

Appendix B - User Testing Interview Results

Testing sessions and interviews were recorded with the permission of caretakers. The audio files were transcribed and the results were converted into tables for overview using *NotebookLM*. The original transcriptions will be stored for as long as needed (max. 5 years).

Testing Session 1

Type: Semi-structured interview

Duration (in total): 50:16 min

Summary of General Interview

Topic	Participant Feedback
Age	Participants' ages were 14, 15, 16, and 19.
Previous Tabletop RPG Experience	Some participants had experience with D&D 5th edition. One had developed a character before and had experience with improvisation and roleplay in general. Another participant had been part of a tabletop group but didn't finish a session. Some participants had also written characters, with one having written 3 or 4. One participant had no prior experience, while two others had experience in theater and writing stories.
Character Creation Time	Character creation times varied: some participants spent around 45 minutes to 1 hour. Others spent 2-3 hours. One participant spent an hour looking for a name before starting on the character sheet. Most participants spent less time than they would creating a character for D&D.
Satisfaction with Time Spent	One participant was not satisfied with their preparation time because they had forgotten some elements and had to reread the rules. Another enjoyed the compact time and felt they could have spent more time or made a simpler character.
Understanding of Rules	Some participants found the rules easy to understand for attributes and heritage, but the left side of the sheet was more difficult. One participant found it difficult to find information when working alone. Another felt the document lacked structure and made it difficult to find specific details. Using a dictionary helped some participants to understand the rules, however, some words were unknown even in German, like some weapons.
Calculations	Participants generally found the calculations easy, but understanding where to put the points was more difficult because some terms on the sheet were different from the document.
Language Issues	Some participants had issues with the names of paths and had to look them up. Some also had to look up weapon and shield names and use pictures to understand.
Use of Pictures	Some participants felt pictures would be helpful, especially for weapons. However, one participant felt that too many pictures would be irritating.

Descriptions	One participant thought that descriptions of attributes would be helpful. It was noted that there were descriptions but not provided during the character creation session.
Structure of Rules	The order of steps in character creation was generally considered logical. Some parts felt left out, but overall the structure was great. One participant noted that the introduction to rules and paths could be better written, as the talent for the Explorer path was confused for an introduction.
Ease of Filling Character Sheet	Filling in the character sheet was generally easy, but some participants had to take a moment to figure out where the information belonged. Some noted that the names in the document were different than on the sheet. One participant wondered where to write the reasons for competencies. Similar-looking terms like "presence" and "reason" sometimes led to confusion.
Order of Information	The order of information on the sheet generally made sense and followed the same structure as the document. One participant noted that the description of the path, the numbers on the sheet, and the calculations for the paths were in three different parts of the document. It was suggested that having text descriptions and numbered descriptions of the path closer together would be easier.

Summary of User Testing

Feature/Task	Group 1 (3 Participants)	Group 2 (2 Participants)
Initial Exploration	Participants explored the app, noting the Hero examples and the quick info on character sheets. They were able to navigate to Heroes, games, tools, resources and library. Tools was thought to be a place for character building or general game guidance. Resources was thought to be stories or short stories, and Library a lexicon or bestiary. One participant had the idea of having a list of encountered monsters in the library.	Participants started by clicking on the Heroes and thought they were the same as on the paper sheet. They identified that a new Hero could be created. They found the "lorem ipsum" text. They thought that the creatures section was for enemies. Participants were able to navigate the different sections of the app. They noted that it would be useful to be able to search the Heroes.
General Impression	One participant loved the roughness of the prototype and wanted it to stay that way. Another participant found the design not very fantasy-welcoming and too much like a to-do list. They would prefer some kind of design in some areas.	Participants thought the structure was good and easy to understand. They felt the icons in the footer were useful for fast navigation. They also said that the structure made sense.
Finding Equipment	Participants were able to find equipment by navigating to the inventory section.	Participants located the equipment within the inventory.
Skill Checks	Participants were able to find the skills section and identified the competencies as well.	Participants were able to find the skills section.
Dagger Attack	Participants were able to identify the weapons in the equipment section.	One participant thought that general equipment was for marketplace sales, and combat tab for in-game fighting.

