Serial number	Theme/ code	Brief	Sub-themes/ sub-code	Definition
1	**FAMILY, INTRODUCTION TO SELF**	This theme describes the family life of the participants in the study. Followed by a brief introduction to herself, her daily routine. This theme covers information regarding their family relationship.	Family composition	The participants mentioned their family in detail mentioning the number of family members.
			Daily routine	The participants explain the daily routine of their life. The activities takes place getting up from bed till sleeping.
			Comfortable member in the family	The participants say with whom they share comfortable space in
2	**Influence of family in decision making**	The theme explains the influence of the family in the important decisions and life choices in the life. The patterns of the decision-making and negotiation with their parents like career, marriage.	Parents' role in life	Brief description of their parents' role and importance in their life. How the parents influence their decision making - For instance, what subjects or college/school courses should you study? Up to what time or age should you continue to study? What career ought you to choose? When and with whom you should marry?
			Difference in opinion with family	Describes how the participants negotiate with the parents and family members in case of difference of opinion
3	**Experience of playing GNG**	This theme explains the experience of participants while playing the Go Nisha Go Game. The sub-theme of experience is explained descriptive. It focuses on how the game player has felt while playing the game.	Difference from other games	The difference noticed between Go Nisha Go and the other games. This covers both the good and bad experience in playing the game.
			Subject matter and topic covered	The subjects and topics covered in the game. How do the participants feel connected with the game. The importance of those topics in their daily life.
			Girl game	Go Nisha Go is designed for girls especially for the adolescent girls. It is for their benefit to increase the knowledge and good practices.
			Non-judgemental approach	GNG is non-judgemental in nature. The game can be asked about anything about any doubts for for that matters. GNG replies back with all set of information possible
			Replay options	GNG has an unique replayablity option. The game can be played over and over again.
4	**Learning from GNG according the participants**	The theme describes the overall learning from the game. The theme is explains the intial learning received from the game. It capture	Convince parents for a career of your	GNG helped in learning to convince parents to pursue career of
			Delaying marriage	GNG helped in discussing about delaying marriage with their
			Talk to boyfriend regarding your choices	GNG helped in having a conversation with their boyfriend

		whatever the partipants explain about the learning experience from the game	Express your choice without any fear	GNG helped in expressing their choices and having a discussion without fear.
5	**Menstruation**	The theme talks about overall knowledge, practice and attitude about the menstruation - Menstrual Heath Management. It also includes the access to mentrual hygiene products.	Knowledge about menstruation hygiene	Know about any of the menstruation hygiene products used
			Traditional practice in Menstruation	The participants are informed about the traditional practice to
			Hygiene practice	The participants report using the hygiene products like sanitary
			Accessibility of hygiene products	The participants can access hygiene products during their
			Difficulties faced during periods cycle	The participants get cramps, or faces any health issues while on menstruation.
			Influence of GNG on Menstrual Health and Hygiene Knowledge	The participants received information about menstruation from the GNG which influenced hygiene knowledge and practice.
			Use of menstrual hygiene knowledge in their life	The participants used their knowledge in their daily life.
6	**Contraception**	The theme talks about knowledge about contraceptive methods, its accessibility	Knowledge about contraceptive products	Knows about the modern contraceptive methods
			Availability and accessibility	Knows where to get the products - Condoms, ECPs
			Influence of GNG on Comprehensive	The participants acquired information about menstruation from
			Knowledge on fertility awareness	Awareness about are aware of the certain days when a woman is
			Use of contraception knowledge in their	The participants used the knowledge gained in their life or
7	**Consent**	The theme expands on consent understanding, conversation initiated and the learning gathered from the game.	Developed an understanding about	The participants developed understanding about the consent
			Influence of GNG in learning consent	How GNG has helped them to learn this.
			Use of consent knowledge in their life	The participants used the obtained knowledge in any situation of life.
			Topics not covered under consent	This briefs the information about the topics which are not
8	**Negotiation with partner**	Negotiation with the intimate partners during sex, how to refuse. Learnings gained from the game.	Negotiation in sex	The participants developed an understanding about the negotiation in sex.
			Negotiation in contraception use	The participants developed an understanding of the negotiation to use contraception during sex.
			Influence of GNG in learning negotiation	The participants learned to negotiate in a specific intimate situation.
9	**Products and links**	DTC link in GNG game	Products and links accessed in the game	The products and links accessed while playing the game.
			Products and links used after playing the game	The products and links accessed after playing the game.
10	**Chatbot**	AskParo Chat inside the GNG game	Accessed chatbot	The participants reported to access the chat bot.

