell me is there any hidden meaning in this game ?
Gamer 8:	no way there is any meaning in this game, and before you ask its not realistic so it will be a 1 in rating.
Interviewer:	Nice, two left Talos Principle and Rocket league

Gamer 8:	Okay then for Talos it is a puzzle game and rocket league is a sports game
Interviewer:	Sorry also explain the reason
Gamer 8:	ohh talos is puzzle because of the mystery of creation that you try to solve and rocket league because there is football in it as the main thing you do.
Interviewer:	Okay what about the rating of these games
Gamer 8:	Rocket league isn't realistic at all so it's a 1 and for Talos Principle I would give a 7 just because of the beautiful environment they created in the levels. There is no hidden meaning in rocket league but in Talos Principle it feels like its about the belief of a creator and so on.
Interviewer:	Awesome thanks for your answers that all the questions I have for you
Gamer 8:	really already done, alright
Interviewer:	yeah its done, thanks for your help
Gamer 8:	no problem, listen I got to go, habe noch einen langen tag vor mihr wir reden dan wieder
Interviewer:	oke sichher danke noch mal bis spaeter.
Gamer 8:	kein problem, ba bah
Interviewer:	tchuess

GAMER 9 (England, Male, 35)

Gamer 9:	Hey mate, wassup ?
Interviewer:	hey man, im good what about you? Im calling you for the interview I mentioned, do you have time for me now ?
Gamer 9:	Sure, let me grab some water and then we can start[leaves and comebacks 2 minutes later]
Interviewer:	You ready?
Gamer 9:	yeap
Interviewer:	So as a reminder this is for my thesis and is about video-games I will be asking you a few questions and would like you to answer them, just beware that if you don't want to answer your not forced to
Gamer 9:	its fine mate just get to the questions
Interviewer:	okay, so first question is about you as a player, do you buy extra items in games? If so, what is your reason for buying them?
Gamer 9:	[laughs] playing my character who is wearing underwear with a banana tattoo and a unicorn mask makes me smile, so its customization really
Interviewer:	Okay thanks , the next question has to do with genre I will be asking you a set of genres and would like you to tell me what you expect in each of them
Gamer 9:	Go ahead mate,
Interviewer:	So firstly we have action genre what do you expect to see in action games
Gamer 9:	Its action so shooting, guns, blood, violence and combat are mostly what I expect to see
Interviewer:	Perfect next up is Adventure,
Gamer 9:	Discovery channel [smile] I like to go and discover what everything is in this genre
Interviewer:	good, let move on to strategy and RPG games
Gamer 9:	Okay for strategy you have an economy you manage and create soldier to defend or attack, in all of them you see these element and for RPG its character customization I already told you I like making weird and funny characters so I look for a good character customization and character lores in RPG.
Interviewer:	Perfect what about Action-adventure genre
Gamer 9:	It's a mix of both but I expect to see quests that push you forward and since it has action weapons and combat are also part of it
Interviewer:	What about simulation genre?

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Gamer 9:	Its all about the narrative in the game you get a simple narrative and simulate yourself as you were that. Like you're a pilot now go and fly or you're a goat do live and look around as a goat.
Interviewer:	What about sports and puzzle games?
Gamer 9:	Sports is all about competition so any set of rule that make up a competition is a sports game and for puzzle games I wonna see some mystery and solve it by the end of all the complicated puzzle problems
Interviewer:	perfect last genre is idle what you expect to see in this genre
Gamer 9:	Well wealth growing for one is in all idle games and obviously numbers that accompany that wealth
Interviewer:	Perfect the next question are for every game the same so I will be asking them for each game, starting with PUBG
Gamer 9:	Okay,
Interviewer:	What genre do you think this game is and based on what you made this conclusion
Gamer 9:	PUBG is battle royal. fight till end and that's it.
Interviewer:	and if you would rate this game based on how far or close it is to the real world. How would you rate it. 1 is far 10 is close to
Gamer 9:	9 is aright the location of the game looks real, also everything in the game is very realistic
Interviewer:	Do you think this game has any hidden meaning ?
Gamer 9:	No I don't
Interviewer:	Okay so that all for PUBG let move on to Just Survive
Gamer 9:	aright shall I answer the same questions?
Interviewer:	yes please what genre
Gamer 9:	Okay, so its action as well but his one has zombie-survival aswell since its about surviving in a zombie infested world. With the hidden meaning on how people act and behave when there is chaos and no order.
Interviewer:	and how would you rate it?
Gamer 9:	6 it is in the middle since many things are real but not all
Interviewer:	Nice moving on to World of Warcraft.
Gamer 9:	RPG, since you get to create and play your own character its fantasy so I would rate it far from the real world a 1 with no hidden meaning.
Interviewer:	What about GTA5
Gamer 9:	that would be action adventure and I would rate it a 10 its just a crime story that is based on our time but I don't think there is any hidden meaning behind
Interviewer:	and next Dota 2 please
Gamer 9:	its MOBA genre its very understandable from the way the characters are used and the gameplay itself with no hidden meanings and a rating of 2 just because of the environment in the game
Interviewer:	Awesome just a few more next is Eve online
Gamer 9:	Just by the way the game is I can tell its more of a simulation game and I would rate it a 10 since the object and environment are modeled according to science and futuristic assumptions I think the hidden meaning is to show how the future people could live and work
Interviewer:	Rocket league is next
Gamer 9:	this game is sport just because it's not fitting to any other genre, otherwise it's not really a sport game even though it has football in it I don't like it as a sports game I don't think there is a hidden meaning in it and would rate it 1 because nothing is realistic in the game
Interviewer:	Two more left Talos Principle and on more

Gamer 9:	okay so Talos is a puzzle game since you have that mystery of who created the robot and finding your creator through labyrinths the environment is realistic that's why I would rate it a 7
Interviewer:	do you think that this game has a hidden meaning
Gamer 9:	no I dont
Interviewer:	okay, moving to the next game which is cookie clicker
Gamer 9:	idle game for the gameplay just how it works in general not realistic at all so a 1 is what I would rate it with no hidden meaning.
Interviewer:	Okay that's all for the questions thanks is there anything you want to ask me
Gamer 9:	yeah why do you keep all your cs skins?
Interviewer:	dude, I meant the interview anything you want to ask about the interview
Gamer 9:	ohh, na mate its fine
Interviewer:	okay, then

[turns into personel conversation]

GAMER 10 (Norway, Male, 18)

Interviewer:	Hello, how are you?
Gamer 10:	Im pretty well, thanks, you?
Interviewer:	Im good, thank you. emmmmm, as we already talked I need your ideas about some games that you already played and I need it for my thesis.
Gamer 10:	yeah I know
Interviewer:	And with your permission I'm goanna record your voice. Is that ok?
Gamer 10:	Aha, okay then. No problem
Interviewer:	So, shall we start then?
Gamer 10:	Sure lets begin what shall I do or say
Interviewer:	Just answer the questions honestly [smiles] beginning with as a player, do you buy extra items in a game? If so, what is your reasoning for buying them?
Gamer 10:	Hmm well. I do sometimes. Not for all but you know.. .Its fun, when I customize my character it makes me play for longer time and its fun for me. Anyway I cannot buy whatever I want because it is sometimes expensive. . I mean small amount of money but when I put it together it becomes more and sometimes it doesn't worth it. The games are already so expensive.
Interviewer:	yeah, I totally understand. and second question is: what do you expect to see in action genre of video-game?
Gamer 10:	What do you mean by expect to see?
Interviewer:	I mean when you play a game, what do you see or expect to see in the game to be able to consider it an action game?
Gamer 10:	Actionnnn [pauses] action is action. Like when I play and I feel like I'm very much excited
Interviewer:	No. what do you see in the game. Not about the feelings you feel. Like what do you expect to see in a wedding a cake, a white dress, groom and so on something like this but for the action genre.
Gamer 10:	Aha. In action games there are gun, fights, or combat, and these kinf of things in the game
Interviewer:	What about adventure genre?
Gamer 10:	What do I see in adventure genre? like Red Dead Redemption?
Interviewer:	Yes, what do you see in game to call it an adventure game?
Gamer 10:	Something to find at the end, lets called it exploration in the game
Interviewer:	What about action-adventure?
Gamer 10:	Something like combat and of course without guns and weapons there is no combat,[pauses] also there should be a quest. I think in all action adventure we have these

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Interviewer:	Tell me your idea about role-playing games
Gamer 10:	Character lore in the role-playing games, and oh, also I think character customize should be there as well
Interviewer:	Okay, what about strategy games?
Gamer 10:	Soldiers and these kind things to use for war or defense, plus the aspect of managing your economy for use
Interviewer:	And simulation?
Gamer 10:	Simulation? Like which game? All could be a simulation
Interviewer:	Like goat simulator or flight simulator and so on the games that are specifically called simulation games
Gamer 10:	The hell i know. I can't come up with something common in these games.
Interviewer:	Alright let move on to puzzle games if you remember something you can tell it later.
Gamer 10:	Hmmmmmm, something like a puzzle to solve, not necessary the pieces of puzzle but something puzzlish
Interviewer:	Tell me about sports games
Gamer 10:	[laughs] There should be sport at least
Interviewer:	And the last one is Idle genre
Gamer 10:	Oh, I don't like it that much, there should be like money growth with clicks of the mouse.
Interviewer:	The next question is about the genre of some games. I will tell you the name of the game and you tell the genre of the game and why you think it is that genre, alright?
Gamer 10:	Sure, go ahead
Interviewer:	Let's start with PUBG
Gamer 10: [smiles]	PUBG is a battle royal because it's was written and I know the game
Interviewer:	and Just Survive?
Gamer 10:	Adventure I think. But you know you can call the games more than one genre most of the times. I say adventure because of the exploration that I said before about the adventure genre which you can see in Just Survive
Interviewer:	I know don't limit yourself say which ever you think it is, lets move to GTA-5
Gamer 10:	Oh, that one is also adventure, and also action. There is action in it and adventure, I don't know how to explain.
Interviewer:	Its fine. Tell me about World of Warcraft
Gamer 10:	RPG because you put yourselve in a character and then play based on that
Interviewer:	Nice, How about DOTA 2?
Gamer 10:	MOBA because of the game style, and the behavior of the character in the game. You know what MOBA is, right?
Interviewer:	Yes, I know [smiles]. I also play dude. That's how I got into researching it. Anyways, what about Eve Online?
Gamer 10:	Ohh cool, its Simulation, because of the nature of this game.
Interviewer:	what do you mean by the nature of the game?
Gamer 10:	emm, it's all about simulating a certain condition like in this game simulating life in space.
Interviewer:	Okay, next up we have Rocket League, The Talos Principle and Cookie Clicker?
Gamer 10:	Rocket League is sport game , its like football but with cars, I mean it looks like football but with cars and also the playground is not for football. Anyways , It is fun to play for short time. After that it becomes boring. Maybe its just for me because I'm used to more action games or something with more stuff to do. Controlling the cars in the game is difficult, I mean it's not an easy game to play. What was the second one?

