NORTHERN ARIZONA UNIVERSITY
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Escape the Nightmare Interview

https://github.com/Alex-Nelson/fluffy-meme
D.1.2 Customer Discovery
CS386 – Software Engineering
Dr. Marco Gerosa

Refined value-proposition:

A fun and engaging study resource to prepare computer science students for interviews. Discover what you know and what area(s) you need to study more, in an immersive role playing game.

Consumer segments:

We are targeting computer science students, of any level of education. Our customers are interested in video games want to learn in a new way. We're trying to help students with difficulties to learn to improve themselves.

The job they need to be done for them is giving them a way to prepare interviews that is fun. The game must have an interesting scenario and a good graphics, but also need to have room for improvement to avoid the game becoming boring.

Interview Results:

- **Interviewee: Hailey Ginther**
    - How prepared do you feel for interviews?
        - Never practiced for an interview and doesn't feel very prepared
    - What do you do to prepare for a CS interview (internship or job related to CS)?
        - Doesn't have reference materials for an interview; tends to panic two days before an interview and practice
    - What makes a game interesting for you ?

- Writing is decent and attention grabbing; it uses professional language and is not condescending to the user; the scenario is enjoyable
  - Explain the product -> do you think it would be useful ? How often would you use it?
    - Would definitely use it (feels it would be more helpful than Google searching); sounds very useful; probably use it and try to use it until no more practice questions before interview

- **Interviewee: Fabien Jacques**
  - How prepared do you feel for interviews?
    - I never had an interview, so I don't really feel like I'm prepared. Our college doesn't gives us any advice, and I've never really try to get informed, so...
  - What do you do to prepare for a CS interview (internship or job related to CS) ?
    - I never prepared for one, but I think I would go on the web and search for advices. Maybe ask my father (he's a computer scientist too)
  - What makes a game interesting for you ?
    - I'm more of a board game guy, but I guess some of the features can be applied to video games. It should have an attractive graphics, not really amazing but likeable. I like strategy games and puzzles, so I think I might enjoy yours. It also need to have interesting mechanics, and once the game is over, you should be able to replay it and it shouldn't be annoying. I like video games like Professor Layton !
  - Would you use it more like a game, or more like a study tool ?
    - My first idea would be to use it as a study tool. However, if I find the game interesting, I would maybe play it just for fun! So it depends I guess.
  - Explain the product -> do you think it would be useful ? How often would you use it ?
    - The idea seems interesting so there are good chances that I would use it when I need to prepare an interview.

- **Interviewee: Charles Chatwin**
  - How prepared do you feel for interviews?
    - I don't.
  - What makes a game interesting for you?
    - A constant flow of action, a sense that everything is timed. And you have free leeway to do whatever you want on whatever path but everything goes at a constant flow, not something like where you have a screen, a question, and you put an answer. That's just dull.
    - More interactive, not constrained to just be one thing at a time, you have options to expand
  - Explain the product -> do you think it would be useful ? How often would you use it ?
    - That depends on how relevant [questions] were, not necessarily how good they were.
    - Based on what you have, you would have to make it a lot more interactive, more action based if you wanted it to be more fun.
    - I would use it maybe up to three days before an interview.
  - How important is a storyline to a game? Would storyline or the aspect of to study be important for our game?
    - It really depends on the kind of game. I would say, as an avid gamer, a storyline would definitely peak somebody's interest so somebody would be more likely to do it if there was a better storyline.
  - Any critiques you have?
    - Some kind of objective that's achievable.

- **Interviewee: Bérangère Subervie**
  - How prepared do you feel for interviews?
    - I'm prepared, I think. I've already have one, so I know how it goes, but I really a shy person, so each time I have an interview or a meeting with someone, I'm really stressed! I would need more preparation to relieve stress, I think.

- What do you do to prepare for a CS interview (internship or job related to CS)?
    - I prepare a speech that I repeat and learn by heart. Like, who am I, my studies, why do I want this job. Then I practice with my boyfriend, as you know he's working at Dassault as a computer scientist, so he helps me with my speech. He asks me questions, I try to answer… But sometimes he doesn't have time so I just do it myself.
- What makes a game interesting for you?
    - I don't really like video games, but like Fabien I love board game. A game for me needs to be interesting: a good scenario and good graphics. I like strategy games. One of my favorites is Hanabi! It's a cooperative board game where you need to put the good cards on the board of the game… and you don't see your cards! So the others players are giving you advice to help you. That's what I like in a game: cooperative and strategic, where you learn to work in a team.
- Would you use it more like a game, or more like a study tool ?
    - More like a study tool, I guess. Like I said, I prefer board games, and playing with other. It would maybe be interesting to be able to play with someone else, like in a team. You would still be able to learn!
- Explain the product -> do you think it would be useful ? How often would you use it?
    - I think it would be useful, but maybe not for everyone. It depends on the way people try to work on their interview. But I would probably use it !

