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. After individual interviews are completed all data will be combined into one interview template.

## Interviewer

Cody Strange

## Subject ID

U1

## Questions

1. What tools have you used to plan and execute the campaign?
2. Most time consuming parts of creating a campaign
3. How often do you have to take time and pause the game to look stuff up
4. Have you used custom content and how often
5. Importance of visual aids
6. Rules and mechanics
7. Difficulties and struggles with planning outside of game
8. If you could have one dream feature on a digital tool

## Responses

1. DND beyond encounter(combats and initiatives), Narrative wise just a sheet of notes of narrative.
2. Player management (participation and such). Battle planning, creating a variety of interactive environments. Setting proper difficulties.
3. Lots of prior knowledge and improvise. Spells and how they interact
4. Every setting has been homebrewed, but every mechanic, items, monsters are rules as written
5. Visual aids for battle terrains, not so much for monster accuracy besides quick pictures
6. Long descriptions of spells and abilities
7. How many players are going to participate, how concrete the plans are (people might not show up or cancel last minute)
8. Virtual tabletop that integrates with dnd beyond stats and effects. Player side initiative count in dnd beyond app.

## Conclusion

Note: Conclusion can be made as bullet points or a paragraph. Summarize responses into items that our application can solve.

* Encounter creator like dnd beyond.
* No campaign managing tools.
* Campaign mainly revolved around creating unique combats and environments.
* Struggled with scheduling sessions with players.
* Almost all desired features were encounter related.

# 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. After individual interviews are completed all data will be combined into one observation template.

## Observer

Cody Strange

## Subject ID

U2

## Observed Actions

1. Prepare Music - Gloriae Templum
2. Open google drive - use for note taking and organizing
3. View previous campaign to get understanding of how to layout the current campaign
4. Uses overview and chapters to organize notes, but is used loosely
5. Write out brief campaign overview beginning/middle/end very loose
6. Uses Inkarnate for map building
7. References a previously created timeline of the world to draw inspiration for the campaign – Uses google docs to create timeline
8. Comes up with city name on the spot
9. Record players and player information(race, class, unique ability)
10. Create a campaign on dnd beyond
11. Use character creation in dnd beyond to decide what content and settings to use in the campaign (which books to allow, xp/milestone based, etc…)
12. Reference dungeon master’s guide on dnd beyond
13. Determine what homebrew rules to use

## Pain Points

1. Finding specific information in previous campaigns
2. Have to use a previous campaigns as templates for new campaigns
3. Finding information in folders to use to plan current campaign like villains/lore
4. Determining which dnd content to use for the campaign
5. Looking for which levels are “trash” in related to dnd characters
6. Looking for specific rules

## Conclusion

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

* Main pain was in searching for information in previous folders
* Spends very little time on encounters, mainly on world building