

GAME COMMENTARY PROJECT

AUDIO INTERVIEW OPTION

These interviews are meant to facilitate an interesting encounter with games that uses the challenge of taking about game experiences as a primary resource for creating new understanding of both games and how they function as tools of insight into self and world. This project option is very much about process, so giving yourself preparation and reflection time is important. Unlike the dialogue option which involves heavy editing and fictionalization, these interviews are meant to be more "real," in the sense that your *actual* conversation is at the center of the project, with minimal editing.

Suggested Process

1. Game: Identify the game from the class you want to focus on.
2. Interviewee: Identify someone outside of the class that you want to interview about their experience with the game.
3. Reflect, Preparation: Given your experience with the game, formulate a series of questions and themes, as well as examples, that you think open the game up for discussion. Prepare at least 3 questions that you are really interested in that speak to something specific in the game.
4. Interview, Capture: Sit down and record your interview, starting with prepared questions/remarks, but proceeding organically, following the current of your discussion.
5. Take Stock: Listen to the interview a few times, getting a sense of what happened. Reflect on what you found interesting and prepare an end comment that will draw the interview to a close in the final audio file.
6. End comment: Record a short comment from your perspective, noting what you learned, where the interview pointed to as a next step in developing understanding or appreciation of the game, etc.
7. Editing: Splice the the audio of the interview t the end comment, and add any music or sounds you might want.