Taking Damage	Participants tried to click on the health bar at the top of the screen, and then went to the general section.	One participant tried to find the health by looking at the general section and notes. Eventually the health bar at the top of the screen was found. The importance of using icons for health, armor and defense was highlighted.
Leveling Up/Editing	Participants identified the level up button.	Participants went to the settings button for leveling up, and the three-point menu for editing and deleting the character. They also identified the PDF export option.
Comparison to Paper Sheet	One participant thought the app was better structured than the paper version, but that the paper version had a certain vibe. Another participant agreed with the structure being very good, but they were used to seeing all the information at once on the paper sheet. One participant suggested a bigger version of the app for tablets that could display the entire character sheet on the screen.	Participants thought the mobile version was logical and better to have on the phone. One participant said that they would use the paper to make the character and then put the information into the app. Participants said that most information was where they expected, even the health points being in a different section. They said that if they saw the app for the first time, they would click through all of the icons.
Phone vs Tablet	Participants stated that they would rather use a tablet to check the app while playing. They thought that the tablet was more visible and had more space.	One participant said that they would prefer to use a phone, and the other said that they would use a phone during play.
Character Creation	Participants understood how to create a character by clicking the add sign. They saw the text descriptions, and how they would choose heritage and other attributes.... They noted that there was no "finish" button, but a save button. One participant noted that there should be a guide or information on the screen as you make the character. They noted the text was small and sometimes hard to understand. They thought that some guidance or a small description next to the titles would help, and that it should only be displayed for the first character creation, or if clicked.	Participants selected a dwarf as their character. They thought it was cool that the descriptions could be read when clicking the options. They noted that some of the buttons did not work yet, but were still trying them, and were excited to see how the app works. They found the app logical and easy to navigate and remember.
Touch Targets and Text Sizes	One participant noted that the touch targets were pretty visible, and that the text was a good size, even when viewed from far away. Some text was too small and needed to be made bigger, perhaps by clicking to expand.	Participants felt that the text sizes and the touch targets were big enough and that they could read and click without misclicking.
Likes and Dislikes	One participant thought the library should be part of the world, not for every game, and that they didn't understand if the Heroes were the same across different games.	Participants liked the icons and the description that appeared when clicked.

Testing Session 2

Type: Semi-structured interview

Duration (in total): 79:36 min

Category	Group 1 (2 Participants)	Group 2 (2 Participants)
Game Directing Experience	Both participants had no prior experience directing a game in any system. They had previously played a game where a friend was the director. One participant had begun working on their own world for a game, but had not run a game yet.	Both participants had no prior experience directing a game. One participant had directed a game of Werewolf but did not feel confident in their ability to create stories.
Desire to Direct	One participant found the concept interesting but felt it would be more work than playing and was concerned about making mistakes. The other participant was interested in directing, thought it sounded fun, and would like to try it out.	Both participants expressed interest in directing a game in the future. They would like to have more experience playing first.
Preferred Adventure Type	Both participants preferred to use a pre-made story as a base, to avoid making mistakes but also have the option to make changes as needed. One participant had tried to find a premade game, but then decided to create their own.	Both participants would like a premade world to use as a base, but would prefer to create their own stories. They would also like the option to follow a pre-made story.
Game Tracking Approach	One participant planned to use a digital note-taking app called GoodNotes with separate sections for sessions and for NPCs and characters, using different colors for planned and in-game notes. The other participant preferred paper for NPCs so they can see them all at once more easily.	Both participants planned to use the GoodNotes app on their iPads. One participant also considered using paper to lay out information and connect it, but was concerned it might become chaotic.
Perceived Difficulty	One participant felt directing a game would be too hard due to lack of experience and the potential for mistakes. The other participant thought it sounded cool and would like to try.	One participant felt it would be difficult due to the amount of work involved, but might be possible with more experience. The other thought it would be time-consuming at first, but could become quicker with practice.
Initial App Reactions	Both participants were able to easily navigate and understand the app. They quickly understood the difference between player characters and game characters. One participant suggested that the private note-taking feature was for game director mistakes or things not	The participants found the app had a good structure, with a helpful overview. One participant was initially unsure what to include in the overview. They found the location connections feature helpful. One participant noted that keeping track of all the notes could be a lot of work. They also noted the use of recurring interaction

