

CSCI-431w

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Protocol: TCG Binder

Introduction

Welcome [participant], and thank you for participating in our study. Today, you will be interacting with a TCG (trading card game) application. Documentation of your interaction with the app will be kept using this form. All documentation will be deleted after the study concludes. Any personal information will be kept strictly confidential.

We would like to ask that as you interact with the app that you “**think out loud**” by **vocalizing the actions you take** as you perform them. Any spur-of-the-moment thoughts or opinions about any features or experiences are encouraged.

Do you have any questions?

1. Background - get some information about their previous experiences, expectations, etc
 - a. How long have you played trading card games (if at all)?
 - b. How serious are you about trading card games?
 - c. What trading card game applications have you used before if any?
 - d. What do you expect a trading card game application to provide to best serve your needs?
 - e. What features would you expect to not see in a trading card game application?

2. Tasks (several) - set up a problem and observe their behavior
 - a. Imagine you use a tcg app to track your physical card collection digitally. You have received a handful of new magic the gathering cards and want to make sure that your digital collection reflects your physical collection. See if you can make your digital collection reflect the new cards that you have received. Record steps the user took, including mistakes and backtracks.
 - i. User successfully scanned a new card: []
 - ii. User successfully inputted new card: []
 - iii. On a scale from 1-5, 1 being "Very difficult" and 5 being "Very easy," what would rate the difficulty of this particular task? Why?
 - b. Most tcg applications allow users to post deck lists and share them with other users. See if you can figure out how to share a deck that you have created with other users of the application as well as making the deck visibility public. Record steps the user took, including mistakes and backtracks. Record steps the user took, including mistakes and backtracks.
 - i. User has/sets a collection to "public" visibility []
 - ii. Task completed successfully: []
 - iii. On a scale from 1-5, 1 being "Very difficult" and 5 being "Very easy," what would rate the difficulty of this particular task? Why?

- c. You are looking to build a new deck to take to your local trading card game store to play against other players. Use the application to help you find a deck that you would like to create. Record steps the user took, including mistakes and backtracks.
 - i. User successfully locates a deck []
 - ii. On a scale from 1-5, 1 being “Very difficult” and 5 being “Very easy,” what would rate the difficulty of this particular task? Why?
 - d. Many applications offer details about market listings and prices for cards. Examine what market/pricing details are provided to users. See if you can retrieve enough information to feel confident that you can sell your card if you so desired. Record steps the user took, including mistakes and backtracks.
 - i. User Reports: Enough information [] Lacking Information []
 - ii. On a scale from 1-5, 1 being “Very difficult” and 5 being “Very easy,” what would rate the difficulty of this particular task? Why?
3. Debrief - wrap-up questions and gather final feedback
- a. Did your experiences match your expectations of what a trading card game application should be?

- b. Which tasks were satisfying to complete? Which ones were difficult?
- c. What was the best aspect of your experience using our app?
- d. What was the worst aspect of your experience using our app?
- e. What are some changes you would recommend?
- f. Does the organization and navigation between pages make sense?
- g. Are there any other features you would like to see implemented?