Interviewer:	it was Talos Principle
Gamer 10:	That one is puzzle for sure
Interviewer:	and why?
Gamer 10:	There is a mystery in the game and you should try to solve it
Interviewer:	How about Cookie Clicker?
Gamer 10:	Idle, as I said you just have to click the mouse and that it
Interviewer:	Now that's it for this question so for each of these games that I already mentioned, do you think they are more realistic or less realistic? Between 1 to 10 give me a number, 10 is close to reality and 1 is far from reality.
Gamer 10:	I didn't understand the question
Interviewer:	Look, the game looks real or not for you? Real in the way that compared to the real world. 10 is more realistic game and 1 is closer to fiction?
Gamer 10:	PUBG, would be 9 because the game looks so real for me, like this kind of answers is correct?
Interviewer:	Exactly, continue with Just Survive?
Gamer 10:	Hmm, between 1 to 10? 6 is good for Just Survive
Interviewer:	yes, GTA?
Gamer 10:	10, it's a realistic game
Interviewer:	and WOW?
Gamer 10:	3, except some object in the game the rest is not real or even close to real
Interviewer:	and next is DOTA 2?
Gamer 10:	I feel like 2 is a good number, the environment of the game is some how realistic and the objects as well.
Interviewer:	What about Eve Online?
Gamer 10:	I give 10 to this game, I don't think I can become a commander of a space ship. [laughs], but the objects in the game and also the futuristic looks of it is realistic for me.
Interviewer:	3 more left next is Rocket League
Gamer 10:	Rocket league I give a 1, it's not a realistic at all. And for Talos a 7 should be fine because of the environment and objects in the game.
Interviewer:	lastly we have cookie clicker
Gamer 10:	Seriously [smiles]not more than 1. I wish earning money was like this
[laughs]	
Interviewer:	The next question is about hidden meaning in the game, do you think is there any hidden meaning in each of these games? For example is there anything in PUBG that you think the producer of the game meant something else in the game?
Gamer 10:	There is nothing than just a game. I mean okay, it looks realistic but you manage what to do in the game and it isn't what you do in real. What can be a hidden meaning in a game like this? Nothing
Interviewer:	Alright don't get angry [laughs] What about Just Survive?
Gamer 10:	I didn't get angry lol im just stating that its somehow unnecessary. And for just survive naah, no hidden meaning in a zombie game.
Interviewer:	what about GTA
Gamer 10:	This game is making the violence ordinary but I don't think that it is a meaning intended for the game
Interviewer:	and World of Warcraft?
Gamer 10:	Hmmmm,No. nothing
Interviewer:	DOTA 2?
Gamer 10:	Nope
Interviewer:	Eve Online?
Gamer 10:	Naaaa don't think so
Interviewer:	Rocket League?
Gamer 10:	No

Interviewer:	Talos?
Gamer 10:	Hmmmm, I don't know about that one, May be
Interviewer:	and lastly cookie clicker
Gamer 10:	[long laugh] no way
Interviewer:	thank you dude, my questions are finished.
Gamer 10:	Did I answer correctly?
Interviewer:	Dude, there was nothing about right or wrong. I just wanted to know your ideas and thank you very much for your time.
Gamer 10:	Still was I correct with the genres of the game ?
Interviewer:	yeah mostly was correct with what the games call themselves
Gamer 10:	Nice,
Interviewer:	If you want add me on discord and we can talk later
Gamer 10:	Sure ill sent you a request
Interviewer:	Alright, I got to go im so sorry
Gamer 10:	No problem will talk again
Interviewer:	yeah thanks again for taking your time
Gamer 10:	you to by
Interviewer:	see ya

GAME DESIGNERS TRANSCRIPTION

GAME DESIGNER 1 (IRAN, Male, 36)

G. Designer 1:	Hi,
Interviewer:	Hi, [Name] how are you ? long time no see?
G. Designer 1:	Im good thank you. How are you?
Interviewer:	Im alright the usual. Thanks again for agreeing to help me.
G. Designer 1:	No problem, so what do I have to do?
Interviewer:	I will be asking you a series of question about video-games as I mentioned earlier its for my thesis
G. Designer 1:	Okay, whats the first question?
Interviewer:	in order to earn revenue from a game, digital items are added which can be bought with real money, why do you think gamers buy these digital items?
G. Designer 1:	I think people buy these items because people want to create their own characters and the costumes sold as items allow the players to do just that.
Interviewer:	Now I will be giving you some genres of games could you please explain what you would expect to see while playing these genres.
G. Designer 1:	Alright.
Interviewer:	Starting from the action genre, what would you expect to see in this genre?
G. Designer 1:	hmm… [pauses] In an action genre I would expect weapons, bombs, explosions, fights, combats, maybe war and shootings and these kinds of things. Without these kinds of weapons and fight or any kind of combat between at least 2 person you cannot call it as action genre in my opinion.
Interviewer:	Alright, moving on to the adventure genre.
G. Designer 1:	[pauses] I don't usually play these as it's not my style but when I do, I expect some kind of exploration and mystery, where you slowly discover the story while finishing quests and talking to NPCs.

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Interviewer:	Interesting, Interesting, What about action-adventure?
G. Designer 1:	Action-Adventure would be the gameplay of an action game with the progressing story of a adventure game such as Fallout 4.
Interviewer:	could you elaborate what you mean by gameplay of an action game with the progressive story.
G. Designer 1:	I meant it as having combat mechanics such as guns and explosions used on missions to reveal more of a plot of the game such in the case of fallout 4 conflict between factions and the state of the wasteland of boston.
Interviewer:	Thank you for elaborating. What about role-playing games, what do you expect to see from this genre?
G. Designer 1:	I'd expect to play a game where I get to control a character whose background, skills and looks I created. [pauses] Which I further progress by playing as this character in a fictional world.
Interviewer:	what do you expect from a strategy game then?
G. Designer 1:	its pretty obvious even by just looking at the game you can understand the genre of the game most of the times. In this game the way of playing is different than the others. You are playing in groups and you have to set a strategy how to play the game and how you manage your resources or money.
Interviewer:	that's an interesting way to look at it, what about simulation genre?
G. Designer 1:	for simulation genre you can expect everything, [pauses] it is based on the story of the game and you put yourself as different things or different people or anything but yourself. This is what you can expect in simulation genre
Interviewer:	alright 3 more left to go. What do you expect from the puzzle genre?
G. Designer 1:	I'd obviously expect some kind of solving problems, or solving a mystery otherwise it wouldn't be a puzzle game.
Interviewer:	from the sports genre what would you expect?
G. Designer 1:	a sort of simulation of actual real sports or deviations of the real-life sports in different ways, but mostly some kind of conventional sport I would expect in this genre of games.
Interviewer:	Last genre idle games, what do you expect from idle games?
G. Designer 1:	my least favorite genre… [pause] the environment of the game and the way that you have to play, the growth of a resource or money, some value raising.
Interviewer:	alright moving on, I will be presenting some games which genre do you think these would fall into.
G. Designer 1:	hope there are not many.
Interviewer:	don't worry not that many. Lets start with PUBG. have you heard of PUBG?
G. Designer 1:	emm yes i have.
Interviewer:	what genre do you think this game falls into?
G. Designer 1:	PUBG would fall into battle royale and action genre because it is competitive survival shooter game.

Interviewer: do you think that pubg is a realistic if so what made you think it is realistic?

G. Designer 1: compare to other games in the same area, PUBG is close real life because all the weapons in the game are real weapon, I mean the weapons are really exist. Also the graphic of it high and somehow it catches you to play

Interviewer: do you believe pubg has a hidden meaning, if so what meaning do you think it has?

G. Designer 1: i think there is no connotative meaning if you don't want to dig it out. Otherwise you always can sit and interpret everything in the way that you want.[pauses] I didn't see anything in this game that catches my attention

Interviewer: okay what genre do you think JUST SURVIVE fall into and do you think it is a realistic game?

G. Designer 1: Just Survive would be zombie survival game and it's because of the setting with the zombies and the elements of exploring and looting as for the realistm i'd say its like number 6 main reason its not realistic are the zombies but the enviroment and survival aspect are somewhere in the middle.

Interviewer: do you think it has any underlying meaning?

G. Designer 1: [chuckles] it's just a normal zombie game.

Interviewer: what about GTA 5 ? what genre is it , is it realistic and are there any meanings in it?

G. Designer 1: GTA 5? Yea i would call it a action-adventure genre game cause of the mechanics and storyline. 8 out of 10 it is very much realistic due to the environment of the game and objects in the game. as for a meaning this game I feel like is normalizing the crime as part of the life and has bad effect in the societies.

Interviewer: moving on to some other games what about WOW and DOTA 2?

G. Designer 1: Wow would be an RPG its not realistic so i'd give it 1 nothing looks realistic, not characters , not objects nor enviroment of the game is realistic.   no meaning. [pauses] which game was it again?

Interviewer: Dota 2.

G. Designer 1: ah thank you, it would be strategy due to various mechanics and combat system made to be work with different tactics and strategies. as for realism 2 its not close to reality. again no deeper meaning.

Interviewer: do you need a short break?

G. Designer 1: oh i'm fine lets finish it.

Interviewer: okey then almost finished. Eve online what genre and is it realistic and does it have any connotative meaning?

G. Designer 1: from what i saw i think it is simulation because you play as commander of a spaceship and you deicde what to do and how to do it. its pretty realistic so id give it a 8 and again no deeper meaning behind it.

Interviewer: alright what about rocket league?

G. Designer 1: sport genre as it is like football. Realism wise its 2 because the cars themselves are jumping around as if there is no gravity and the object interactions. no meaning again its just a football game with cars.

Interviewer: lastly talos principle and cookie clicker.

G. Designer 1: i have not heard of talos principle... but cookie clicker would be a idle as at some point you just idle to play the game and its not realistic with the amount of things generated so id give it 1. no deeper meaning just cookie farm.

Interviewer: ill be showing you a video of the thanos principle and after please try
to the answer the questions. [shows video and photos].

G. Designer 1: [watches video and photos] ohhh it's a puzzle game because you gotta solve a maze or puzzle. it seems pretty realistic with the environment id give it a 7. as for meaning i think the game represents the belief of the people.

Interviewer: thank you for your time.

G. Designer 1: you're welcome and thank you for the questions [chuckles].

GAME DESIGNER 2 (IRAN, Male, 29)

Interviewer: Hello, how are you?

G.Designer 2: Hi, I'm good. thank you, and you?

Interviewer: Im good aswell thanks, as [G.designer 1] already mentioned and I explain you im doing this for my thesis and would appreciate if you would help me as well.

G.Designer 2: Sure. No I friend of [G.Designer 1] is a friend of mine too.

Interviewer: Thank you very much. I will not take to much of your time, the first question is in order to earn revenue from a game, digital items are added which can be bought with real money, why do you think gamers buy these items?

G.Designer 2: [Thinking sounds] It's obvious they play a character which they want to customize and create their own touch to them this is the main reason they buy the items

Interviewer: Thanks the next question is based on video game genres, I will be asking you each genre and would like you to tell me what you expect to see in them.

G.Designer 2: You mean expectations? Like action needs to be this this this kind of answers?

Interviewer: Exactly what you expect to see in them and the first one is action[laughs]

G.Designer 2: Well, I expect to see fight, conflict, weapons, war, explosions, bombs, and blood lots of blood [smiles]

Interviewer: What about in Adventure?

G.Designer 2: The Environment and missions make up a good adventure genre however expecting to see a story and an environment that fuses with the missions makes the game an adventure.

Interviewer: What do you mean by the environment?

G.Designer 2: In an Adventure game the environment must have a theme which the players can search and discover

Interviewer: Ohh, I see what about The Action-adventure genre? What do you expect

G.Designer 2: Similar some combat weapons for the combat and quests or mission what ever they call it it's a mix of the 2

Interviewer: And in the RPG genre what are the essential signs you want to see.

G.Designer 2: the character customization and the story of the character are the expected signs in this genre the essential sign is the character lore for me I love to be able to write it myself.

Interviewer: I see, and in strategy ?

G.Designer 2: well, some type of nations and armies mostly also it is expected that you need to manage an economy like gather resources and produce and so on.

Interviewer: Nice, thanks again the next genre is simulation

G.Designer 2: Uuuuuh, something like new stuff, new elements and a new storyline, narrative, I mean you get a set of things and experience that thing. All games essentially are a simulation.

Interviewer: Intersting,

G.Designer 2: yeah I mean every game is simulating a certain story and situation.

Interviewer: It kind of is but what is it you expect to see when the genre is simulation

G.Designer 2: well it having a new element and a new narrative which others don't have or don't focus on.

Interviewer: Alright 3 more genres left what about the sports genre?

G.Designer 2: Okay, that gonna be all ?

Interviewer: No,[smiles] there are a few more questions after that

G.Designer 2: Okay, so for sports I expect to see some competition, I mean sports is based on competition you try to be better than the others and for it to be sports there should be some connection to real sports.

Interviewer: What do you mean real sports?

G.Designer 2: emm. Like football, or basketball, real sport

Interviewer: So can we say that you mean conventional sports that we do in real world?

G.Designer 2: yes,

Interviewer: Okay, the next one is Puzzle, what do you expect to see

G.Designer 2: well, in game I would say some mystery to be solved by solving puzzle problems[smiles]

Interviewer: okay, and last genre is the idle genre.

G.Designer 2: ohh, its all numbers and coins in this genre.

Interviewer: Hmm,

G.Designer 2: Maybe not coins directly but something like money that you can be earned by each click

Interviewer: This brings us to the next question I have sent you 9 game videos if you don't know them you can watch the games from there and I will be asking you a series of questions for each game. Is that fine with you.

G.Designer 2: yes, yes, I understand so we start with PUBG?

Interviewer: Yes, so what genre does PUBG belong to and why do you thinks so ?

G.Designer 2: It's called Battle Royal but essentially it is a action game, the difference comes from gameplay and the reason is simple it has fighting, weapons, war like features and you get to see occasional explosions, bombs.

Interviewer: Alright, then based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre?

G.Designer 2: in action genre as I said without fight, weapons, and blood cannot be. There must be a conflict that people fight for it with some weapons and some blood also must be there

Interviewer: Okay, let move to the next game Just survive?

