

## Appendix F

### Focus group interview guidelines

These guidelines are presented to structure the focal study carried out with the students of both schools. The section written in *italics* corresponds exclusively to the experimental group, while the rest of the text constitutes what was also common to the control group.

#### 1. Initial Greeting

- a. Today I am going to spend some time here talking to you because it is important for me to meet children your age and know how you think... that helps us design things that are entertaining and interesting to you.
- b. My name is Andrea; I live here in Santiago with my two cats, one is male and is called Willi-Willy, and the other is female and is called Lila... I have three brothers smaller than me... and I really like to draw and talk to people. Can you tell me their names and their favorite pastime?
- c. (Let them show up and stick a sticker with their name on their uniform with their hobby).
- d. Now let's start our conversation.

#### 2. interview

- a. Tell me a little about your favorite activities.
- b. And at school, what tasks do you enjoy doing?
  - i. Do you like group assignments?
  - ii. What is so positive about them? What do you like about group tasks?
  - iii. What don't you like about group assignments?
- c. You should know that not all people are good at everything, there are some things where we are better than in another truth
  - i. Do you think they're good or bad at working as a group?
    1. Those who say they're good at working as a group, why do they think so?
    2. Those who say they're bad, why do they think they're bad?
  - ii. Do you play on the computer or consoles?
  - iii. What are your favorite games?
  - iv. Why are they your favorites?
- d. I've known some games can only be played as a group, is that true?
  - i. Do you like these games?
- e. *Is it true that you guys were testing a game during the week in class?*
  - i. *Could you tell me what the game was about?*
  - ii. *How was it played?*
  - iii. *What did you have to do to pass the stages in this game?*
  - iv. *Did this game have anything unique or different compared to what they always play?*
    1. *What was different?*
    2. *How did it look like the other games they play?*
  - v. *Raise your hand who didn't like the game... and now raise your hand who did like the game...*
    1. *Those in the group who didn't like the game, can you tell me why you didn't like it?*
    2. *Now the other way around, who liked the game, can you tell me why you liked it?*
- f. *I was told that this game has to be played as a group, is that true?*
  - i. *And why can't you play alone?*
  - ii. *What do you think of this game can only be played as a group?*
  - iii. *Is that good for you or not?*

- iv. *Was the game easy or difficult for you? What element of the game was easy/difficult?*
- v. *If I told you that now other children will play this game for the first time, what recommendations would they give them?*
- vi. *Do you feel like you learned anything by playing this game? What did they learn?*
- vii. *What do you prefer, playing console games in a group or individually? Why?*
- g. Finally, let's do an activity where we're going to make a collage. Let's send a message to the inventor of this game. The important thing is that the message they send must be a message agreed by everyone.
- h. Finally, we're going to do an activity where we're going to make a collage. There is a person who wants to make a game for them to play as a group. Let's send a message to the developer of this game. What do you recommend? The important thing is that the message you send must be a message agreed by everyone.