Data Collection Templates

**CS3410, Team Six, Dungeon Master’s Assistant**

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# 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. [“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.”]

1. [“Inkarnate”]
2. […]
3. […]
4. […]

## Conclusion

Note: Conclusion can be made 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]

## Miscellaneous Notes

Note: Any thoughts, or notes that you the team member wants to write down that don’t fit in the previous categories.

* […]
* […]

# 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

U1

## 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

* [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]

## Miscellaneous Notes

Note: Any thoughts, or notes that you the team member wants to write down that don’t fit in the previous categories.