	to tell players. The other thought it was to separate what to tell players from what not to tell players.	elements (such as the scroll tab bar and the button in the corner) helped them to navigate faster.
Joining a Game (Player)	Both participants found the process of joining a game easy. They understood the function of the QR code. They also understood that the Heroes displayed were their own and not other players'. One participant noted that it made sense to be able to choose a Hero after joining the session.	Both participants found the process of joining a game easy and natural, with the same symbols and structure as other apps. One participant stated that the general information upon joining included a message to not share personal information with other players.
Quests and NPCs (Player)	Both participants were able to easily find quests, NPCs, and related information. One participant understood that NPCs related to a quest were shown within that quest, and all NPCs were shown in the NPC section. The other also noted that there were connections between the quests and NPCs.	Both participants were able to easily navigate to the quests and find an NPC related to a quest. One participant was confused by the back button, as it did not go to the previous screen they expected. They also expected the NPC to open in a smaller pop-up window. They felt the amount of information about NPCs shown in the game was sufficient.
Hero Management (Player)	Both participants were able to find their Hero in the game. One participant noted that the Hero shown was the Hero they had created.	Both participants were able to easily find their Hero.
Leaving a Game (Player)	Both participants were able to easily leave the game.	One participant initially cancelled leaving the game due to the wording of the button, but the wording was not considered to be sub-optimal. They were able to leave the game once they read the wording.
Player Information Satisfaction	One participant felt satisfied with the amount of information provided to players in the game, noting it was necessary for the game.	One participant felt that there was a good overview of information, and that it was not all in one place. They were unsure of how much text was appropriate for the game, and if there was a limit to how much text could be included. One participant felt there should be a short description of a character with an option to scroll down for more information.
Editing Player Heroes (GD)	Both participants expressed discomfort with the idea of a game director editing their Heroes. One participant suggested that the game director should be able to make notes or suggestions for the player, and the player could confirm the changes. The other thought it would be okay if they knew the game director well, but would not like it otherwise.	One participant did not think there was a good reason for a game director to edit player Heroes, but thought it would be cool for surprises if it didn't annoy players. Both agreed that the game director should not change a player's Hero without telling them. One participant felt that some things should be permanent, such as a character's name.

Creating a Game (GD)	One participant found the process easy and noted that they could add notes whenever they thought of something. They also noted that creating a game was the same as joining a game, but the game was empty.	Both participants were able to easily create a game. One found the interface the same as joining a game, except it was empty. The other mentioned that they could edit a lot of information.
Editing NPCs (GD)	Both participants were able to edit an existing NPC. One participant noted the function of the eye symbol for showing and hiding NPCs from players.	One participant was able to edit an NPC. The other was confused when trying to click the three dots but they did not work.
Private Notes (GD)	One participant was able to access and edit private notes on a quest.	One participant had difficulty finding the private notes, initially scrolling past the section. They stated that they thought the notes were not intended to be openly displayed. One participant also said they would use notes to quickly capture bullet points rather than long paragraphs. The other wanted to have separate sections for different players within the notes. It was noted that the text field is actually a rich text editor with formatting options.
Editing Locations (GD)	One participant was able to change the connections of a location.	One participant was able to change the connections of a location.
Creature Visibility (GD)	One participant was able to make a creature visible to players.	One participant found the creature visibility button, but wished they could click the symbol directly instead of the three dots. The other noted that editing forces more thought and prevents mistakes.
Organization Status (GD)	One participant was able to change an organization's status to disbanded.	One participant was able to change an organization's status to disbanded.
Adding a Quest (GD)	One participant noted that the final add button was not linked in the prototype.	One participant added a quest and thought the icon was not the right one, and should be a plus.
Inviting a Player (GD)	One participant was able to invite a player and noted the use of an invite code and QR code. The other suggested that the invite code could be copied and shared on WhatsApp.	One participant found the invite player button under the player's tab, but wouldn't have expected to find it under the general tab. They noted that once they were used to the placement of this function, it wouldn't be an issue.
Removing a Player (GD)	One participant was able to remove a player.	One participant was able to remove a player.
Deleting a Game (GD)	One participant was able to delete the game.	One participant was able to delete the game but did not think that the app confirmed if player Heroes also got deleted. Another participant was confused by the wording "player Heroes".

