User Protocol

Participants were recruited because of their participation in a previous section of the study and their liking of the idea of zoom games

We plan to share the prototypes with the participants by making PowerPoints displaying how the game would be presented and carried out. While walking through the game/prototype the participants will complete tasks to show their understanding.

The tasks we asked the participants to partake in are to act as a player of the game and ensure they understand how to play, control, and access the games.

The exact words we used to gave them to complete tasks: “Pretend you are trying to access the games, Are the games easy to find? After viewing the prototypes do you understand how to send a game invitation?

The questions we asked to illicit feedback are …

* What game do you prefer the most? Why?
* What game do you prefer the least? Why?
* Do you think this can be done more efficiently?