

Q Emilie Scholey (researcher)

PA Participants as follows:

D Y2 boy

I Y2 boy

A Y2 boy

H Y2 girl

R Y2 boy

B Y2 boy

PA No it isn't.

PA It is.

PA Is airtime [?] very bad?

PA It is bad and [Y2 boy I] is not listening.

PA No, [Y2 boy I] likes it.

PA But it isn't bad but it is bad for me.

Q Have a discussion as to why you both think differently. And then you could put it half and half. Maybe in the middle. Then you could say half could be good and half bad and you can explain why, yes?

PA [Y2 boy I], where should I put the PlayStation headset?

I Put it here.

PA Well, I'm done.

I [Overtalking] used mine.

PA I know.

I I'm done.

PA [Overtalking] that not good for play and that is good [overtalking].

PA I'm going to write not good for play.

PA I can't do both of them. Look. I want to do both sides.

PA This one is good for play.

Q Just cut the whole thing out and cut around it.

PA Well look.

Q Yes, but that's because [Y2 boy D]'s doing that side. I told you, they're both on the same...

PA [Y2 boy D]'s going to put all of them on bad. I want to put all of those on good.

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- Q So if you disagree, maybe put half and half. So put it in the middle. Then you can explain why, okay?
- PA How can we put it in the middle? I want to...
- Q Just stick it in the middle.
- PA No. It's up to other people's choices, not you make the choices.
- PA It's not up to your...
- PA You make the choices for you. I make the choices for me.
- PA Okay.
- Q So while you're cutting out, I want to ask you two here because you've both got this, have you? Tell me what that is.
- PA I don't have that headset.
- Q You don't?
- PA Yes.
- Q You do or don't? Don't?
- PA I don't.
- Q But you know what it is?
- PA Yes.
- Q What is it?
- PA It's a PlayStation VR headset.
- Q Is it? And what do you do with it?
- PA You go play games on it.
- PA Maybe these are [unclear].
- Q They are.
- PA I want one but I can't have one.
- Q [Y2 girl H], did you recognise that as well? The headset?
- H Yes.
- Q Do you have one of those? Do you have one at your house?
- H Yes.
- Q Do you use it?
- H Yes.
- Q What do you use it for?
- H To play.

PA Look what I've got.

Q What game do play with it?

PA Same as you.

PA A swimming game.

Q A swimming game?

PA Yes. You have to put him on the slide and then he slides and goes into the pool.

Q And you put that over your head to do it?

PA Yes.

Q I don't know how these things work. Do you have to pretend to swim with it on or do you just watch it happening?

PA No, you just need to turn your head which way.

Q Interesting. Do you like it?

PA Yes.

Q Do you play with it a lot or...?

PA [Overtalking] this is bad.

PA Don't put that on bad.

PA A lot.

PA No. [Y2 boy D]'s put it on bad.

PA It is bad because some people play it, then they die.

PA Who? What?

PA Some people play this game and they die.

PA A phone.

PA I want a phone on.

PA I'm putting phone on bad.

PA I put a phone on good.

PA [Y2 boy D].

PA Phone on bad.

Q You can explain in a minute if you both disagree on something, it's fine.

PA [Y2 boy D]?

PA Well, guess what? I'm putting my iPad on bad.

PA Phones are very bad.

PA What? You don't like your iPad?

PA [Y2 boy D]? People die from playing Pokemon Go.

PA How?

PA Some kids were playing Pokemon Go and they just fell off a cliff and they died.

Q Wow, that was awful.

PA Some people play Pokemon Go on cliffs.

PA Yes, they were on a cliff and they went to the edge and they fell off. Then they died.

PA That's not a nice story.

Q Not very nice at all, is it?

PA Yes.

PA Why don't we put that bad?

PA Do you believe me, [Y2 boy D]?

PA Yes, I do.

PA People die from playing Pokemon Go.

PA Only if you're on a cliff.

PA Some people die...

PA Some people die because they get so blinded that they can't even tell the difference from a horse and they think it is a saltwater crocodile. And they were told to go on it and then they said no, that's a saltwater crocodile and then they...