Pre-survey questions

Demographic questions

1. What age group do you fit into (grouping by 5 years): 18-20, 21-25, 26-30, 31-35, etc.?
2. How often do you play video games in a typical week: less than one play session per week, a few sessions per week, at least one session on most days of the week, or at least one session every day?
   a. If none of the above: "Do you typically play video games at least once per month, once per year, or even less frequently? Do you not typically play video games at all?"
3. Have you played Minecraft and/or Minetest before? (answer should be yes bc that's part of selection criteria)
   a. If yes, "Approximately how many hours have you spent playing it?: 1-2, 3-10, 10-100, 100-1000, 1000+" and "Have you played alone or with other people? Only alone, only with other people, both alone and with others."
4. What game have you played that you'd consider most similar to Minecraft/Minetest?
5. Are there any communities (online or offline) centered around games or gaming where you consider yourself an insider?
6. Do you feel that people like you are underrepresented in gaming, or face discrimination in video game communities?
7. Race, gender, sexuality, and other aspects of people's identities are often the subject of bigoted remarks and/or bullying in videogame communities. Without getting into specifics, have you been the target of derogatory speech or other bigoted behavior in video game communities or while playing video games?
8. Whether or not you yourself have been targeted, have you seen other people subject to bigoted bullying in a way that's made you feel uncomfortable?

Study Questions

In this study we use "colonialism" to refer to a worldview in which colonization of foreign territories, exploitation of their resources, and genocide against their populations in order to replace them with colonizers is seen as somehow acceptable or justified. This worldview is harmful and wrong. Few people will explicitly claim a colonialist worldview today, but because of the history of colonization around the world and the many people who have benefitted from it, popular media often subtly justifies or minimizes it.

1. Can you give an example of justification or minimization of colonialism in the news or in popular media besides games? Yes, here's an example: <provide it> / I've noticed this but can't recall a specific example now / No, I haven't noticed this.

2. Can you give an example of justification or minimization of colonialism in your previous experiences with Minecraft and/or Minetest? Yes, here's a specific example: <provide it> / I've noticed this but can't recall specifics / No, but I've noticed it in other games / No, I haven't noticed this.
3. What aspect(s) of gameplay do you think contribute the most to justification or minimization of colonialism in games (select zero or more)? Game mechanics / Narrative / Art style / Other aspect(s): <what>

Post Survey Questions

Thematic Questions

1. What aspect(s) of gameplay do you think contribute the most to justification or minimization of colonialism in games (select zero or more)? Game mechanics / Narrative / Art style / Other aspect(s): <what>
2. While playing Minetest during this study *before* the post-gameplay interview, did you notice any new examples of justification or minimization of colonialism that you hadn't thought about before? Yes, I noticed: <provide example> / No.
3. Did you notice any differences between regular Minecraft/Minetest and the game you played in this study? What were they?
4. If you noticed differences, do you think that they change how/whether colonialism is justified and/or minimized in the game?
5. Do you have any suggestions for further changes that could be made to Minecraft/Minetest to reduce the minimization/justification of colonialism?