G.Designer 2:	Isnt this game h1z1?
Interviewer:	Yes before it was called that but they changed it later on to Just survive.
G.Designer 2:	ohh, okay, I that is a zombie survival genre since it has zombies and you try to survive.
Interviewer:	And why you think so ?
G.Designer 2:	Well, It definitely needs exploration features, players want to discover when they favor this genre
Interviewer:	Let's move on to the next game which is GTA-5
G.Designer 2:	It's Action-adventure it has both action and adventure mixed together.
Interviewer:	And what would be the essential signs for this genre? The things you need to see in order to understand its genre.
G.Designer 2:	Ohh, questing I mean you need to do some quest which are a big part of action-adventure games
Interviewer:	Okay perfect , let's move on to the next world of Warcraft.
G.Designer 2:	It's an RPG, and the signs for me are character lore the stories of the characters, also the possibility to customize characters without these two I don't see the point of an RPG. I mean in RPG game you have a variety to select and you play the role of it.
Interviewer:	Alright. What about DOTA 2?
G.Designer 2:	Simple[smiles], it a strategy game and this type of strategy games are called MOBAs and I definitely expect to see some kind of nations or a difference in groups. I mean there is always a separation like nazi vs allies or humans vs orc. You get the idea
Interviewer:	yes I got it [smiles], Next one is Eve Online
G.Designer 2:	I don't know this one let me watch it.[pause to watch]
G.Designer 2:	I'd say this is something like and simulation game
Interviewer:	and why
G.Designer 2:	well, you command a ship and do daily task of a captain of a space ship.
Interviewer:	Okay, what couldn't be excluded for you then ?
G.Designer 2:	Hmmmm, the narrative I think its about experiencing situations so new things and narrative are the most important part.
Interviewer:	Interesting, let move to the next game Rocket league
G.Designer 2:	Havent played this one either.[pause to watch]
G.Designer 2:	Okay, so this once definitely a sports game, because you have teams competing against each other in a football match with rocket cars.
Interviewer:	So what would be essential for you to understand this genre?
G.Designer 2:	Well, some type of sport in the game [smiles] anyways all sport has competition aswell
Interviewer:	Perfect 2 more games left then we can move to the next questions
G.Designer 2:	How many more questions?
Interviewer:	only 2 questions. The last two games are The Talos Principle and cookie clicker
G.Designer 2:	So for Talos I need to watch it but cookie clicker I know is an idle game because the way it looks and is played. The essential part for this genre is the game play how it is played.
Interviewer:	Nice, so please watch the video for Talos.
G.Designer 2:	Okay,[pauses to watch]
G.Designer 2:	It's puzzle game for sure but when it come to this genre im not very experienced, hmmm maybe some pieces of the mystery that comes

	together at the end is essential for this genre. I mean that the problem solving is essential together with solving a mystery.
Interviewer:	so can we say that these are the signs that cannot be excluded?
G.Designer 2:	Yes, The signs that cannot exclude in the games are: mystery solving and problem solving for me.
Interviewer:	Okay This concludes this question aswell the next to questions that I would like you to answer are if there is any connotative meaning in these games and if you would rate this games from 1 to 10, 1 being far 10 being close to reality and based on what you rate it ?
G.Designer 2:	so I should rate the game and say what the reason is ? and if the games have a meaning?
Interviewer:	yes, but by connotative meaning I mean hidden meaning.
G.Designer 2:	Okay, cookie clicker is a 1, there is nothing realistic at all in it with no hidden meaning.
	Then Talos would be a 6 although the environment looks real but the story is not realistic and the science is not develop yet to build intelligent robots, and about the meaning it's just mythology I mean it's based on mythology.
	DOTA 2 and Rocket league would be a 2 for me, DOTA has lots of characters from fantasy and the Environment with all the object in it don't really look like real things,
Interviewer:	What about rocket league and hidden meanings?
G.Designer 2:	Well rocket league also has nothing real in the environment I mean rocket cars seriously??, when it comes to hidden meaning both don't have one.
Interviewer:	Okay,
G.Designer 2:	eeeeemm, aha PUBG is an 8 for me just because the environment they created based on realistic look
Interviewer:	Nice What about hidden meanings?
G.Designer 2:	There isn't any hidden meaning in this game either.
Interviewer:	Good, continue
G.Designer 2:	Can you quickly remind me the rest ?
Interviewer:	Sure, emmmm, Just Survive, GTA, World of Warcraft and Eve Online are left
G.Designer 2:	Ahhh okey so Just survive is going to be a 4 for me zombies are too fictional and the game environment looks like everything was placed for you to find the way you play and find things are not based on reality but rather on player convenience which further separates it from the real world.
Interviewer:	interesting what about the hidden meaning ?
G.Designer 2:	Come on It's just another boring same zombie game.
Interviewer:	Okay
G.Designer 2:	For GTA it's a 9 its almost all based on reality just story is fictional the environment look real the objects in the game like cars are realistic it's not futuristic or even historical. It's like our time. Everything in the game is like a present time. Like we moving right now
Interviewer:	What about the connotative meaning?
G.Designer 2:	aaa it just a game so it is for entertainment and there is nothing as the connotative meaning in the game

Interviewer:	Alright, lets see only World of Warcraft and Eve Online is left
G.Designer 2:	Yeah WOW is not real at all so a 1, everything in the game from characters to the objects or environment all are fictional.
Interviewer:	And hidden meaning ?
G.Designer 2:	No.[pauses] maybe people wants more fancy world, maybe when they sit to play they want to get rid of all the connotative meanings and the stuff in the real world and they just seek to have some times out of all these stuff [smiles]
Interviewer:	Yeah, seem like you as well. [laughs] we are almost done.
G.Designer 2:	that's good, to be honest it was very repetitive.
Interviewer:	I know sorry,
G.Designer 2:	So Eve is left right ?
Interviewer:	Yea rate it please
G.Designer 2:	Hmmm, 8 is a good spot I think and no hidden meaning.
Interviewer:	Why you rate it this way ?
G.Designer 2:	emmmm, it look real but futuristic so it can be close I don't know really.
Interviewer:	Wow, thank you very much again for your help. [G. Designer 1] said I should tell you that he is still waiting for you.
G.Designer 2:	No problem if you talk with him again tell him he can wait.
Interviewer:	Okayyyy, anyways thanks again take care
G.Designer 2:	You too take care, good luck.

GAME DESIGNER 3 (DENMARK, Male, 33)

Interviewer:	Hi [G.Designer 3], thanks for taking your time
G.Designer 3:	Yeah man sure no problem
Interviewer:	It will take approximately 15-20 minutes in total for the interview
G.Designer 3:	That's alright I got time.
Interviewer:	Okay, let's get started, the first question is about earning revenue for a game
G.Designer 3:	Okay what about it?
Interviewer:	yeah , so in order to earn revenue from a game, digital items are added which can be bought with real money, so why do you think gamers buy these items?
G.Designer 3: something new	Simple, new costumes is entertainment for players, everyone enjoys
Interviewer:	Alright, the next question is a little longer it is about genres, I will be asking you a series of genres and would like you to tell me what you expect to see in them.
G.Designer 3:	Simple enough, what's the first one?
Interviewer:	Let's start with Action, what you expect to see in this genre?
G.Designer 3:	ohh yeah fight or war and combat, explosions or bombs, weaponries and shootings the usual things that are included in this type of games
Interviewer:	Okay, what about adventure games?
G.Designer 3:	The exploration part is the main thing I look for in adventure.
Interviewer:	Okay, next one is action-adventure
G.Designer 3:	Ohh, same stuff really combat, weapons, explorations, might as well add explosions and quests and conflict as thing to be expected.
Interviewer:	Okay, What about RPG genre?

G.Designer 3: Simple, I expect a lot of character related stuff like customization of character and character stories. Like when you meet a character in game I want to know his story like who he is, what he does, is he related to something in the story. The devil is in the details for me in this genre.

Interviewer: Interesting, And what about strategy?

G.Designer 3: well it's kind of the way you play it, id expect group play with a top view of everything to strategies with.

Interviewer: Okay,[interrupted]

G.Designer 3: Can I ask you to tell me at least 2 at a time if there are more

Interviewer: Sure, we got 4 left and the next to would be simulation and sports games

G.Designer 3: yeah so for simulation it depends on the game, if it is about life in spaceship you expect to see the spaceships and other planets and everything like that. If the game is about simulation of animals, you put yourself in the shoes of different animal. So its more about the game then the genre that makes you expect something.

Interviewer: That's interesting,

G.Designer 3: If you say so, and for sport its by the word sports so I expect to see some kind of sports from real life or at least based on resemblance of some and elements to compete in it.

Interviewer: Okay, the next to are Puzzle and Idle games

G.Designer 3: So, puzzle is finding a solution for a problem, and putting the pieces of a mystery together in order to solve it. Just to make it interesting. And idle games id expect to see some type of coins or capital that you grow.

Interviewer: Nice, that concludes the second questions and we can move on to the games and question about them,

G.Designer 3: Okay,

Interviewer: were you able to look at the gameplay videos I sent you

G.Designer 3: yes, some of them

Interviewer: Okay let's start with the first one then PUBG

G.Designer 3: Sure, I know it should I still watch the video ?

Interviewer: No if you know the game you can ignore the videos.

G.Designer 3: okay, what's the question?

Interviewer: What genre does this game belong to and why do you think so ?

G.Designer 3: Welllll simply its Battle royal genre because it has shooting and had the elements of battle royal it's a fairly new genre derived from action genre.

Interviewer: So what would be the elements of battle royal genre ?

G.Designer 3: that game which is based on last man standing and survival based on shooting. But PUBG is so well known that everybody knows about it. Maybe even the people who don't play they already heard about it and know it. Millions of peoples were playing this game online so, even if you are not a gamer there must be someone between your friends or family who was playing this game. So, it is not so strange when people know the exact genre of this game.

Interviewer: Alright, thanks what about the signs that could not be removed in order for you to understand its genre ?

G.Designer 3: well on general in action genre I think you cannot exclude conflicts or let's say combat and shooting, but in battle royal, as I said, it is based on last man standing and shooting

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Interviewer: Okay, that's it let move to the next game.
G.Designer 3:   You mean just survive ?
Interviewer: yes,
G.Designer 3:   Well, I would say adventure but it is complicated. In most of the games you cannot just mention one genre as the genre of the game. Unless that game is really remarkable for that specific genre. Most of the games have more than one genre in themselves. If you check for the genre of video-games you will see sometimes there is more than four genre for each game and still some people have different ideas about the genre
Interviewer: interesting,
G.Designer 3:   yeah like most of the times even they ask the players to categorize the genre of a game because you can see many things in the game. If you go for the main genre even you might see some action games that has the strategy content with some role-playing and adventure story, I mean like beta testers are asked for this kind of categorization.
Interviewer: yeah it does happen a lot
G.Designer 3:   Yeah I mean okay as the designers we know what we are creating is in this and that genre but it happens that people will also add other genres to it.
Interviewer: Obviously, since you are creating it with a purpose the genre is part of the decision
G.Designer 3:   yeah,
Interviewer: So, what would be the signs that you couldn't exclude from this genre?
G.Designer 3:   aaa this will be awkward but quest is the base for this genre even though this game focuses on survival you could say that the main quest is to survive and build.
Interviewer: Alright let move on to GTA-5
G.Designer 3:   isnt this the successor of the others like vice city and so on
Interviewer: yes it is
G.Designer 3:   man are all the games this known?
Interviewer: well they are known games respectfully in certain situation[smiles]
G.Designer 3:   It an action-adventure game and it's just the combination of the action genre and the adventure genre. The line for saying this specific video-game is adventure of action-adventure is so narrow. Most of the time in adventure genre there is a little bit of action as well
Interviewer: what do you mean ?
G.Designer 3:   like most adventure games nowadays use action elements to make it interesting. So really its closer to action-adventure in many ways
Interviewer: I got it, thanks what about the things that can't be excluded?
G.Designer 3:   its again the quests I mean it's like the back bone of it
Interviewer: Okay, let's move on to World of Warcraft than.
G.Designer 3:   [smiles]again it's an RPG but has adventure in it as well and for an RPG the most important things are the character stories , the way you can customize the characters you play usually its called character lore and not story but I like to call it that way.
Interviewer: What about DOTA – 2 ?
G.Designer 3:   Dota-2 in terms of the things I mentioned before would fall under strategy which is the genre of it but it is specifically called MOBA which only differs in the gameplay. The things you couldn't exclude

	would again be the view of the game I mean top view, and the group to play with especially with MOBA's.
Interviewer:	Can't you play strategy games alone ?
G.Designer 3:	yeah man, you can but there is always another group involved be it players or not
Interviewer:	okay, know I got what you mean with groups
G.Designer 3:	[smiles and nodes]
Interviewer:	Let's move on to Eve online
G.Designer 3:	okay,
Interviewer:	what genre, why and what cant not be excluded?
G.Designer 3:	I'll need to watch the video first.
Interviewer:	okay take your time
G.Designer 3:	So, this is a simulation, adventure, action as I said you could connect many but its more like a simulation then the others. You play as someone else which we have in many genres but in simulation you make the decisions and its more based on that. Like you can chose to do what you want in the confinement of what is simulated.
Interviewer:	Thanks, let jump to Rocket league.
G.Designer 3:	let me see,[while watching the video] ahh this is a sports game a friend of mine told me to join I remember
Interviewer:	What made you understand its genre and what do you think can not be excluded
G.Designer 3:	for one it is football with cars [smiles] , and in order to understand this genre you need some type of sports in it but essentially anything that has competition in it can turn into a sport so competition is also a part of it I would say.
Interviewer:	Okay, that's interesting to hear the others said similar things.
G.Designer 3:	really,
Interviewer:	yeah almost the exact things. Shall we continue with the next game?
G.Designer 3:	sure man, let finish it
Interviewer:	two more games left then we can move to the next questions.
G.Designer 3:	okay,
Interviewer:	The next one is Talos Principle.
G.Designer 3:	It's a puzzle game no doubt since you need to solve some tricky situations to move forward. After solving the problems you always have this mystery behind it that you start to solve as well, these two thing are important in this genre.
Interviewer:	And Cookie Clicker is the last one on the list
G.Designer 3:	Well gameplay give it all away its an idle game this genre is based on the gameplay were you don't have to do much. The game characteristics are always there and you always need some wealth growth and some crazy numbers that go with the wealth.
Interviewer:	So that it for this question the next questions are also based on these games,
Interviewer:	Okay, Firstly I would like you to rate this game from 1 to 10, 1 being far from and 10 being close to the real world. And state why you placed it that way.
G.Designer 3:	Okay, and what is the other question?