- **Interviewee: Chandler Hayes**
    - How prepared do you feel for interviews?
        - Not prepared at all.
    - What do you do to prepare for a CS interview (internship or job related to CS)?
        - Haven't had one before, but would probably go over old projects and different data structures. It would depend on what I would be doing for the job.
    - What kind of technical questions do you go over before your interview?

- Now I'm all nervous. It would probably be along the same lines of studying for a test. Like old text books or maybe online to be more relevant.

- Explain the product -> do you think it would be useful ? How often would you use it?
    - I like the idea and I think it would be a good idea, but to have it more broad (to include more majors.) I think you should ask CS students who have had interviews for interview question inputs. If I had an interview, I would probably use it since I don't know how to prepare because I've never had an interview.

- Would you like it to be more like a game, or more like a study tool ?
    - Having the option for either would be helpful. Game would be more fun, but study tool more useful.

- What makes a game interesting for you ?
    - I like to do puzzle games. I know a lot of CS majors like puzzles. You could do riddles, too.

- **Interviewee: Kelvin Rodriguez**
    - How prepared do you feel for interviews?
        - I usually wing it, and that works for me. I mean, I do some research beforehand, but I know what I know and I know what I don't know. Cramming the night before isn't going to help.
    - What do you do to prepare for a CS interview (internship or job related to CS)?
        - Research location, figure out the time I need to show up. I'm mostly just paranoid about the time I show up.
    - What kind of technical questions do you go over before your interview?
        - Technically, none.
    - What feedback, if any, did you receive from the person/people who interviewed you?
        - That varies so much. In general, I tend to get 50/50 between continuous feedback, and poker-face the whole interview-long.

- o Can you give me an example of a technical question you were asked in your interview(s)? How did you respond to it?
  - ▪ Coding ones are always really good. They usually tell me to give them a technical problem I faced. They're checking your judgment. For example I was once asked: What is an elegant way to code the intersection of a sphere?
- o How differently would you have studied for your interview?
  - ▪ I wouldn't have studied at all. It was basic linear algebra - what do you study for that?! I didn't know what was coming ahead of time. But it depends. If I was going for a job with Google, for example, I would study basic data structures.
- o Anything else you want to comment ?
  - ▪ In the end, doing an interview is a matter of A) being honest, because you could look like an asshole, and B) When people say you have to practice, that means be ready for the curveball questions. For CS, think about the problems you have solved and how you did it. Something useful, is listing interview question off, and practicing them. Interview question after interview question is the easiest.
- o Explain the product -> do you think it would be useful ? How often would you use it?
  - ▪ N-Yeah. I mean sure. I probably wouldn't use it, but I can see it helping some people.
- o Would you like it to be more like a game, or more like a study tool ?
  - ▪ Probably study tool. I feel if you try to gamify it, it would be a thinly disguised tool. If you can figure out a way to do it, I would be impressed.

- **Interviewee: Gavin Valencia**
  - o How prepared do you feel for interviews?
    - ▪ Never had a CS interview and doesn't feel very prepared
  - o What do you do to prepare for a CS interview (internship or job related to CS)?

- If they were to prepare for an interview they would research the company and what kind of questions they ask. Then two or three days before the interview they would study this topics.
  - What makes a game interesting for you?
    - Good graphics and a great story line. The story is everything in a role playing game.
  - Explain the product -> do you think it would be useful ? How often would you use it?
    - I would use it for my first three interviews but after a while I didn't think I would need it.

- **Interviewee: Professor Leverington**
  - How do you help prepare CS students for a job or internship (CS related)?
    - I have advised students and I do have a lot of great book recommendations for students to read to prepare for interviews.
  - What do CS students lack ?
    - Each student is different and the areas they need to work on are different for each student.
  - What kind of feedback did you give the students?
    - Again that varies case by case. I would say that students do need to prepare more in advance, don't just try to study a week in advance. You really need to know the material.

Group Participation:

Alexis Alvarez – 26%

Lisa Arneau – 22%

Alexanderia Nelson – 25%

Summer Stapleton – 27%