

Appendix 3

Interview Guide: Patients

This interview guide is intended as a checklist for the interviewer and is not meant to be followed word for word. The interview will be conducted as an open dialogue, allowing the patient to explore and explain the aspects of the questions that are most important to them.

Register the patient's:

- Diagnosis
- Age
- Form of treatment
- Duration of illness since onset

1. Can you tell me what got you interested in Maze Out? (Focus on why you agreed to participate and what motivated you to play to such an extent.)
2. Can you describe your experience with the game? Can you tell me how you experienced the game? (Focus on giving space and noticing what the patient is preoccupied with about the game so that the questions can be adjusted accordingly.)
3. From your perspective, what motivated you to play the game? (Focus on the game's function.)
4. What do you think you gained from playing? Immediately after and now after, some time has passed. (Focus on motivation and how the game might function in everyday life.)
5. Do you think the game has influenced how you understand yourself and your experience of having an eating disorder? How? (Focus on self-insight.)
6. Do you think Maze Out can affect the feelings one might have when suffering from an eating disorder? (If so, encourage the patient to talk more specifically about their experience.)
7. From your perspective, what do you think the game has provided that you don't experience in the treatment you receive? (Focus on accessibility, the fact that it's a game, etc.)
8. Has the game influenced how you have spoken to your relatives or how you have managed your eating disorder? (If yes, in what way?)
9. Is there anything else you think is important regarding the game's further use and development?