Interviewer:	the other question is about connotative meanings. Do you think any of these games have a connotative meaning?
G.Designer 3:	like in general or each of them
Interviewer:	Each of them we will go through them again please starting with PUBG
G.Designer 3:	I'd give it an 8 since quality wise it is high and everything is based of reality and looks plausible. I mean look at all the environment they created.
Interviewer:	What about the connotative meaning
G.Designer 3:	You know, in lots of American stories the Russian are spy, or enemy, or you know, since the cold war this feeling is still in their stories. The name of the islands sounds Russian for me. I don't know Russian but that's enough to sound Russian. However if I remember correctly South Korea is the developer country. So, maybe I'm wrong
Interviewer:	Okay, what about Just survive next ?
G.Designer 3:	I would have to give it a 5 just in the middle because although it has zombies other than that all the environment and models in the game are mimicking real things.
Interviewer:	What about the connotative meaning?
G.Designer 3:	There isnt any , typical zombie game. You try to survive and move on
Interviewer:	The next one would be GTA-5
G.Designer 3:	It's another 8 for me. The graphics and environment they created is really detailed and the game objects add to this as well
G.Designer 3:	Before you ask I think that this game is creating a sense of normalization of crime, when you play it it might feel like it is normal and there were so many who used this game calling it to have a bad effect in society. I do believe it having a part in it but so does every game that involves violence and it's not the main reason for people doing bad shit.
Interviewer:	I agree with you in this case games shouldn't be used as an escape goat for people doing bad stuff, anyways back to topic. What about World of Warcraft.
G.Designer 3:	aahh, the fantasy game everything is fantasy starting from the environment again to characters, and object they all are imaginative in the sense of creating something different than what we see in the real world so it's a 1 in my opinion it has no chance of being real
Interviewer:	And the connotative meaning ?
G.Designer 3:	no man don't think it has one
Interviewer:	Okay, and the next game would be Eve Online
G.Designer 3:	It's a 8 again because it is a futuristic game, so in time it might happen and I don't think it has a connotative meaning either
Interviewer:	What about Dota-2?
G.Designer 3:	its somewhere in the realm of 2 to 3, same like wow everything is fantasy but I would rate it a little higher. Ide say a 3 with no connotative meaning
Interviewer:	Okay that's interesting, What about Rocket League?
G.Designer 3:	Again somewhere on the line of 2 to 3 but I think 2 is fair since the only thing that was there were cars and football. It just doesn't give me the feeling like it could be something real, oh and no connotative meaning in this game either.

Interviewer: Good were nearing the end, Talos Principle and Cookie Clicker are the last to left.

G.Designer 3: this got to be somewhere close to reality I would say somewhere around 7 since the environment is realistic it seems possible but the story line of it is not that much real. Like the robot searching for the creator that uses a mythical voice [smiles], like that's gonna matter somehow.

Interviewer: Isn't it to create an atmosphere for the player?

G.Designer 3: Yeah sure but in doing so it seperates it from reality for me.

Interviewer: Okay what about meaning?

G.Designer 3: ohh well, this game is about morality. Maybe it could be even on consciousness but it is more morality I think

Interviewer: Okay, and the last game cookie clicker?

G.Designer 3: Yeah so this one is a 1 just because there is nothing realistic, except the shape of the cookie I think [laughs],

Interviewer: what about meaning?

G.Designer 3: No meaning either

Interviewer: Thank you so much for participating,

G.Designer 3: it was a pleasure, when will you publish it

Interviewer: well depends but I will send you the information about it

G.Designer 3: please, I would like to see the result.

Interviewer: Sure, I will let you know as soon as I can,

G.Designer 3: Thanks, see you than

Interviewer: Thank you for everything take care.

G.Designer 3: yeah take care by

GAME DESIGNER 4 (DENMARK, Male, 41)

Interviewer: Hi, finally we got to talk sorry for arranging such an early time.

G.Designer 4: yeah, hi its really, really early but it didn't fit otherwise so let get it over with.

Interviewer: I know your very busy and don't want to disturb you for too long so let get started right away

G.Designer 4: please do,

Interviewer: First question is about game economics. in order to earn revenue from a game, digital items are added to games which can be bought with money, why do you think gamers buy these digital items?

G.Designer 4: it's a new experience that the players may want to try. So mainly entertainment purposes.

Interviewer: Okay, let got in to the next question which is on the topic of genres, I will be asking you 9 different genres and I would like you to tell me what you expect to see in these genres.

G.Designer 4: Got it what are the genres?

Interviewer: The first genre is action. What do you expect to see?

G.Designer 4: I'm a fan of action and I definitely want to see some weapons and stuff blowing up

Interviewer: What about in adventure ?

G.Designer 4: Adventure is all about the unknown and exploring it, so it's the exploration factor I would expect.

Interviewer: Okay, what about Action-adventure?

G.Designer 4: like Skyrim I would expect to see combat and quest to do.

Interviewer: Next genres are RPG and Strategy

G.Designer 4: Okay, so for role playing I expect to see character lore's because without character lore you cannot say it's a role-playing game and for strategy it go to be resource management you know focusing on economy so you can build armies and then use them to dominate other nations. So some kind of nation be it fictional or not , armies, and economy management are the elements I expect.

Interviewer: Nice next to are Simulation and Sports

G.Designer 4: Let me think,[pauses] it's hard to think of something for simulation I would say new experiences for something new and a narrative like being a goat and the narrative is to live like a goat[smiles].Now for sports its easier I expect sports[laughs]

Interviewer: Could you clarify by what you mean for the sports genre?

G.Designer 4: So in basic form sport is something people do in competitive nature and they have set established rules which we mostly know so I expect to see this kind of connection with the sports we have and a competitive feature.

Interviewer: Okay, and the last two genres for this question are Puzzle and idle genre.

G.Designer 4: Let start with idle then idle is basically an ego game were you expect some fictional number to rise with minimum effort and time spent. Its always nice to see that when you click and the number rises for you after a while getting into ridicules numbers like quintillion eggs on the farm or something like that. And for puzzle finding a solution for a problem, and putting the pieces of a mystery together in order to solve it.

Interviewer: Wow, that it for this question.

G.Designer 4: Okay, will we be able to to finish in 10 minutes?

Interviewer: yeah surely, we only have 4 more questions

G.Designer 4: okay, then

Interviewer: The next question is reversed I have sent you the videos earlier of 9 games and I would like you to guess or tell me their genre and why you think this is the genre of the game.

G.Designer 4: Ill grab another coffee and be back in a minute.
[Small break]

G.Designer 4: I'm back, so which video should I start?

Interviewer: They are already number the first one is PUBG?

G.Designer 4: do I still have to watch them if I know them ?

Interviewer: No, if you know them you can directly skip the video, the videos are only there for the chance if you don't know the games.

G.Designer 4: Okay then, PUBG is a Battle Royal game deriving from action genre but has a difference in gameplay,

Interviewer: why this genre then ?

G.Designer 4: I said this genre because it has everything that this genre must have, it has actions, weapons, explosions, excitement, movement, and so on

Interviewer: Okay what about Just survive.

G.Designer 4: Let me see,

Interviewer: its video number 2

G.Designer 4: Ohh, okay I know it but the name was different before, anyways, its zombie survival but under action-adventure because of the way you portray violence in it.

Interviewer: Next one would be GTA grand theft auto 5

G.Designer 4: hmm, I know the game but I'm not really familiar with it I'd say it's an adventure game because you do missions and have combat elements in it aswell. Even though it plays out in a normal city environment.

Interviewer: Next games are World of Warcraft and Dota 2

G.Designer 4: Okay, don't need to watch the videos as well World of Warcraft is an RPG game and has the things I mentioned in abundance. And for dota 2 it's a MOBA which derives from strategy games, by the way these two games are related Dota was formed out of wow community were they created it in wow then later made it a standalone game.

Interviewer: yeah, I have read about it also league of legends comes from there the creators had a disagreement and split to form both games.

G.Designer 4: yeah right,

Interviewer: The next one would be Eve Online

G.Designer 4: Eve is simulation game some even call it spreadsheet simulator because people use spreadsheets so much in the game [laughs], its simulation because you play as a commander of a ship and don't have direct control of it like when you want to turn the ship you give the command and it will take some second for it to start turning. Also everything is based on space life you experience space life.

Interviewer: Next up we have Rocket league do you know it ?

G.Designer 4: ohh yeah, it's fun with friends, it's a sports game because you play football with rocket cars.

Interviewer: Two more games left one is Talos Principle and the other is Cookie clicker

G.Designer 4: So cookie clicker I know, it idle game because of the way you play it. But for the other game I should watch the video.[watching the video] , hmmm I would guess puzzle game just because I saw the labyrinth and that you have to solve some problems to play.

Interviewer: Awesome, we got 3 more questions left.

G.Designer 4: oh this was only one question

Interviewer: yeah the next questions are also about these games.

G.Designer 4: okayyy, can I answer them for each game so we don't repeat the games ?

Interviewer: sure, What signs couldn't be excluded to understand the genre of the games? Lets start with PUBG

G.Designer 4: I believe I already gave the answer to this but action, combat and the excitement adrenalin rush are the things not excludable for me

Interviewer: Okay and if you rated this game from 1 to 10, 1 being far and 10 being close to reality what would this game be rated as and why?

G.Designer 4: So PUBG would be an 7 closer toward reality, the game is pretty much real. The guns specially looks real. The characters and the place looks real

Interviewer: And do you think this game has any connotative meaning?

G.Designer 4: No I don't think so.

Interviewer: Let move on to the next game just survive,

G.Designer 4: Okay, Exploration is the element that cannot be excluded for me and because of what the game is I would rate it in the middle with a 5, although the environment created looks real and the items or object in the game are based of real things, about the connotative meaning it reinforces the researches made about human psychology like what they do when it gets hard and chaotic. Shit hits the fan as they say.

Interviewer: Awesome, we can move to the next game.

G.Designer 4: Sure, just tell me the game please, otherwise im just gonna go with the ones I remember

Interviewer: oh yeah, its GTA next.

G.Designer 4: For Questing and combat mechanisms are the elements I look for to identify it and it has very good graphics everything in the game is based on the real world be it the environment, the cars, the guns, and so on so I would rate it at around 8. When it comes to meaning this game has been accused countless time for normalizing criminal activity and violence, they even have articles about it and the supposed bad effects for the society.

Interviewer: That's good anything else

G.Designer 4: nahh I think that sums it up pretty well,

Interviewer: Alright the next two would be World of war craft and DOTA-2

G.Designer 4: Wow is totally fantasy so far from reality completely it's a 1 and just because everything like characters environment and objects are fantasy. As I said character and their lore is not excludable for me, when it comes to connotative meaning I don't think there is one.

Interviewer: alright,

G.Designer 4: And Dota is the same I would rate it a 2 same reasons characters, environment, object in game are far from reality. With no connotative meaning and for the elements that cannot be excluded i think it's the managing of economy in this type of games.