Game Creation Feelings (GD)	One participant found creating a game was easy, but filling everything out would require a title and some notes.	One participant felt that creating a game was easy, but filling it out would be time-consuming, and they would need some instructions or a template. They suggested that templates of existing adventures would be a good resource.
Control and Tracking (GD)	One participant felt that they would be in control of their game, and tracking it would be easy. The other participant noted that there was a risk of accidentally deleting something and that there should be a backup trash can for one day.	Both participants felt that they would have control over their game. One participant said it wouldn't be easy to make irreversible mistakes, because the app always required confirmation.
Status Changes (GD)	One participant found the status changes for game objects were easy, but they were not always easy to see at first. The other participant noted that they initially thought the status was a tab for more information rather than a clickable option.	One participant felt that the status changes made sense.
App Usefulness (GD)	Both participants stated that they would use the app to organize and track their game and that it would make it easier.	Both participants thought the app would be useful for game tracking, especially with the editing and writing options. One participant felt the app would be especially helpful if there were opening notes on what to put in each section.
Directing Confidence (GD)	Both participants felt that the app made the idea of directing a game more approachable. One participant stated that they would be less likely to make mistakes, and that they would have all information in one place.	One participant would want to play before directing. The other felt more comfortable with creating from scratch but that the app would be helpful if there were "opening notes" for what to put in each section. They also suggested a tutorial would help them understand where everything is.
Design Feedback	One participant mentioned that they would prefer to use the app on a larger screen.	Both participants preferred to use the app on a larger screen with a keyboard, such as an iPad. They were satisfied with the amount of icons and the text size.

Testing Session 3

Type: Semi-structured interview

Duration (in total): 64:08 min

Question Segment	Group 1	Group 2
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Initial Understanding of Tools	Participants were initially unsure about the purpose of the encounter simulator, with one participant thinking it was mainly for balancing fights.	Participants explored the tools in general and thought they were for quick solutions during the game. They were able to identify the encounter simulator and its components.
Hero Selection	Participants explored the Hero and monster selection. One participant expected an overview of all Heroes rather than a single Hero opening up. They also expected to use a plus sign to add a new Hero.	Participants navigated the Hero selection, understanding how to add new Heroes. One participant expected a filter by heritage. They also discussed the difference between "add" and "create" icons, with "create" implying a new Hero from scratch. One participant suggested they should be able to choose an existing Hero, create a new one, or select an NPC.
Monster Selection	Participants understood the plus and minus signs for adding or subtracting creatures. They noticed the remove functionality was only available on the creatures page and not the Hero page.	Participants explored the monster selection, understanding how to add or remove creatures. They also identified a filter option.
Battle Simulation & Results	Participants identified the simulation results, recognizing the statistics and that the creatures had died. They thought the tool would be helpful for planning and assessing risk.	Participants simulated a battle and interpreted the results, noting the probability of success and discussing how the tool could help the game director (GD) adjust the difficulty of fights. One participant was confused by the dead signs on the creatures because no Heroes had died.
Presets and Saving	Participants found the preset function useful for making the process easier, one thought it would allow a quicker selection of Heroes and creatures. One participant thought a percentage of winning should be included.	Participants discussed the preset function, suggesting saving simulations to access later, with the Heroes being saved but not the calculation itself. One participant also suggested the ability to save estimations and plan different encounters.
Tool Purpose	Participants understood the tool as a simulation for the game director to balance encounters.	Participants generally understood that the tool was for preparing for a battle and balancing fights.
Help Function	Did not explicitly mention the help function in the encounter simulator [Source text].	Indicated that they would first try to use the app without help, and then access the help function if needed.
Additional Feedback		One participant suggested it would be useful if the tool was paired with a tracker for the game.
Distance & Area Calculation	Both groups had differing opinions on calculating distances, especially with diagonal movement. Both groups found calculating the area of effect confusing, particularly how the circle radius was calculated. Participants in both groups	Both groups had differing opinions on calculating distances, especially with diagonal movement. Both groups found calculating the area of effect confusing, particularly how the circle radius was calculated. Participants in both groups suggested that visual help would be

