**Title: Casual Gameplays of Different Card Games**

**Methods:**

* Having sessions of gameplay with the interviewees of 2 different card games.
* Observing the different lapses while doing the gameplays.
* Tracking how long each gameplays take.
* Comparing gameplay of 1v1 and multiplayer.

**Insights and Breakdowns:**

* Discovering that players usually use self calculations and manually remembering important notes and progress of the games.
* The gameplay time depends on how complicated the card game is and how many players are playing. (For ex: MTG Commander mode takes 30 minutes and/or more than Standard/Modern mode which usually takes 15 mins or less, multiplayer requires more time for each player than having 1v1).
* Keeping track of each individual player’s board state by only relying on dice takes a lot of the time.
* Having more players makes the game more complicated. (Some card games can have more than 2 players)

**Unmet Needs Identified:**

* The discovery led to make a conclusion that the manually tracking each players’ progress makes it harder to keep the each players into the same phase and makes the gameplay confusing to all other players.