Interviewer: Awesome thanks the next to are Eve and Rocket league

G.Designer 4: no problem, Eve is quiet realistic so an 8 as I said it needs the new element with new narrative so I understand it like the narrative to be a goat or pilot. But in this game I don't think there is a connotative meaning either.

Interviewer: Why you place it at 8 ?

G.Designer 4: well its possible to be just not yet so its quit realistic I think

Interviewer: Okay, and the other game ?

G.Designer 4: Rocket league is not realistic for me either so a 2 like the cars and environment just doesn't feel right. And no connotative meaning in this one too.[smiles]

Interviewer: What about the elements you could not exclude?

G.Designer 4: ahh, yeah its competition and some sort of common sport

Interviewer: by common sports do you mean football, basketball established sports?

G.Designer 4: yes exactly

Interviewer: Do you mind if I call them conventional sports just to group them ?

G.Designer 4: no makes sense they are conventional sports

Interviewer: Okay, thanks next we have the last two Talos Principle and Cookie Clicker

G.Designer 4: So for Talos I don't know much but from what I have seen I'd say its pretty realistic like the environment they created is pretty and the humanoid is realistic,

Interviewer: what about the rate

G.Designer 4: it's a 7 just because I find the story unrealistic. Oh and before you ask solving a problem or mystery are like the key elements I expect in it and no connotative meaning.

Interviewer: Nice, and the last one please

G.Designer 4: cookie clicker is a 1 just because it's not real at all like the game play is the only element I see and numbers cannot be excluded you can tweak and make changes to the game play but still need that number mechanism.

Interviewer: what about connotative meaning or signs?

G.Designer 4: There is nothing as connotative sign in this game

Interviewer: Alright this is it, is there anything you would like to add or mention

G.Designer 4: nope,

Interviewer: so thank you again for participating

G.Designer 4: no problem, let get together one night [G.Designer 3] said you also play.

Interviewer: Sure, why not just add me on steam my username is [nickname]

G.Designer 4: Ok ill add you mine is [nickname]

Interviewer: Alright thanks again and have a nice day,

G.Designer 4: Thanks see you later by

GAME DESIGNER 5 (DENMARK, Male, 34)

Interviewer: Hello, how are you?

G.Designer 5: Hi, good. You?

Interviewer: Im fine, thanks. As we already talked, Im gonna record your voice for the research, if its okey with you oh and I want this information for my PhD thesis. So, whenever you feel tired please let meknow.

G.Designer 5: I will sure

Interviewer: Shall we start then?

G.Designer 5: Yeap. Go ahead ?

Interviewer: In order to maintain and earn from a game, there are some items which can be bought by players with money, in your opinion why do you think gamers by these items?

G.Designer 5: Well, to customize the characters gives them joy and motivates them. Also they don't quit the game easly because they already payed for it.

Interviewer: And what do you expect to see in action genres in video-games?

G.Designer 5: What do you mean?

Interviewer: like what signs can make you feel that the game is an action game?

G.Designer 5: Like combat, fight, blood, war, explosion, first aids or some helps, and weapons

Interviewer: yes and the next question is, what do you expect to see in adventure genres in video-games?

G.Designer 5: Exploration I mean you get to explore in this type of games

Interviewer: Okay, what do you expect to see in action-adventure genres in video-games?

G.Designer 5: Combat, weapons, explosion, explorations, quest, and conflict

Interviewer: What do you expect to see in role-playing genres in video-games?

G.Designer 5: Wait? You want to ask this question for all the genres?

Interviewer: Only for nine genre in total that I will be asking you? Soo, somehow yes

G.Designer 5: Okay then, let me help, you tell me the genre and I will give you the direct answer

Interviewer: That would be awesome. Then lets continue with role-playing?

G.Designer 5: The character customization and the story of the character is what I look for

Interviewer: Strategy?

G.Designer 5: Top view and group plays in strategy games

Interviewer: The next is, simulation

G.Designer 5: Oops, that is the hard one, let's see[pauses]….. There is nothing to expect in the simulation genre, I mean you simulate circumstances could be anything

Interviewer: Okey, what about puzzle?

G.Designer 5: Some kind of mystery that needs solving

Interviewer: Sport?

G.Designer 5: Hmmmm, normal stuff like football basketball something with competition in it

Interviewer: By normal stuff you mean conventional sports?

G.Designer 5: Yes you know like football and so on

Interviewer: Okay, and the last one is Idle genre?

G.Designer 5: Yeah, you need some money economy that you grow, some numbers are always involved but it is mainly growth of something.

Interviewer: Thank you, now you should watch the first video that I sent and I want to know your opinion about each of the games one by one. Is that okey?

G.Designer 5: Sure, is it fine if I don't watch it if I know the game?

Interviewer: Of course.
                       [Pause]

Interviewer: Now, What genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 5: its PUBG [laughs] , action genre because of all the signs I already said for this genre this game has it all, but being specific based on the game rules it more accurate to say Battle royal or formerly known as last man standing.

Interviewer: perfect, now please could you watch the second one and the question is the same

G.Designer 5: Okey, Just Survive is adventure. Because I know this game and it's all about the exploration and survival

Interviewer: what about the next one?

G.Designer 5: Action-Adventure because of the characteristic of action genre plus the adventure genre

Interviewer: Thanks a lot, would you please continue with the next one?

G.Designer 5: Okay, …. This one is an RPG. That's it

Interviewer: why?

G.Designer 5: I   mean   you   role   play   in   it   what   you   mean   why

Interviewer: Okay let's continue with the next game video.

G.Designer 5: This once a MOBA, which is a game that was part of a community creation from WOW. I know all of these games

Interviewer: MOBA

G.Designer 5: Yeah, it like strategy mixed with fantasy and is designed as a multiplayer game. Leage of legends is also one…

Interviewer: I know, the games are popular games. anyways Shall we continue?

G.Designer 5: Hmmm, genre of this game is simulation because you have to play as something other than yourself. In fact you are the commander of a spaceship and you have to decide what to do and how to do it by commanding.

Interviewer: Okey, next one please?

G.Designer 5: I know this game aswell. Its Puzzle because you have to solve it [laughs], kidding its puzzle because the main goals are to solve situation and move to the next problem.

Interviewer: And the next Rocket league?

G.Designer 5: Sport genre, because it is like football with rocket cars. And you compete to win the match.

Interviewer: And the last game video?

G.Designer 5: Ooooh, idle genre what else can it be.

Interviewer: Alright lets move on to the next question,
Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre? In other words, which signs are essential in order to select the genre of this video-game?

G.Designer 5: For each of these genre?

Interviewer: Yes.

G.Designer 5: Okey, lets see.[pauses] For action genre combat, blood, and weapons. Foooor adventure genre, it would be Exploration. For action-adventure the quests. What were the others?

Interviewer: Role-playing

G.Designer 5: ohh, character lore id say.

Interviewer: Strategy?

G.Designer 5: well armies to do strategy with [laughs]

Interviewer: then for the simulation genre you said there is nothing to expect. do you still think so ?

G.Designer 5: yeah exactly I mean it could be anything you can simulate.

Interviewer: What about puzzle?

G.Designer 5: Hmmmm, find an answer for a problem I think

Interviewer: and sport?

G.Designer 5: there should be some sort of competition in sport genre

Interviewer: and what about Idle games

G.Designer 5: The wealth growth is like the main thing of it.

Interviewer: If we place each game on a continuum do you think each of the games you already watched are close to the reality or far from reality? 1 being far from reality and 10 being close to reality and based on which signs did you base your decisions?

G.Designer 5: PUBG is very real, however for me this game just looks real because of the quality of the game and the techniques that they used to makes the game. So, I think 8 is correct number compared to other games.

For Just Survive, id say 5. The environment of the game is realistic and also the object you know that a disease might come and makes people like zombies, so, even in that case is more realistic.

For cooki Clicker 1. There is nothing to talk about that.

The Talos Principle. 7. The environment is real and this game wants to challenge the belief of the people.

For the Rocket Leage there is some kind of representation of a game, it looks like football with cars but the cars are not real cars, the ball is not a real ball, even the stadium is not a real stadium. So, it's not realistic but at the same time not futuristic or anything that even could be real. Sorry Im jumping from one to another. What were the others?

Interviewer: sure no problem feel free, How about Eve Online?

G.Designer 5: 8. its more realistic

Interviewer: and DOTA 2?

G.Designer 5: 2 because of the characters in the game which is very far from reality, the objects in the game that is also unrealistic and also the environment of the game which is not real.

Interviewer: what about World Of Warcraft?

G.Designer 5: 1, nothing in this game looked realistic. Not the character, not the objects and nor environment of the game is realistic. Not only it is not realistic but also its not futuristic or even something that can happened. It's just fantasy and based on the imaginations.

Interviewer: What about GTA 5?

G.Designer 5: 8 environment, time of the game and the objects are based of the present time.

Interviewer: What is your idea about each of these video-games? Do you think there is any connotative meaning behind each game? And Based on which signs would you say so?

G.Designer 5: For PUBG I believe there is no connotative meaning in the game. At least not something that I recognize.

For Just Survive it's based on the researches about human psychology like what happens in disaster times.

GTA 5 is for entertainment and there is nothing as the connotative meaning in the game. Talos Principle is about the belief of the people I mean you play through a robot looking for answers about its creation.

Interviewer: What about other games? Like Rocket League? is there any connotative meaning in this game?

G.Designer 5: No,

Interviewer: Eve Online?

G.Designer 5: No

Interviewer: DOTA 2?

G.Designer 5: No connotative meaning. it is just about entertainment and also learn and practice strategies. How to attack, what to do, how to manage and so on".

Interviewer: WOW?

G.Designer 5: No

Interviewer: What about the Cookie Clicker?

G.Designer 5: [laughs] NO

Interviewer: Thank you so much for your time and participation. I really appreciate it

G.Designer 5: Finished?

Interviewer: Yes that's all I have to ask

G.Designer 6: Ok you're welcome. Take care and good luck.

Interviewer: Thanks by

GAME DESIGNER 6 (INDIA, Male, 43)

Interviewer: Hello, can you hear me?

G.Designer 6: Yes, I can hear you. How can I help you?

Interviewer: First of all, thank you for your participation.

G.Designer 6: No problem

Interviewer: As you already know, I need your opinion about some games for my thesis and with your permission I am going to record your voice.

G.Designer 6: Okey.

Interviewer: Shall we start with the questions?

G.Designer 6: Yes. I'm ready

Interviewer: First of all in order to maintain and earn from a game, there are some items which can be bought by players with money, in your opinion why do you think gamers by these items?

G.Designer 6: emm, People like new customs and accessories it is entertainment and it can be fun for them to have their characters dress up.

Interviewer: The next question is about the expected signs in action genres of video-games? What signs do you expect to see in action genre?

G.Designer 6: You mean something like combat?

Interviewer: Yes. What else?

G.Designer 6: atchaa, Combat, war, blood

Interviewer: What about in adventure genre?

G.Designer 6: Quests and some action in the adventure genre. Adventure video-games are somehow mix with action. You are going for adventure but if there is no action it more become like sight-seeing or a puzzle.

Interviewer: What about action-adventure?

G.Designer 6: Like I said adventure and action are connected so Combat, weapons, and quest are the things I'd expect to see

Interviewer: and in the Role-playing genre you would expect what?

G.Designer 6: Character Story is something I expect to see in role-playing, you know the backgrounds stories that shape the future of the characters

Interviewer: What about strategy?

G.Designer 6: Economy management you know like workers miner getting resources, and then any type of army to build and use. Oh and some type of nations or something

Interviewer: and Simulation?

G.Designer 6: Emmm, how many genre are you going to ask me?

Interviewer: On total they are 9 and we have 4 left

G.Designer 6: Okey, go on

Interviewer: Simulation?

G.Designer 6: That is tricky, something new like new elements and new narratives its fairly straight forward.