	suggested that visual help would be beneficial for calculating distances and areas.	beneficial for calculating distances and areas.
AR Map Tool - Expectations	One participant thought it would be like a VR chemistry app. One participant expected a digital map that you could zoom in on.	Scanned the QR code in the video, chose a Hero, and saw their control zone. They discussed how it calculates distances and area of effect and how it could affect others in the fight.
AR Map Functionality	Participants clicked through the dummy AR map, noting the range and radius functions. They also discussed how a circle would be represented with squares.	Participants clicked through the dummy AR map and noted the distance and radius functions.
AR Map Tool Utility	Participants found that the tool would give structure and make things fair. One participant thought the tool would be helpful for beginners to get to know the game.	Agreed that the tool made it easier to calculate the range and area of effect and to avoid conflict.
AR Map - Additional Feedback		One participant suggested a spell bank with character selection, range, and strength. Another participant thought the tool should recognize the character and give a selection of what the character could do.
Dice Roller - Dice Selection & Rolling	One participant preferred to choose the dice from the overview and not the standard preset option. One participant thought the numbers in the standard section were random.	One participant initially looked at the area with the dice images rather than the top presets. One participant found the standard dice selection useful for quick rolls. Both groups used the advanced section to roll 1D6 and 2D4 for damage. Both groups correctly associated the roll function with the lower dice selection area.
Dice Roller - Tool Preference	Participants discussed how the dice roller made the math easier.	Participants discussed the use of the dice roller vs. physical dice, preferring the physical dice but recognizing the utility of the app. Both groups agreed that the dice roller should be included in the app.
Dice Roller - Standard and Advanced Areas		Distinguished between the standard and advanced areas of the dice roller, understanding the standard section as the most common dice. They agreed that the standard option was for the most used dice, and the advanced area was for extra weapons or options.
Dice Roller - Removing Dice	Participants discussed how to remove a die you accidentally selected, suggesting a plus and minus field to add or remove dice. In addition, they suggested holding the die to remove it.	One participant thought clicking "roll" would clear the dice. Participants in both groups tried to use the hold function to remove a die.

Dice Roller Accessibility	-	Both groups agreed that the dice roller should be accessible from the tool menu in the app.	Both groups agreed that the dice roller should be accessible from the tool menu in the app.
Dice Roller Additional Feedback	-	One participant did not understand what the "Enter expression" was for.	One participant felt it was not easy to click the wrong dice.

