

Appendix A: Instruments

First Interview Questions

The bolded questions are the questions where we primarily found information about work and game relationships.

1. Where are you from?
2. How long have you been playing Lords Mobile?
3. How did you find out about this game and what made you decide to download the game?
4. How would you describe your experience so far?
 1. What keeps you engaged in the game?
 2. Which guilds have you been a part of and how are they different from V9?
5. Are you an f2p (free to play) or p2p (pay to play) player?
 1. If not f2p how much have you spent?
6. What are some of the common emotions you feel while in game?
7. **What frustrates you the most about your in-game experience?**
8. What was an episode in-game that was very memorable?
9. How much time do you spend on average on Lords Mobile?
 1. Do you feel pressured by the guild to be online daily or more than once a day?
 2. What is your daily routine with playing Lords?
 3. When do you usually log into the game? (is there a routine, or it's whenever you have time, or your set alarms for when shields expire, etc.)
 4. Before you played Lords, what were you doing in the time you are now spending on Lords Mobile? (facebook time decreased, no longer playing console games, sleep time decrease etc..)
10. Would you feel comfortable to talk about your out-of-game activities? If yes then:
 1. **What does your typical day look like?**
 2. Can you provide a brief description about your family life?
 3. **How about your work/study?**
11. **How do you think Lords affects your out-of-game activities?**
12. **Did you during work hours or during school classes ever played Lord's Mobile?**
 1. **Can you tell me more about that?**
13. Have people in your life ever complained about you being on Lords Mobile?
 1. Can you think of an example?
 2. Do any of your family or friend play or have played Lords mobile?
14. Have you ever talked about or do you talk about your out of game activities in the game?
 1. Can you tell me more about that?
 2. Who in the guild do you interact with the most? (creation of network map)
15. Have you ever talked about the in-game happenings to people outside of the game?
 1. Will you tell me more about that?
16. How do you feel you have benefited from playing LM and did you learn anything in the process?
17. **Final question is overall how had Lords impacted your life? Can you think of any specific positive and negative examples?**

Interview Two

1. Could you describe your guild and why you joined it?
2. Is there anything about this guild or community that is different from other online communities you have been a part of?
3. What countries do your guild mates come from?
 1. Who do you particularly feel close to?
 2. Do you communicate outside of the game?
 3. Was there any misunderstandings or conflicts based on cultural differences?
 4. Did you learn anything you can think of by interacting with them?
4. How do you feel about different languages being spoken in the guild?
 1. Do you use translation button every time?
 2. Do you feel there is a lot of racism or discrimination in the game?
 3. How about inside your guild?
 4. Was anything ever said in the guild that has offended you?
5. Have you been zeroed in the game before?
 1. Could you describe what happened before and after that event?
 2. How did your guildmates react?
6. Do you ever take in-game screenshots?
 1. What of? (game war, conversations, messages)
 2. Would you be willing to share any of them?

Survey

Administered through Google Forms and based on Interview Responses

Lords Mobile Survey

I am _____ in the _____ at Arizona State University. I am conducting a research study about the effects of mobile gaming. I am inviting your participation, which will involve answering questions presented in this survey. You have the right not to answer any question, and to stop participation at any time.

There are no foreseeable risks or discomforts to your participation. This survey will take 15-20 minutes to complete.

Your responses will be confidential, and your username and ID will not be mentioned. Any personal information you might disclose will not be connected to your out-of-game identity. The results of this study may be used in reports, presentations, or publications, but your name will not be used. You must be 18 years old or older to participate.

If you have any questions concerning the research study, please contact _____ or the _____ Institutional Research Board at _____.

By continuing to answer the questions you consent to participating in this study.

*** Required**

1. Are you 18 years old or older? *
 - Yes
 - No
2. What guild(s) do you currently have accounts in?
3. How many hours do you spend on average (including during guild events like guildfest and WoW) playing Lords Mobile daily?
4. Before you played Lords, what were you doing in the time you are now spending on Lords Mobile?
5. How did you find out about this game?
 - I played the demo to get virtual items for another game/online type of entertainment
 - I found the game online while actively searching for a new game to play
 - It was recommended to me by a friend/family member who was playing it

- I saw an advertisement online and decided to try it
 - Other:
6. What keeps you engaged in the game?
7. Do any of your coworkers, friends or family members offline also play Lords Mobile?
- Yes, friend(s)
 - Yes, family members
 - Yes, coworker(s)
 - No
 - Other:
8. How long have you been playing Lords Mobile?
- less than 6 months
 - 6 months to 1 year
 - 1 year to 2 years
 - 2 years to 3 years
 - more than 3 years
9. Have you ever considered quitting Lords Mobile and why? Please describe when and how it happened.
10. Are you a free to play (F2P) or pay to play (P2P) player?
- Free to Play (F2P)
 - Pay to Play (P2P)
11. Up until now, approximately how much money have you spent on the game?
12. Please describe your relationship with other players in Lords Mobile (both positive and negative).
13. How likely are you to talk about these topics with your guildmates and other Lords Mobile players?
- Very likely
Likely
Neither likely or unlikely
Unlikely
Very unlikely
- Only talk about game stuff
 - Only talk about offline activities when they impact my game participation (i.e. if I go on vacation)
 - I talk about things like food, pets, and hobbies with my guildmates

- I talk about my family and work
- I share pictures from my life through Line or WeGamers with the guild
- When bad things happen in life, I can share things with my guildmates
- I feel I can share my day-to-day troubles with the guild and get support from the community

14. Beyond chat, how have you communicated with your guildmates?

Never
Once
Sometimes
Once a week
Daily

- I have talked to and heard the voices of some of my guildmates
- I have videochatted with some of my guildmates
- I have met offline with some of my guildmates that I met online
- I have talked to and heard the voices of some of my guildmates
- I have videochatted with some of my guildmates
- I have met offline with some of my guildmates that I met online

15. What are some of the common emotions you feel while in-game? (check all that apply)

- Anger
- Happiness
- Frustration
- Social connectedness
- Accomplishment
- Feelings of importance
- Fun / enjoyment
- Boredom
- Sadness
- Excitement
- Dominance
- Other:

16. What frustrates you the most about your in-game experience?

17. Can you describe a memorable in-game episode? (This episode could be during gameplay or while communicating with guild members.)

18. What is your daily routine for playing Lords? When do you usually log in to the game? (i.e. Is there a routine? Do you play whenever you have time? Do you set alarms for when shields expire?)

Offline Section

This section asks about your offline activities. You can skip any question you do not feel comfortable asking.

19. What is your sex:

- Male
- Female
- Prefer not to say
- Other:

20. How old are you

21. What does your typical day look like? If I was to live in your shadow for one day from the moment you woke up until you went to bed, what would I see? (Please be detailed.)

22. How do you think Lords affects your out-of-game activities?

23. Has anyone in your family or your friends complained about or been unhappy about you playing Lords at one point or another? If so, can you describe the situation(s)?

24. Did you ever play Lords Mobile during work hours or during school classes? If yes, please describe the context(s).

25. Overall, how has Lords impacted your life? Can you think of any specific positive and/or negative examples?

26. Is your guild international (i.e. includes people of multiple countries)?

- Yes
- No
- Other:

27. What language(s) is/are commonly spoken?

28. While playing Lords Mobile what, if anything, did you learn about other people or cultures?

29. What is your Lords name?

30. Would you be willing to answer additional questions about Lords Mobile in a private chat setting? (You can earn speedups and other virtual items for participating in virtual interviews.) *

- Yes
- No
- Maybe
- Other:

If you answered yes or maybe above, what is your Line ID?