			Experience with Chatbot	The participants share their experience in accessing the chatbot.
11	**Benefit of GNG**	Overall benefit as mentioned by the participants	Easy to learn	The game was easy to learn.
			Experience with GNG	Learning experience of the participants with GNG.
			Feedback for GNG	Participants provided feedback for GNG.
			Who else should play GNG?	Who should play the game?

Serial number	Theme/ code	Brief	Sub-themes/ sub-code	Definition
	FAMILY, INTRODUCTION TO SELF	This theme describes the family life of the participants in the study. Followed by a brief introduction to herself, her daily routine. This theme covers information regarding their family relationship.	Different for boys	Participants described how their families treated them different from boys.
			Discrimination between boys and girls	They faced discrimination in their family.
			Father takes to college	They are accompanied by their father to college.
			Mobile use	Participants mentioned about the mobile use.
			Sharing with mother	They share their feelings and have deep conversations with their
			Sharing with sister	They share their feelings and have deep conversations with their
			Sister-in-laws's support	Their actions and activities are supported by sister-in-law.
1			Sister supported in convincing parents	Their sister has supported them in convincing her parents for
	Influence of family in decision making		Brother takes desicion on Career and education	Their brother mostly makes all the decisions about the participant's
			Can talk with parents regarding anything	Participants mentioned freeness and less hesitation in sharing in the parents.
			Father's influence in life choices	Their father mostly influences the choices in their life.
			Girl's desicion on career and marriage	Participants make/ will make their own decisions about career and
			Girls can talk with their parents about career	Participants can talk to their parents about the career choices.
			Grandmother is helping in decision making	Participants grandmother is helping in decision-making
2			Mother takes the desicion on marriage	Participant's mother takes the desicion on her marriage
	Experience of playing GNG	This theme explains the experience of participants while playing the Go Nisha Go Game. The sub-theme of experience is explained descriptive. It focuses on how the game player has felt while playing the game.	About the game episode	Participants explained about the episodes of the game.
			Favourtite Character	Participants spoke about their favourite character of the game.
			"Game can let us see how our decision works,	Quote
			Game is designed "for me"	Participants mentioned the game was designed for them.
			GNG - disimilarities with Nisha	Participants said that Nisha's life was not similar with them.
			Similarity with Nisha	Participants said that Nisha's life is similar with them.
3				
	Learning from GNG according the participants	The theme describes the overall learning from the game. The theme is explains the intial learning received from the game. It capture whatever the partipants explain about the learning experience from the game	Confidence in life choices after playing the game	Participants learned confidence in life choices after playing the
			GNG taught life choices	GNG taught about the life choices.
			GNG was for "ME"	The game felt likely to be their themselves.
			Influence of GNG in learning Life choices	Learning influence of GNG and understanding the life choices.
			Info about resume and internship	GNG provided the information about the resume and intenship.
			Knowledge on Helpline numbers	GNG provided the information about the helpline numbers.
			Negotiation with parents - marriage	GNG helped the girls to negotiate with parents on delaying the
4			Negotiation with parents regarding life choices.	GNG helped the girls to negotiate with parents regarding the life
	Menstruation	The theme talks about overall knowledge, practice and attitude about the menstruation - Menstrual Heath Management. It also includes the access to mentrual hygiene products.	Busting myths about mentruation	GNG helped in busting myths about menstruation
			Periods tracking	GNG helped them track their periods and or rather start tracking.
			Reusable pads	Mentioned about the reusable pads.
5			Say "NO"	Participants learned to SAY NO.

6	**Contraception**	The theme talks about knowledge about contraceptive methods, its accessibility	Both can buy contraception product	Participants think both the partners can buy the contraception.
			Decision on contraception choice	Explained the decision on the contraception choice.
			Knowledge about STDs	Participants received knowledge about the STDs.
			Need knowledge for other Contraception produc	Participants wanted to know about more contraception products
			Sharing with friends - contraception knowledge	Participants shared contraception knowledge with their friends.
7	**Consent**	The theme expands on consent understanding, conversation initiated and the learning gathered from the game.	Consent didn't cover	Participants mentioned consent wasn't covered inside the game. They couldn't derive much.
8	**Negotiation with partner**	Learning and understanding about the negotiation with the current/future partner from the game.	No new code	
9	**Products and links**	Products and links present inside the game, which take the players to explore the game linkages.	No new code	
10	**Chatbot**	Chatbot is an open window within the	No new code	
11	**Benefit of GNG**	Participants explained about the benefit of GNG	Nothing new about consent procedure	Participants learned nothing new about the consent.
			Sharing with friends - life choices	Participants shared about the game with their friends.
			Suggested friends to play GNG	Participants suggested the friends to play the game.
			Super Nisha	Super Nisha is a mini game within the game.