Testing Session 4

Type: Semi-structured interview

Duration (in total): 48:24 min

Area of Testing	Group 1	Group 2
Initial Navigation	Participants in Group 1 quickly navigated to the "resources" section when asked to find game content.	Group 2 initially guessed "resources or maybe the library" when looking for game content and then navigated to the resources section.
Resource Description	Group 1 noted that resources included a title, short description, long description, tags, and a download or bookmark option. They also observed a content list, but were unsure of the creator's name.	Group 2 found a short description under the title, a longer description when clicking on the resource, a download option, and a library bookmark option. They also saw content information and noted the ability to save for offline use.
Download/Library Buttons	Group 1 expected the bookmark button to add the resource to the library for later access, and the download button to add it to a separate section of the library for offline use. They also considered that a bookmarked item might disappear if the creator deletes it. The group did not initially read the notification after bookmarking an item	Group 2 thought the download button would allow them to play the resource offline and the library button would allow them to find it later. They understood that adding to the library meant the book/story could be found there.
Reading a Resource	Group 1 found it easy to navigate through the resource's chapters and subchapters using arrows and a table of contents.	Group 2 found it easy to navigate the chapters, using the arrows and table of contents.
Searching Resources	Group 1 used a search icon to look for content within a resource.	Group 2 immediately looked for the search icon to find specific content. One participant noted they would have gone to the table of contents rather than the search function.
Bookmark Function	Group 1 expected the bookmark icon to add a bookmark to the	Group 2 expected the bookmark button to create a special mark to quickly jump to specific content.

	current chapter, which could be seen when reopening the resource.	
Display Settings	Group 1 expected display settings to include options for light/dark mode, text colors, and possibly text size, both for the current book and the app in general.	Group 2 expected display settings to include font size, font type, colors (light/dark mode), and potentially a read aloud function for accessibility.
Finding a Spell	Group 1 navigated to the "resources" section, then to the "rules" to find a spell. Eventually, they were guided to the library and then to the spell grimoire to find a specific spell.	Group 2 initially thought the spells would be found under the "games" section, but was guided to the library, then to the spell grimoire to find a specific spell.
Library Organization	Group 1 found the library to be organized with a search function, filters, and icons with different titles such as "spell grimoire," "equipment vault," and "beastuary of creatures". They noted that content within the categories was organized similarly with search and filter options. They also discovered how to switch categories within a category.	Group 2 found the library to be divided into different types such as gods, creatures, and heritages. They found it easy to find information if they knew the categories but felt that there was a lot of scrolling. The participants struggled to find the way to switch categories, ultimately noticing it was in the top navigation. One participant did not understand the logic of this navigation element.
Spell/God Details	Group 1 found the spell details to include the spell name, basic information, a description, and an effects table. They found the god information to include a picture, symbol, spheres, description, core beliefs, organization, and places of worship. Participants found this content clear and understandable.	Group 2 found the god details included a picture and basic information with a description. They also noted that the spell details included spell name, information, effect, and a "basic rules" section. Participants noted a lack of structure in the spell details. They thought more images or tables could be included. One participant suggested that a table of contents could help when viewing God details.
Profile Creation	Group 1 successfully created a new account using their school email, finding the process to be straightforward with clear options. They expected to change their name under the general section.	Group 2 also created an account using a school email. They also found it easy to select the correct option, though one participant suggested a "+" icon to indicate creating an account. They also expected to change name and picture in the account section.
General Settings	Group 1 expected general settings to include language and app settings, also display settings for the whole app.	Group 2 expected general settings to include music, background music, voice options for reading text, and notifications.
Overall App Usability	Group 1 found the app easy to use with self-explanatory features. They compared the app to Unix/Linux systems due to its grouped	Group 2 found the application easy to use once all the options were seen. They noted it was well thought out, though a guide for first-time users

	information. One participant liked the blue color scheme.	might be helpful. One participant found that there were many details which could be overwhelming to navigate. Another noted it could use a bit of more general selections, for example roles, spells
Suggestions	Group 1 suggested that it would be useful to see who created a resource, view their profile, and potentially send them a message. They also liked the implementation of game templates. They asked if the app would be available on the app store and learned that it would be a progressive web app.	Group 2 suggested a guide for first-time users. They also liked the idea of a mascot that would help users navigate the app the first time they opened a new section. One participant also suggested some short guidance arrows that they could follow to find where they need to click.