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Interviewer:	Okay, what about Puzzle?
G.Designer 6:	Solving of some kind of secret or mystery
Interviewer:	and lastly the Sport and Idle genres
G.Designer 6:	For sport genre I think competitions and sports like football are needed. And for Idle id go with numbers, coins, wealth growth, or anything that represent as money in the game
Interviewer:	Perfect, now can I ask you to watch the videos that I sent you, let go through them one by one and then answer my questions?
G.Designer 6:	The first one?
Interviewer:	Yes please.
G.Designer 6:	Ok, this one is PUBG. What is your question?
Interviewer:	What genre would you think this game belongs to and based on what did you choose this genre?
G.Designer 6:	PUBG is a battle royal genre because it is based on shooting, and last man standing
Interviewer:	Okay, based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre? In other words, which signs are essential in order to select the genre of this video-game?
G.Designer 6:	the essential sign is combat I think
Interviewer:	and If we place this game on a continuum do you think this game is closer to the reality or far from reality? Rate it from 1 to 10, 1 being far from reality and 10 being closer to reality and also based on which signs you made your decision?
G.Designer 6:	Oooooo, 1 is far and 10 close?
Interviewer:	Yeah exactly
G.Designer 6:	The weapons in the game are real, also the objects on general are so realistic. The environment of the game is also realistic. So I think 8 is a perfect spot between 1 to 10.
Interviewer:	and Do you think there is any connotative meaning behind this game? Based on which signs you say so?
G.Designer 6:	by connotative you mean?
Interviewer:	Like hidden meaning.
G.Designer 6:	No I don't think there is a connotative meaning in this game.
Interviewer:	Good now can you open the second video please. And will ask you the same questions
G.Designer 6:	okey. [Pauses to watch]Just Survive is adventure game because of the exploration in the game. If you play this game you know that. Without exploration you cannot call a game adventure.
Interviewer:	If we place this game on a continuum [inturrupts]
G.Designer 6:	It a 5. The environment of the game is realistic and also the object
Interviewer:	Any connotative meaning in this game?
G.Designer 6:	You know the creation of zombies are based on the researches about a type of fungi that infects animals. They just push it to humans and what would happen to them. So maybe you can call it as a connotation but other than this there is I don't know.
Interviewer:	Would you please go to the third video?
G.Designer 6:	Yes, this is GTA. I way playing this before.
Interviewer:	What genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 6: It's an action-adventure because of the characteristic of action genre plus the adventure genre

Interviewer: Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre

G.Designer 6: The weapons, combat, quest are the essential signs for me

Interviewer: And how would you rate this game from 1 to 10 in terms of closeness

G.Designer 6: 8 is a good one I think. It's very much realistic due to the map and how everything looks and the objects in the map are also realistic plus it's based on the present. You called go to a city and see almost all of the things

Interviewer: Any connotative meaning behind this game?

G.Designer 6: They usually say that because in has violence and encourages to do them in the game its trying to make it ordinary for the people, I mean like it is happening all the time.

Interviewer: Can you please watch the next game?

G.Designer 6: Okey its world of Warcraft. Which is a RPG genre and the essential sign is the character stories for me. It's not a realistic game because there is nothing real in this game its all fantasy based so I think 2 is a fine and in terms of meaning I don't see any hidden meaning to it. Did I miss any question?

Interviewer: No, thank you and the next game please?

G.Designer 6: Genre of DOTA 2 is MOBA. The army is something that I think I have to see in the game to call it strategy. I think for this game 1 is going to be fine as a rating because its not realistic at all. And nothing in this game is complicated and hidden.

Interviewer: Next one please.

G.Designer 6: Eve online? genre of this game is simulation because you have to play out a scenario.in this game in fact you are the commander of a spaceship and you have to decide what to do and how to do. I give it an 8, I don't know it's the futuristic look for me that make me think it is realistic. And it represent the capitalist exploitation how is that for a meaning.[laughs]

Interviewer: Perfect, And the next game that I sent?

G.Designer 6: Aah. Rocket League? Its sport genre because it is like a football match the competition in sport genre is just a proper competition, it's not like action or adventure genre which you compete in a maximum level. Like a sport, you just compete to win and maybe you also loose. There should be some sort of competition in sport genre. I think number 2 because of the objects in the game and the actual game of football in the game. And there was no connotative meaning.

Interviewer: And what is the essential sign in this genre?

G.Designer 6: Ah, the essential signs are competition and regular sports

Interviewer: Shall we continue to the next video?

G.Designer 6: Sure give me a minute ill be back, [pause] yes im back so Talos Principle. I know this game but I never actually played it. Some kind of mystery solving in the puzzle genre of the video-game. The essential sign can be find an answer for a problem. Number 7 for this game because I believed the environment is realistic look. And I think it's a mythological game. If I'm not making a mistake.

Interviewer: This is going to be last game
G.Designer 6:   Of. That's good.
Interviewer: Was it too long?
G.Designer 6:   It's okay
Interviewer: okay good.
G.Designer 6:   uhmm, Cookie Clicker is idle and because of the play style and the object in the game. either money or something that represent money that can be grown by clicking the mouse makes the game an Idle game. 1 this game has nothing except the cookie and everything is exaggerated. And there is no connotative meaning in this game either.
Interviewer: wow thank you very much for your time
G.Designer 6:   no problem
Interviewer: if I had any further question may I contact you again ?
G.Designer 6:   yes of course
Interviewer: Okay thanks see you by by
G.Designer 6:   by.

GAME DESIGNER 7 (INDIA, Male, 40)

Interviewer: Hello sir, how are you?
G.Designer 7:   I'm good, and you?
Interviewer: I'm fine, thanks. As we already talked I have some questions for my thesis and I'm really grateful for your participation.
G.Designer 7:   It's okay, I'll be happy if I can help, unfortunately I don't have much time today. I hope we can finish it in like 15 minutes.
Interviewer: Okay sir. Then let's start quickly.
G.Designer 7:   Please do,
Interviewer: The first question is in order to maintain and earn from a game, there are some items which can be bought by players with real money, in your opinion why do you think gamers by these items?
G.Designer 7:   Usually the items are interesting for young people so they feel like their character looks cool in them. Also they play in groups it's a kind of showoff for their friends
Interviewer: The next question is about the expectations of each genre of video games. What do you expect to see in action genre of game?
G.Designer 7:   Weapons, blood, combat, explosions, exploration, maps, so many things and these things in the game.
Interviewer: What about adventure genre?
G.Designer 7:   how you say when you search new place?
Interviewer: Exploration
G.Designer 7:   yes, yes that's the word
Interviewer: Okay, what about In action adventure what do you expect to see?
G.Designer 7:   Its combat, weapons, and quests
Interviewer: and in role-playing?
G.Designer 7:   the story of a character is the main part of this genre of the game because the game is all about this
Interviewer: strategy?
G.Designer 7:   building an economy, countries and controlling armies. But they don't have to be called country it's just wording for a group of people in an area so nations, factions, countries are all same

Interviewer:	Okay, and in simulation?
G.Designer 7:	new elements, something new, and new narrative. You should not expect anything really, the name of the game usually says something like flight simulator then you know what to expect. simulation not really tell much
Interviewer:	what about puzzle?
G.Designer 7:	kind of secret to solve , problems to solve. You try to do puzzles.
Interviewer:	and sport?
G.Designer 7:	sports of course football, tennis and some way to compete
Interviewer:	and the last one is Idle, what do you expect to see in Idle genre?
G.Designer 7:	[laughs] lots of numbers, they use ridicules numbers like quadrillion and so on and you try to collect as much as you can that's it
Interviewer:	Could we call this accumulating wealth or wealth growth
G.Designer 7:	ahhhh, yes yes
Interviewer:	I sent you nine videos which is a game play of different games. im sure you know many of these games but is it possible for you to play the first one and then I will ask you some questions?
G.Designer 7:	OK. Aaah. This is PUBG. Ask your questions. I know this game very well
Interviewer:	What genre would do you think this game belongs to and based on what did you choose this genre?
G.Designer 7:	I know this game because I was playing it for long time. I know it's an Battle royale, action game
Interviewer:	Based on the genre of the game, which signs couldn't be excluded for you to be able to understand it? In other words, which signs are essential in order to select the genre of this video-game?
G.Designer 7:	any kind of weapons and some kind of combat
Interviewer:	Okay, and If we place this game on a continuum do you think this game is close to the reality or far from reality? 1 is far from reality and 10 is close to reality. Also based on which signs did make this decision?
G.Designer 7:	9, it looks very real, the environment and the objects looks realistic but at the same time you know it isn't.
Interviewer:	What is your idea about this video-game? Do you think there is any connotative meaning behind this game? Based on which signs did make this decision?
G.Designer 7:	all the names are Russian, and this shows the influence of America
Interviewer:	can I ask you to watch the second video?
G.Designer 7:	Ok. Just Survive is Adventure game which is based on the Exploration.
Interviewer:	and how far or close is this game?
G.Designer 7:	5 environment of the game is realistic and also the object in the environment look realistically possible, I mean it has a art style but they are based of real things
Interviewer:	Is there any connotative meaning?
G.Designer 7:	It's just a typical zombie game so not really yes
Interviewer:	Sorry, I will try to finish as fast as possible. Would you please go to the third video. And tell me what is the genre of this game for you and why?
G.Designer 7:	Okay, I still have a little more time.[pauses] ahh its Action-Adventure the characteristic of action genre plus the adventure genre

Interviewer:	Why?
G.Designer 7:	the weapons, the combat in it and the quest are the reason
Interviewer:	and what about far and closeness?
G.Designer 7:	a 9. because of the environment of the game, the objects that are used in the game and also it's now.
Interviewer:	What is your idea about this video-game? Do you think there is any connotative meaning behind this game? And based on which signs?
G.Designer 7:	aaahh yes,This game, like many other games that we can see around are making the crime so normal in societies. like part of the life normal.
Interviewer:	Thank you, would you please go to the next game
G.Designer 7:	Oh. This is WOW which is PRG. Nothing to say more. and I think 1 is enough for this game because there is nothing realistic in this game.
Interviewer:	Any connotative meaning?
G.Designer 7:	no
Interviewer:	Can you watch the next video also?
G.Designer 7:	DOTA 2 is MOBA.
Interviewer:	What is MOBA please explain.
G.Designer 7:	multi player online battle arena. it is the same as strategy game, just more specific. In this game you play strategy but it is also multi player and online game mostly 10 people at the same time.
Interviewer:	and about the position of the game ?
G.Designer 7:	What position?
Interviewer:	In terms of far or close to the real
G.Designer 7:	aaah yes a 2, the characters in the game which is very far from reality, the objects in the game, the environment of the game.
Interviewer:	Any connotative meaning?
G.Designer 7:	No, I don't think there is a hidden meaning.
Interviewer:	That's fine, Please got to the next video.
G.Designer 7:	Its Eve Online which is a simulation game. You experience something that you don't do normally.
Interviewer:	How would you rate this game?
G.Designer 7:	uhmm, as an 8
Interviewer:	and why?
G.Designer 7:	Because of the environment
Interviewer:	Any hidden meaning in this game?
G.Designer 7:	Nope, not really
Interviewer:	Awesome move on to the next game please.
G.Designer 7:	Rocket League is sports game, you are playing football but in a new different way.
Interviewer:	and how would you rate this game?
G.Designer 7:	I give it a 2. Everything is weird especially the objects in the game like the cars.
Interviewer:	Any connotative meaning?
G.Designer 7:	No, how many more are left?
Interviewer:	Just 2 more, and its done , shall we move on
G.Designer 7:	Ok. This one is Talos. It's a puzzle game coz you have to solve puzzles, problems. This game is very interesting. I liked it a lot. There can be a hidden meaning in this game. Something that challenges the belief of the people maybe.

Interviewer: Okay, what about the rating? Far or close?
G.Designer 7:   its more close I think a 7 is appropriate
Interviewer: And let move on to the last video please,
G.Designer 7:   Oh. This is cookie clicker, Idle genre a 100% and its actually a well known game, because of the way you play it. You just have to click and wait and click and wait.
Interviewer: what about its rating?
G.Designer 7:   Not more than a 1. And before you ask, there is no hidden meaning in this game
Interviewer: [Laughs]Thank you so much for your participation and your time. And sorry for disturbing you at this time of the day.
G.Designer 7:   It's okay.
Interviewer: and Don't worry I will not share your information as I mentioned in our previous talks
G.Designer 7:   thanks and good luck
Interviewer: Thank you take care. by

GAME DESIGNER 8 (CHINA, Male, 30)

Interviewer: Hello, can you hear me?
G.Designer 8:   Hi, yes I can
Interviewer: How are you?
G.Designer 8:   I'm fine thanks, what about you?
Interviewer: Im good, thank you. First of all I want to thank you for your time and participation. As you already know, I have some question for my thesis.
G.Designer 8:   Yes you told me. But my English not very good, please be slow
Interviewer: That's okay if you don't understand anything I will explain it
G.Designer 8:   Okay
Interviewer: The first question is in order to maintain and earn from a game, there are some items which can be bought by players with real currency, in your opinion why do you think gamers by these items?
G.Designer 8:   They might think that they are trying something new, new is also fun for them
Interviewer: What do you expect to see in action genre of video-game?
G.Designer 8:   What do you mean?
Interviewer: What do you see in action genre to call a game action?
G.Designer 8:   Like if they kill each other in the game?
Interviewer: Yes, but more in terms of expectations
G.Designer 8:   Like if there is a battle, they kill each other by guns, or something like war fight, and blood. Do I answer correctly?
Interviewer: Yes, I need to ask this question for 9 different genre. So what do you want to see in adventure genre?
G.Designer 8:   Something like discovery the place
Interviewer: What about in action adventure?
G.Designer 8:   a mix of emmm discovery and fight and gun maybe mission
Interviewer: Role-playing?
G.Designer 8:   Aaaaa, the character building it is very popular in china
Interviewer: What about the strategy genre?

