

Q = Main interviewer (Cath)

Q2 = Second interviewer (Alex)

A = Mum (Denise)

B = Dad (Travis)

C = Child 1 (Jeremy, aged 11)

D = Child 2 (Cerys, aged 9)

A He kills mice and rats and other things too, but I don't like it when he goes for the birds.

Q Jeremy, would you and [researcher mispronounces Cerys] tell...

D Cerys!

Q Cerys, I'm so sorry, Cerys.

C It happens a lot.

Q I will learn it, I'm really bad with names so I'm very sorry about that.

C Trust me, everyone does it. Everyone when they first meet Cerys. There's only been one person whose ??? that was who actually said Cerys's name right for the first time.

Q Sorry. I will try and get it right from now on. But I wondered if you and Jeremy could tell me about how you play Minecraft when you are playing it in real life. So when I say in 'real life' I kind of mean not on screen on the computer, which is also real life, it's kind of confusing.

A When you're imagining.

C If you mean in real life, we did used to run, basically we've been regular players and then we would be friends when Cerys got in, which is basically a collection in Minecraft. Now obviously we remember seeing him in there, and then there's a temple? switch for Herobrine? because if you land on a pressure crater in the drop you'll be exploded by TNT.

D Specifically nine pieces of TNT.

Q Nine pieces of TNT?

C Yeah, one TNT can blow up about 20 blocks. There's applied block radius in every direction.

Q And you play this. Where would you be when you were playing this? You'd be outside?

D Outside or in my room.

Q In your room?

C Outside in the garage, or on our way home from primary.

Q Oh so you would play it while you were walking?

C Yeah. But then another time it just kind of stopped because it got boring. But we do sometimes look back on it because there were a funny times. I still remember one time when we were playing it and I tripped and I fell in a puddle.

Q Oh did you? Oh no!

C It got all over my face.

Q So Herobrine is a glitch in the system and...

C It's a glitch.

Q Oh a glitch.

D It was added into the game but....

C But then later on when....

D and the creators took it back out because he was too powerful.

C Yeah.

Q Oh right, so he's like a character who shouldn't have been there?

C He was in there. Hogwarts, it's strike lighting, throw fireballs, had an indestructible pick axe, he could literally throw lightening out of it.

Q OK.

C He was able to throw it out and it would just come back. He had super strength and was able to lift Fadamu like 300,000 trees with a single arm and then drive back here.

D Well technically everybody can because you've got the inventory.

C Yeah but then again, I mean like, I mean like if it was in real life.

Q So you would be playing the...

C And he can fly.

Q So what would Herobrine be doing in the game that you were playing?

D He'd probably be wandering round your Minecraft world and you would have to try and find him, then you would probably have to battle him.

Q So you were doing this sort of as you were walking home from school, were you looking for him and....

C Oh we were friends with him.

Q You were friends with him, OK.

C And then we'd troll players together.

Q You'd troll players?

D Yeah. Basically you could blow up their house or their creations. You could make traps to kill them. Or just do funny pranks that won't kill you but look deadly but aren't deadly.

Q What sort of funny pranks can you think of?

D The lava trap, where you push someone into a pool of lava. We have signs underneath so then they fall straight through and into a piece of water.

Q OK.

D And then normally it gives them a jump scare.

Q Oh right, yeah a jump scare.

D You could flood their house.

Q Right.

D Blow up....

C Also with lava because they won't just jump in there will they?

Q So you could flood their house with lava.

D You could make a trap door trick where you can get a sticky paste and the switch can pull back blocks and you can flick a lever when they're above a block and then they could fall through it into a block of lava and die.

Q Oh right.

D And probably lose all the things in the inventory.

Q Oh right yes, if you lose everything in the inventory that's not very good is it?

C Which is very funny if they have a million diamonds on them.

D That reminds me. Whenever we're on Minecraft where we didn't have to keep inventory, Jeremy would have creepers after him, they're about to blow up, and then I would try and hit the creepers but I jump into the explosion...

C And die.

D and they land on me, so I would die and drop all my stuff and I would panic and tell Jeremy to pick up all my stuff.

C Yeah, and I'm just there like 'huh, oh'. Yeah but me, when the creeper was about to explode I'd jump out of there and not get hit..

D And I would still be exploded.

Cwhile Cerys would just jump in there and try to return and...and then I'd be like ???

Q So is this when you're playing on the computer or when you were playing outside?

C Minecraft, nearly when we first got it she'd always jump in to improve the blasts.

Q Oh right OK.

C It was funny, because every time we saw a creeper I would fight it, almost kill it...

D And then I'd jump in the way and get hit and then the creeper would explode and I would die.

C Yeah, basically I would be about to hit it and then Cerys is just like 'hello, bonk' and then I hit her. I jump back and then she explodes and dies. It was funny, it was very funny. Every time we'd always laugh.

Q So you were saying that you look back on when you played Minecraft on the way home and there were some funny times. Can you think of any sort of funny times that you had?

C The one that I fell into a puddle.

Q You fell in a puddle. What were you trying to do when you fell in the puddle?

D Not cool.

C That wasn't because of anything, I just tripped.

D I remember another time when we were coming home from school and I was playing Minecraft and Jeremy was walking and I accidentally slipped on a banana peel.

C Wasn't that me?

D Yes, I said it wasn't you.

C Oh, I thought you said..... you were the one who slipped.

Q So how long have you two been playing Minecraft for then do you think?

C About a year now.

Q About a year?

B Longer than that.

C Yeah probably.

D I think it's about 2 or 3 years.

Q 2 or 3 years.

C Yeah probably 2 or 3.

D We were only at our friend's house when we were around....

C Our cousin. Our cousin gave it to us, but we learnt it at our friend's.

D At our friend's around the corner at this area. And we eventually became better than her at the game, even though she had it before us.

C I am definitely ???

A I've got to go now.

Q No problem. Thank you so much.

A Yeah, no worries. You carry on.

Q2 Nice to meet you.

A See you later, yeah next time.

Q Yeah we'll see you next time.

A In a week is it? What time is it roughly?

Q Yeah, half past five.

Q2 Twenty past.

Q Twenty past five, OK. Right then, yes it will be.... the visits are sort of planned every sort of fortnight, but it might be good because the project sort of started back in August and whether we could come and catch up and do a couple of visits sort of week after week if that's OK.

A Yeah sure that's not a problem. Just check with ??? when you're coming.

Q Sure, we'll check a date before we leave if that's alright.

Q2 Yeah, yeah.

Q OK that's great. OK I'm going to turn the recorder off now, so that's been brilliant, I've really enjoyed talking to you. What I wonder if before we go, do you think we.....