

# APPENDIX 3

## Reflections: Longitudinal Session 1

I organised the written reflections of the participants into a table according to the questions I asked them. I did not change the wording or phrasing of the participants, add or cut anything. For instance, the names of participants and characters were taken from the sheets in the way they wrote or remembered them. I even tried to duplicate their formatting. So, if they underlined a heading, so did I, if there was no heading, I added none and I also kept their numbering style. I did, however, offer interpretations of some of the abbreviations or possible confusing expressions in brackets and italicised them.

<i>List the three most prominent memories you have of the original process</i>	<i>Identify the feelings you associate with these memories. Divide it into characters feelings and your own feelings, if you want.</i>	<i>Use the values you have identified and write down what you think your life quest is: what you are striving toward</i>
<b>Participant P</b>		
<p>Memories</p> <ol style="list-style-type: none"> <li>1. The actual enactment (<i>LARP</i>) in character around the hex (<i>Hexagon Theatre Complex</i>) was the biggest memory, running around. (esp. when I thought I had a gun, I was tricked into thinking it was one, and I ran around trying to take people hostage) This is my recurring (<i>sic</i>) mem(<i>memory</i>).</li> <li>2. I remember I was very weak as a character, so the gun was my ownly (<i>sic</i>) chance of completing my goals.</li> <li>3. My name, surprisingly wasn't first on the list (character name). Obviously actions and visuals were the more important aspects of the process than (<i>writing ends there</i>).</li> </ol>	<p><u>Feelings</u></p> <ol style="list-style-type: none"> <li>1. Mostly, in the begging (<i>for help in finding her brother, after discovering her 'gun' was not real</i>), excitement. (out of char.) Once action got going: fear, depressing (<i>depression</i>) (in character) almost always.</li> <li>2. in char: scared of attack, need out: effort frustration.</li> <li>3. surprise, happy to remember supposedly basic things</li> </ol>	<p>From this, and what relates to my life, it seems when I am scared or need safety I will strife (<i>strive</i>) for that safety/control until I get it. 'Cause once I have it I can live comfortably.</p>
<b>Participant Q</b>		
<ol style="list-style-type: none"> <li>1. Flux generator (<i>Valuable object of the pirates</i>)</li> </ol>	<p>- impatience – couldn't find the person who wanted it.</p>	<p>From this it seems that my life quest is to control</p>

<p>2. Butt Food – eat of (<i>off</i>) table. (<i>Refers to the banquet at the welcoming ceremony, Session 8</i>)</p> <p>3. Stealing jewel/something and hiding it. (<i>The value objects stolen at the ceremony, discovered at the negotiations</i>)</p>	<p>- felt like an idiot but it was fun cos (<i>because</i>) was in character so no-one cared</p> <p>- suspense – will I get caught.</p>	<p>everything that forms a part of my life and in doing so be in control of my life</p>
<b>Participant M</b>		
<p>I remember...</p> <p>1) I wanted money + power above all else</p> <p>2) I wanted to sabotage the mission at the space station. (break the ship; hurt the ambassador)</p> <p>3) I had a connection in the pirates.</p>	<p>(Feelings)</p> <p>1) powerful/happy/greedy...etc</p> <p>2) It felt sneaky (<i>sic</i>) /good to have a secret that no-one else knew about</p> <p>3) connection between me + Seth was cool. (how grand)</p>	<p>(From this it seems)</p> <p>My life quest is to find a secure place in regards to my family life, to be powerful over my own circumstances and to have a choice/a say in how my life plays itself out</p>
<b>Participant H</b>		
<p>I remember...</p> <p>1. The conference (<i>peace negotiations</i>) where everyone was discussing what was to be done about the war that had been waged and how it was to be stopped</p> <p>2. The next vivid memory is when everyone was still at their home planets and discussing and revealing secrets about each other so as to be a stronger unit. (<i>Refers to the improvisation on board the EECC's ship on their way to the space station, Session 7</i>)</p> <p>3. The last vivid memory are (<i>sic</i>) names of the characters including my name. I remember that someone looked after me and that one group (<i>her own</i>) revealed all the secrets so we could know everything</p>	<p>Tension &amp; anger</p> <p>Confusion &amp; a sense of calm (isolated)</p> <p>Confusion</p>	<p>My life quest is to form strong bonds with people and form strong relationships so that I can live a life of happiness. I want to success in what I do so I can live my life. I want to be secure in my life and also make sure That I live my life to the fullest. I also want to find a place that I can be myself completely.</p>