G.Designer 8: emmmm economy, soldiers, Some different groups to play with I don't
know the word
Interviewer: you mean something like a community, tribes, country, organizations
G.Designer 8: aa yes, some different things so you have opponent or friend
Interviewer: And in simulation? What do you expect.
G.Designer 8: emmmm. I'm no sure. Maybe something new
Interviewer: what about sports?
G.Designer 8: normal sport
Interviewer: by normal sports what do you mean?
G.Designer 8: like football, basketball, tennis,
Interviewer: what about puzzle and Idle genre?
G.Designer 8: puzzle…. the pieces of puzzle, a problem, some thoughtful movement
and a interesting story and Idle some kind of money, and numbers
Interviewer: did you received my videos?
G.Designer 8: Yes. And I watched them. I know the games.[laughs]
Interviewer: Okey, let's talk about the first game then.
G.Designer 8: You mean PUBG?
Interviewer: Yes. What genre would you think this game belongs to and based on
what did you choose this genre?
G.Designer 8: The game is battle royale, you can call it a action game too, I was use
guns ,combat. It is fun.[laughs]
Interviewer: Based on the genre of the game, which signs couldn't be excluded for
you to be able to understand its genre? In other words, which signs are
essential in order to select the genre of this video-game?
G.Designer 8: I said guns and combat. You need these to make action.
Interviewer: If we place this game on a continuum do you think this game is close
to the reality or far from reality? 1 far from reality and 10 is close to
reality
G.Designer 8: 10 close to reality? I should give you a number?
Interviewer: Yes please. Did you understand the question? I ment number 10 means
the game is realistic and number 1 is not realistic, its completely
fictional. What number will you give for PUBG between 1 to 10?
G.Designer 8: I think 8
Interviewer: And based on what did you say that?
G.Designer 8: Like because of the place and the materials in the game is looking
natural. The production part of the game is very good and lots of people
were playing game.
Interviewer: What is your idea about this video-game? Do you think there is any
connotative meaning behind this game? Based on which signs you say
so?
G.Designer 8: Connotative meaning what you mean?
Interviewer: I mean something that means something else in the game. Like a hidden
meaning
G.Designer 8: I don't think so
Interviewer: Now let's move to the second video and I'm going to ask you the same
questions again
G.Designer 8: The second game was Just Survive?
Interviewer: Yes.
G.Designer 8: Okay, what is your question?

Interviewer: What genre do you think this game belongs to and based on what did you choose this genre?

G.Designer 8:   action-adventure because of the violence acts in the game

Interviewer: which signs are the most important in this genre that you cannot ignore?

G.Designer 8:   Discovery you need to discover

Interviewer: How will you rate this game between 1 and 10

G.Designer 8:   10 was real and 1 was not real?

Interviewer: Yes exactly.

G.Designer 8:   a 6 for this game. the environment of the game is real and also the things emmm objects

Interviewer: by real you mean they exist in the real world?

G.Designer 8:   yes

Interviewer: and is there any hidden meaning in this game?

G.Designer 8:   There are some ideas that zombies can be real. I mean people can become like zombies from sickness.

Interviewer: What do you mean?

G.Designer 8:   Like some virus animal can get that make them like zombies is real maybe come to people and people become zombie.

Interviewer: Okay, I understand it, let continue to the next game.

G.Designer 8:   What was it?

Interviewer: GTA-5

G.Designer 8:   and you ask me same questions?

Interviewer: Yes, What genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 8:   This one is also action adventure for the same reason

Interviewer: So I directly skip to the next question and ask you for your rating between 1 to 10

G.Designer 8:   8, environment, time of the game and the objects in the game like guns and aids and like this.

Interviewer: Any hidden meaning ?

G.Designer 8:   I think this game is for entertainment and no more

Interviewer: The next game is about World of Warcraft, what is the genre and why?

G.Designer 8:   RPG. It has everything that RPG should have

Interviewer: What is not excludable in this genre?

G.Designer 8:   The most important thing is character stories, like the part of story you get about characters

Interviewer: You mean Character Lore? The background stories of characters?

G.Designer 8:   Ahh, yes

Interviewer: Would you please rate this game far or close as well

G.Designer 8:   1, there is nothing like real in WOW it is fantasy

Interviewer: Any hidden meaning?

G.Designer 8:   I don't think so

Interviewer: So, we move to the next video. Which is DOTA 2, what is the genre of it and why?

G.Designer 8:   Its strategy game. And the economy balance of it is the important part for me.

Interviewer: Then please give me a number and the reason also any hidden meaning in this game?

G.Designer 8: 2, because of the characters in the game which is very far from reality, the objects in the game that is also far and the environment of the game which is not real and no hidden meaning

Interviewer: The next game is Eve Online, what is the genre of this game?

G.Designer 8: Its simulation, you have to play as a commander and make decisions like it is real.

Interviewer: Can you also give me a rating for this game?

G.Designer 8: 8

Interviewer: And why?

G.Designer 8: It's like a real one for me.

Interviewer: Any connotative meaning?

G.Designer 8: What?

Interviewer: I mean any hidden meaning?

G.Designer 8: No

Interviewer: Okey, the next game is Rocket League. What is the genre of this game?

G.Designer 8: Sport. Its like a football but with cars [laughs] it difficult but funny game

Interviewer: What is the most important thing in this genre

G.Designer 8: Sport is important. And in sport you have to stand in front of someone. Like a football or basketball.

Interviewer: Can you rate it please?

G.Designer 8: 10 was real and 1 was not real?

Interviewer: Yes, exactly

G.Designer 8: Ok. For this game just 2. I don't know what can look real in this game.

Interviewer: Any hidden meaning?

G.Designer 8: ahhh. Noooo

Interviewer: The next game is Talos Principle, what is the genre of it?

G.Designer 8: Puzzle. Mystery, and full picture. I mean I want to see something interesting at the end of the game when im playing puzzle.

Interviewer: Can you rate it and explain why please?

G.Designer 8: 8, it might happen soon, the technological development is showing that we might even see this things. But in the future.

Interviewer: Okay, any hidden meaning?

G.Designer 8: I believe this game wants to challenge the religions, the concept of creator, and the mystery of knowing who creates you.

Interviewer: And lastly Cookie Clicker, what is the genre of this game and why?

G.Designer 8: Its Idle game, I was playing this game a lot I know there are not so many people that wants to play this genre of the video-game but believe me, this genre of the game helps me to be relax and I really likes it. Its stress releases game at the same time it's fun

Interviewer: What will you rate this game?

G.Designer 8: 1, its not realistic, nothing looks or feels real. I wish earing money like this would be realistic [laughs]

Interviewer: And any hidden meaning?

G.Designer 8: No.

Interviewer: Thank you so much for your participation I know it was not easy for you

G.Designer 8: No problem. We Finished?

Interviewer: Yes, that's all thank you

G.Designer 8: Oh. Okay nice to meet you
Interviewer: indeed take care I will contact you if I have any questions is that okay?
G.Designer 8: ahh, yes no problem by
Interviewer: by by

GAME DESIGNER 9 (CHINA, Male, 36)
G.Designer 9: hello,
Interviewer: hi, how are you
G.Designer 9: im good thanks
Interviewer: I see you're a little nervous everything is okay?
G.Designer 9: yes, yes everything is okay,
Interviewer: if it is a bad time or you don't feel well we can reschedule
G.Designer 9: no, no im okay
Interviewer: is it about the interview? If so you have nothing to worry about I will not keep any of your personal information in the text it will be completely anonymous.
G.Designer 9: Okay, thanks
Interviewer: so I heard you work on RPG, and dungeon crawler games. How is it?
G.Designer 9: work is very good, just the working hours are long to much to make.
Interviewer: Shall we begin the first question is, in order to maintain and earn from a game, there are some items which can be bought by players with real money, in your opinion why do you think gamers by these items?
G.Designer 9: ohh okay, people buy the items in the game because they live in the game. Hours they play the game, they might forget to eat and take shower but their character represent them in the game. What they show as themselves is their character in the game. No one actually see them because they lock themselves in their rooms but everyone sees their character that they play. So, they like to have a nice look in public that they live on, wee see this in china a lot. and It's funny how people have this idea that gamers are lock in a room or basement and just play
Interviewer: Awesome, Now the next question is about genre I'll be giving you 9 genres and would like you to tell me what you expect to see in these genres.
G.Designer 9: ihhmm,
Interviewer: So first two are Action genre and adventure genre
G.Designer 9: my expectation for action are lots of weapons, guns , war , blood and were ever you have these you have fighting and explosions and a map with safe areas. And as for the adventure genre I want to see stuff related to exploration.
Interviewer: the next one is action-Adventure.
G.Designer 9: It has element of both the action and adventure genres but mixed.
Interviewer: What about you field the RPG genre?
G.Designer 9: hmmmm, the story of characters is the main element that the narrative and world is shaped around so it's the most important element in RPG.
Interviewer: Okay, nice let continue with Strategy and Simulation genres
G.Designer 9: aaaaa, strategy is all about economy management and armies to do war with or defend, you most of the times play a nation and try to develop and become stronger then the others like in civilization.

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Interviewer: Okay I got it so its economy management, armies, and nations that you expect to see

G.Designer 9:   yes, yes

Interviewer: what about simulation then ?

G.Designer 9:   Simulationnnn, is more about some new experience based on some idea like daily life of animal or doctor, or army some experience you do not get normally

Interviewer: you mean like a narrative that tells you your gonna be a goat and live like a got in the game for example?

G.Designer 9:   ahaa yes,

Interviewer: Okay, next we have sports, puzzle and idle left, what you expect in sport?

G.Designer 9:   okay, so for sports I expect to see a different version of the sports I know, something like mix basketball with space and have low gravity basketball. But the sports is the most expected to see

Interviewer: So let me clear if I got you right you mean that in sports genre you expect to see an establish sport like football, basketball or tennis?

G.Designer 9:   aahh, yes, and for puzzle I expect nothing.[laughs] no I expect some form of solving a mystery.

Interviewer: Okay, and the last one was idle..

G.Designer 9:   I expect to see wealth and numbers all of this type of game use numbers. Its about counting what you have in the game.

Interviewer: So that's all for this question now I want you to take a look at the game videos I have sent you and tell me which genre each game belongs to and why you think so ?

G.Designer 9:   shall I just go through them or are you gonna ask me one by one ?

Interviewer: If you want go through them if there is anything I will ask

G.Designer 9:   Okay, the first video is PUBG and is a battle royal because I know it already, the second one is Just survive its written there [smiles], its an zombie survival adventure game since it has exploring of empty cities and scavenging. Shall I continue ?

Interviewer: yeah you're doing great please do continue.

G.Designer 9:   video 3 is and action-adventure, you get to do missions and combat gangs and so on. Video 4 is RPG one of the most known ones, and I knew it so. 5 is a MOBA strategy game you need to strategies grow your economy to get more equipment.

Interviewer: Awesome, so next would be Eve Online

G.Designer 9:   its simulation just because you get to play as a commander of a space ship and do whatever you would do as a commander. And for the next one it got to be sports because it like a football match just with some rocket cars. Talos Principle is a puzzle game because you need to solve problems like how to get through the labyrinth and how to do this and so on.

Interviewer: awesome that was fast last one is cookie clicker

G.Designer 9:   yes, that is an idle game just by the way the gameplay of it works I can understand it immediately.

Interviewer: That was great thanks, now the next questions are also about this games, Firstly I would like you to tell me what couldn't be excluded from these game in order for you to understand their genre and then I would like

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you to rate each game from 1 to 10 according to how far or close they are to the real world.

G.Designer 9: Okay which one is close and which one is far ?

Interviewer: 1 is far from and 10 is close to reality

G.Designer 9: yes, got it.

Interviewer: Okay then let begin with PUBG

G.Designer 9: 7, the environment of the game and the weapons in the game make it feel like its closer

Interviewer: what about any connotative secret meaning in the game?

G.Designer 9: No, there is nothing like a connotative meaning in the game

Interviewer: Okay lets move on to Just Survive

G.Designer 9: Okay, it got to be exploration for me to understand that its adventure and I put it in the middle with a 5 its not real but not completely so in the middle like the environment and object look like they could be real.

Interviewer: and do you think this game has a connotative meaning.

