Data Collection Templates

CS3410, Team Six, Dungeon Master's Assistant

Cody Strange

Paul Pena

Ryan Hillstead

William Thackery

Interview Template

Summary: This is the template for running an interview, the interviewer should be able to create a copy of this and fill out all the [ ] example data with real world data. Questions will be mainly used from our interview plan however all interviews should be adapted for the setting and situation.

Interviewer
[Cody Strange]

Subject ID
[U1]

Questions
1. ["How do you usually start your campaign planning?"]
2. ["How important are visual aids?"]
3. ["What do you currently use for visual aids?"]
4. […]
5. […]
6. […]

Responses
1. ["I start by opening my four main files from file explorer, opening a random name generator and pulling up YouTube to listen to some music"]
2. ["I like them, but I usually struggle to find good images to represent what I want.
   I don't typically use them for most of my generic encounters.
   I do have custom maps."]
3. ["Inkarnate"]
4. […]
5. […]
6. […]

Conclusion
Note: Conclusion can be done as bullet points or a paragraph. Summarize responses into items that our application can solve.
- [Subject must manage multiple files at once from different locations]
- [Subject uses digital software for things like maps but struggles to get regular visual aids into their campaign]

Observation Template

Summary: This is the template for running an observation, the interviewer should be able to create a copy of this and fill out all the [ ] example data with real world data. Though observers may have to modify it based on the situation they are observing.

Observer

[Cody Strange]

Subject ID

[U1]

Observed Actions

1. [Subject struggles to find encounter file and delays the campaign a couple of minutes]
2. [Subject uses a friend's YouTube as the sound board for the campaign]
3. [Subject has to swap between five different tabs throughout a single encounter]
4. […]
5. […]
6. […]

Pain Points

1. [juggling multiple files at once]
2. [Relying on in game player for bgm]
3. [Using to many applications at a time]
4. […]
5. […]
6. […]

Conclusion

Note: Conclusion can be done as bullet points or a paragraph. Summarize what our application could do to solve the pain points

- [File organizer designed to easily find encounters]
- [Sound board labeled for specific encounters and scenarios]
- [Multiple features so no need to navigate multiple applications at a time]

Reviews of Current Products Template

Summary: Each review will contain the product name, its rating and the consensus of the good reviews and bad reviews. This will let us see what people like and what they hate about current products. Team members should be able to just copy this template and fill out the [ ] example data with real data.

Product

[D&D Beyond]

Rating

[3.6/5]

Positive Reviews

- [People really liked their rules compendium]
- [People really liked their encounter creation]

Negative Reviews

- [People dislike the subscription costs]
- [People dislike lack file organization]