G.Designer 9: yes, this type of zombie games use researches done about psychology of humans and what they do in dire situations. In order to reflect that in the game. When its chaos don't trust, don't give information, and stick to your own. These are like the things that get reinforced.

Interviewer: Okay, good we can move on to GTA

G.Designer 9: 8 again the environment , object and the time it is reflecting bring it closer to reality, I couldn't exclude combat and quests in this genre. There must be something like this to make the connection

Interviewer: what about secret meanings in the game

G.Designer 9: this game gets a bad reputation already for making crime a normal thing like it always happening in daily life. It's bad that it is making it feel normal for the society.

Interviewer: Do you think that the game is the main issue here?

G.Designer 9: no, no, it's not the game alone, someone has to have issues and game might trigger it but I don't think games are to blame.

Interviewer: Okay, let's get in to World of Warcraft.

G.Designer 9: as I said for me it's the story of characters every good RPG has lots of character stories that make the world of it and in this game which is heavily focused on fantasy with all their characters and environment its far from reality so I would rate it a 2, oh and no secret meaning in this game as well

Interviewer: and next is DOTA

G.Designer 9: yes, DOTA the game that many love or many don't the thing that I couldn't exclude for the strategy genre is economy management it just plays a huge role in it. And in terms of reality its similar to World of war craft so a 2 the characters are unrealistic as well as the object and environment.

Interviewer: What about the connotative meaning ?

G.Designer 9: No, no connotative meaning

Interviewer: Awesome were almost done, next up is Eve Online.

G.Designer 9: It very realistic if you consider future possibilities so a 9 is appropriate I think. And no meaning as well.

Interviewer: Okay, what about the exclution what couldn't you exclude in order to understand its genre?

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G.Designer 9: It be the simulation of a certain new element.

Interviewer: Okay, anything else you would like to add

G.Designer 9: no,

Interviewer: so let move to Rocket league

G.Designer 9: hmmm, its sports but not realistic this one's difficult,[pauses] I'll go with a 2 just because it's unrealistic in terms of the objects in the game such as the cars and also don't think there is a connotative meaning in this

Interviewer: Okay let's move on to Talos then.

G.Designer 9: So I need some kind of problem solving to understand its genre so that can't be excluded in my opinion and as for rating it's a 7 because the way everything looks in the game. I would say it about belief and morality I mean it's a robot searching for its creator without knowing if they exist and morality is that you don't just shoot your way through and do it in the way that the creator says, something like that.

Interviewer: Okay, lastly we have cookie clicker.

G.Designer 9: numbers are the main thing I couldn't exclude from this genre and game and it's a 1 as a rating I just don't see how it could be real with no connotative meaning I can think of for this game.

Interviewer: Awesome, that's all I wanted to ask in this interview thank you so much.

G.Designer 9: no problem, I thought it might have something more personal im happy it didn't.

Interviewer: yeah as I told you before its not personal or politic,

G.Designer 9: I know still it happens that they ask indirectly in china so I was worrying.

Interviewer: ohh, I got it thank you again very much and don't worry about any personal information im not gonna share them in anyway.

G.Designer 9: Okay, thank you.

Interviewer: Take care of yourself by by.

G.Designer 9: see you by.

GAME DESIGNER 10 (S. Korea, Male, 41)

Interviewer: Hi, how are you?

G.Designer 10:Im good, thanks, what about you?

Interviewer: Im good as well, thank you. First of all I wanted to thank you for your time and also as we already talked, I have some questions to ask you about video-games.

G.Designer 10:No problem, you're going to use this just for your thesis? I hope you are not asking hard or irrelevant questions.[laughs]

Interviewer: Maybe in the future I will use it for articles but in no way I will give out any personal information.

G.Designer 10:alright than,

Interviewer: do you have any questions before we start ?

G.Designer 10:no we can start

Interviewer: Okay, The first question is: In order to maintain and earn from a game, there are some items which can be bought by players with real currency, in your opinion why do you think gamers by these items?

G.Designer 10: There was a time that just children were playing game but now the average age of playing video-game has increased to an average of 31. Now people from different age groups play games and also people with a salary play games. So, they want to spend their money in a way that they enjoy the most. This is the time that they find for entertainment and few dollars from their salary really is not affecting them. But they enjoy of seeing their character wearing something that they like or get an advantage.

Interviewer: Perfect, The next question is related to the genre of the games. What do you expect to see in the action genre of video-games?

G.Designer 10: What do you mean?

Interviewer: I mean based on what do you categorize the game as an action genre? what do you see in the game and categorize it as action?

G.Designer 10: You mean something in the line of when I see a gun in the game it is action?

Interviewer: Yes, exactly what you categorize to be part of this genre, what else

G.Designer 10: Some stuff like weapons, or like combat[pauses], Explosions. These kind of things.

Interviewer: What about in adventure genre?

G.Designer 10: Mmmmm, it should be based on adventure and exploration.

Interviewer: What about action-adventure?

G.Designer 10: [laughs]A combinations of these two, like weapons, combat, and mission.

Interviewer: What about in the RPG genre?

G.Designer 10: characters are the main part of this genre of the game, the game is based on the stories of characters when we are talking about the role-playing in video-games the character, which is a player, have a story that you are creating to play. It might be something very different or not but this is the base of the game. And it not only limited to the players character, you meet other character in game which have their own story.

Interviewer: How about strategy games?

G.Designer 10: aaaa, the classical top view and playing in a group are the key things that make a strategy game in my opinion

Interviewer: what about simulation?

G.Designer 10: Hmmm, actually there is nothing. I don't think there is something. If you expect something to see before you play that it not because of the genre but name of the game itself.

Interviewer: What about sport genre?

G.Designer 10: Something like sport in sports genre. Let's say standard sports like football

Interviewer: is it fine if a say conventional sport for it ?

G.Designer 10: yes sure, that the word I was looking for

Interviewer: What about puzzle and Idle games?

G.Designer 10: For puzzle genre something like puzzle. I mean not puzzle as pieces of puzzle to put next to each other necessarily. I mean problem solving in the puzzle genre. And for Idle genre something like money is the expected sign of this genre, but I'm not really interested in this genre and I don't have so much information about it.

Interviewer: I sent you nine video which are the game play of different games. can I ask you to watch them?

G.Designer 10:Okay, I already watched them.

Interviewer: ohh, What genre would you think the first game belongs to and based on what did you choose this genre?

G.Designer 10:PUBG is a battle royal, because there is shooting and it's based on last man standing type of gameplay. I know this game pretty well in fact I play it myself.

Interviewer: So, based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre? In other words, which signs are essential in order to select the genre of this video-game?

G.Designer 10:The weapons and explosion can be excluded in the game because even if the characters fight with their hands also can be consider as action genre but definitely a combat makes the game action.

Interviewer: If we place this game on a continuum do you think this game is close to the reality or far from reality? 1 being far from reality and 10 being close to reality also please tell me based on which signs you based your answer?

G.Designer 10:so let me see if I got it right. 10 is more realistic game and 1 not so realistic?

Interviewer: Exactly, so you can give any number between 1 to 10

G.Designer 10:For PUBG, 7 I think is a good spot. It looks realistic

Interviewer: Is there any connotative meaning in this game? I mean any hidden secret meaning?

G.Designer 10:No, not as far as I remember

Interviewer: Can you please check the second game?

G.Designer 10:Ok, Just survive right ? what next?

Interviewer: yes, Im going to ask you the same questions for each video that you watch. Starting with what genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 10:Action-adventure because of the violence acts in the game.

Interviewer: Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre?

G.Designer 10:I think exploration

Interviewer: Can you give me a number for this game as well. 1 being far from reality and 10 being close to reality. Oh, and why?

G.Designer 10:I'll give a 5 for this game. The environment of the game is realistic and also the object but everything else is not.

Interviewer: Is there any connotative meaning in this game?

G.Designer 10:You know the zombie concept is based on some kind of researches about the human psychology in hard situation. Also there might be a sickness like this even though the chance is very low.

Interviewer: Ok, would you please move to the next game

G.Designer 10:Ok. Is it the same questions?

Interviewer: Yes, I have the same questions for all nine video games

G.Designer 10:Ok.

Interviewer: Can you tell me the genre of this game and the reasons why?

G.Designer 10:GTA 5 is Action-Adventure because of the characteristic of action plus the adventure genre.

Interviewer: Which signs are not excludable in order to understand the genre?

G.Designer 10: Well for this genre I think weapons, combat and quest are the most important ones. do I have to say just one?

Interviewer: No, it's fine as many as you want. Please give me a number for the continuum and also is there any connotative meaning in this game?

G.Designer 10: 8 is going to be fine it is very much realistic due to the environment of the game and the objects in the game but this game is normalizing the crime as part of the life and has bad effects in the societies at least that's what is thought about it and other similar games.

Interviewer: Can you please move to the next game?

G.Designer 10: Oh, this is World of Warcraft. It is an RPG and before you asked let me say I give 1 for this game because nothing in this game looked realistic. Not the character, not the objects nor the environment. Also I don't believe anything is hidden in this game.

Interviewer: You mean hidden meaning ?

G.Designer 10: yes, no hidden meaning

Interviewer: Okay, that were all the questions lol, can you go to the next one ?

G.Designer 10: Okay, aah. Its DOTA 2 and the genre of DOTA is MOBA

Interviewer: Based on the genre of the game, which signs couldn't be excluded for you to be able to understand its genre?

G.Designer 10: You cannot do anything without the proper management of your economic situation in the strategy genre. Everything is based on the economy, like real life, if you want to play strategy game, something like monopoly, you have to learn how to manage your economy and then team work is important. You cannot work alone in this game

Interviewer: would you rate the game please

G.Designer 10: 1 was more real? Or 10?

Interviewer: 1 was far from and 10 was close to reality

G.Designer 10: Aha, then 2 because of the characters in the game which is very far from reality, the objects in the game are the same. Ahhh, and also the environment of the game wasn't real at all.

Interviewer: Is there any connotative meaning in this game?

G.Designer 10: Nope. I don't think so

Interviewer: Would you please move to the next video of the games?

G.Designer 10: Ok…. Its Eve Online right?

Interviewer: Yes exactly, what genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 10: everything is based on the narrative of the game. I can expect everything in this genre. if the game is close to action genre I expect to see more of the action and if the game is close to puzzle or adventure I want to see more of those signs in the game genre of this game is simulation because you have to play as something other than yourself. In fact you are the commander of a spaceship and you have to decide what to do and how to do.

Interviewer: Can you please give a number for the continuum?

G.Designer 10: 7 is a good spot I think

Interviewer: Any connotative meaning?

G.Designer 10: No, I don't think so

Interviewer: Please go to the next video

G.Designer 10:Ok. Aah. Its Rocket League. It's a sport genre because it's based on a football match but with cars.

Interviewer:	Based on the genre of the game, which signs couldn't be excluded for you?

G.Designer 10:the essential signs are competition and real sport whether a real sport like football or some revise sport like mixing two sport together.

Interviewer:	so let me see if I understood correct either a conventional sport or mixture of it and competition are the two you cannot exclude?

G.Designer 10:yes,

Interviewer:	And how would you rate this game?

G.Designer 10: 2 is fine. It's not realistic game. And there was no connotative meaning

Interviewer:	let's move on to Talos principle. What genre do you think it belongs to and why ?

G.Designer 10: it is most likely a puzzle game just because you solve some tricky puzzle and situation to actually play. And before you ask it's a 7 because of the environment with no hidden meaning in the game.

Interviewer:	Okay, we can move to the last one

G.Designer 10: Ok, there it is, its Cookie clicker

Interviewer:	so, what genre would you think this game belongs to and based on what did you choose this genre?

G.Designer 10: Its Idle genre. Because of the way you play it. You just have to click on your mouse. As fast as possible [laughs]. By the way, its not realistic. [laughs] unfortunately. As I said I don't know that much about this genre but I know about this game and this was one of the first game in this genre for video-game. So almost everybody who is interested in playing at least once tried this game. And this genre became popular on phones later on.

Interviewer:	okay, so what would you rate it as ?

G.Designer 10:I give it the minimum 1 [smiles]

Interviewer:	any connotative meaning ?

G.Designer 10:[laughs], no not at all

Interviewer:	Awesome, that's it for the questions

G.Designer 10:I wasn't expecting idle genre to be honest

Interviewer:	why

G.Designer 10:I mean all the games were like known games I was expecting like some other big titles

Interviewer:	yeah well the games were actualy all from different genres so they are the known games in those genres

G.Designer 10: true, but still [smiles]

Interviewer:	yeah I know it is not something popular or mentioned anymore

G.Designer 10:yes, exactly

Interviewer:	Anyways thanks again for your time

G.Designer 10:no problem,

Interviewer:	take care see you

G.Designer 10:you too take care

Interviewer:	byyy.