# Duncan Everson

CS352 Final Presentation

Team 30 Prototype

Usability Problem and Target Audience

We made a video gaming hub, enhancing the usability of multiplayer games and the process of coordinating video gaming sessions with friends and family. Our application provides helpful guidance for players to understand which games they own that are compatible with multiplayer sessions. Knowing this will prevent user error from purchasing a game incompatible with the rest of the group. For our project, our target audience was video gamers aged 13-50+ who coordinate gaming sessions with others on a regular or semi-regular basis, are interested in discovering new multiplayer video games to play with their group, and are familiar and comfortable with navigating video gaming platforms and/or mobile applications.

Decision 1 - Back Buttons

We decided to implement back buttons into the application at the bottom of each feature (excluding the feature landing pages and directly adjacent pages) based on Jakob Nielsen's 3rd Usability Heuristic covered in class. This heuristic was titled User Control and Freedom, and related to allowing users to abort an action if they changed their mind [1].
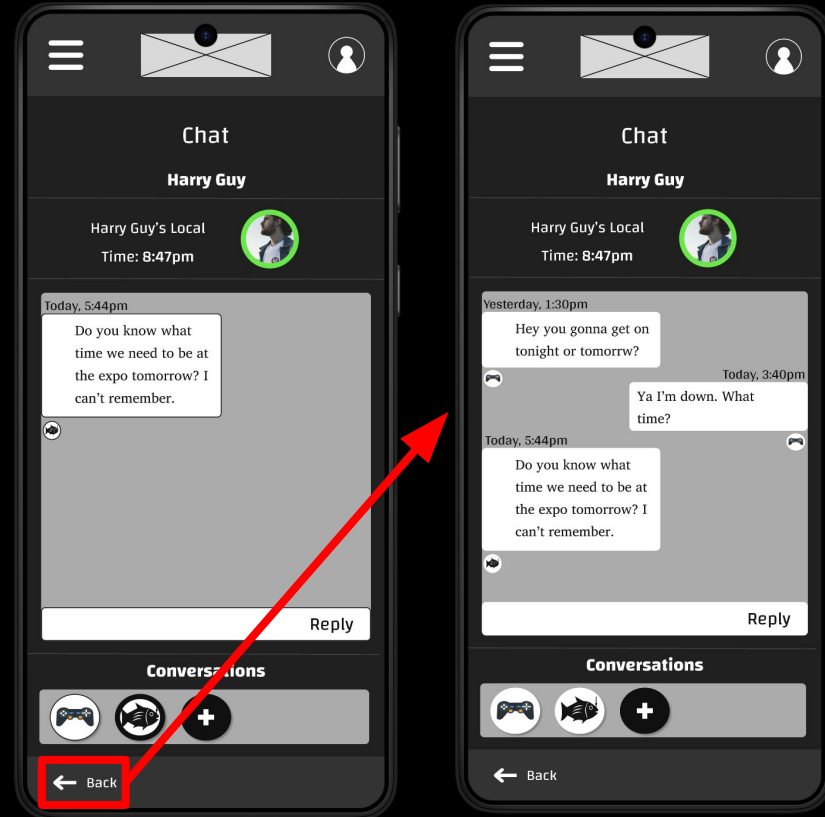
Decision 2 - Online Status

In our generative research interviews, we found that many interviewees would like the ability to see the online status (e.g. offline, online, etc.) of those in their friend groups. This led us to develop color coded visual and descriptive indicators for users' online status and availability to play.
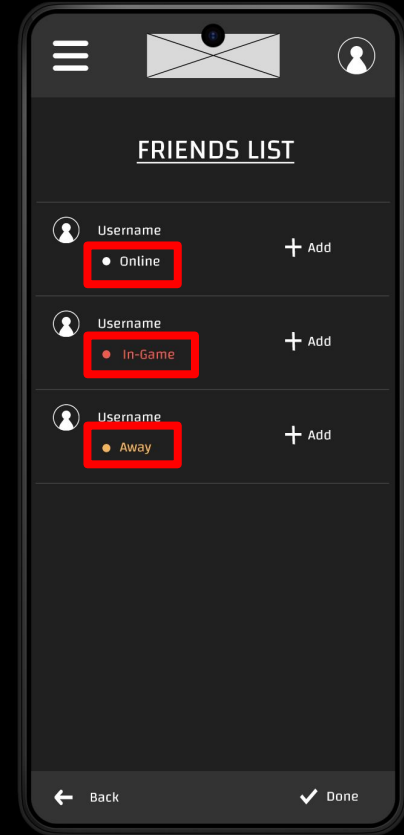
Decision 3 - Game Playability Indicators

In our generative research interviews, we found that interviewees wanted to know whether they can play their games together or if they can't play the game together, why they can't. Based on this, we included game playability indicators (e.g. ready to play, requires update, missing content, etc.) so that group members could tell at a glance what they need to play together.
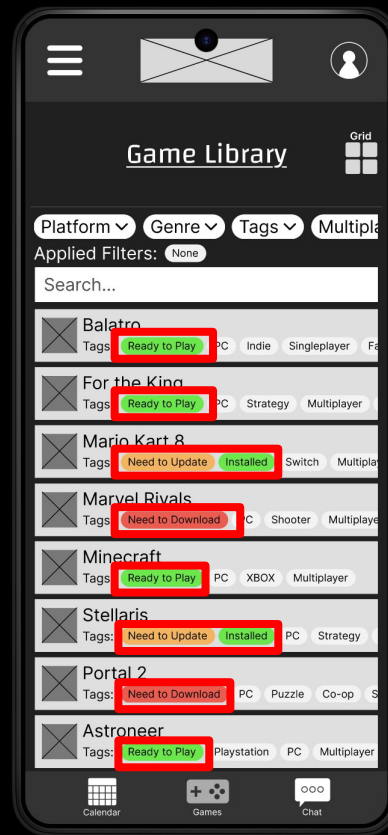
Decision 4 - Additional Color Themes

In our formative research, it was revealed that some usability test participants preferred to interact with the application using different color themes than the baseline grayscale. We incorporated this insight into our prototype by providing the user the ability to switch the application's color theme from the user settings.
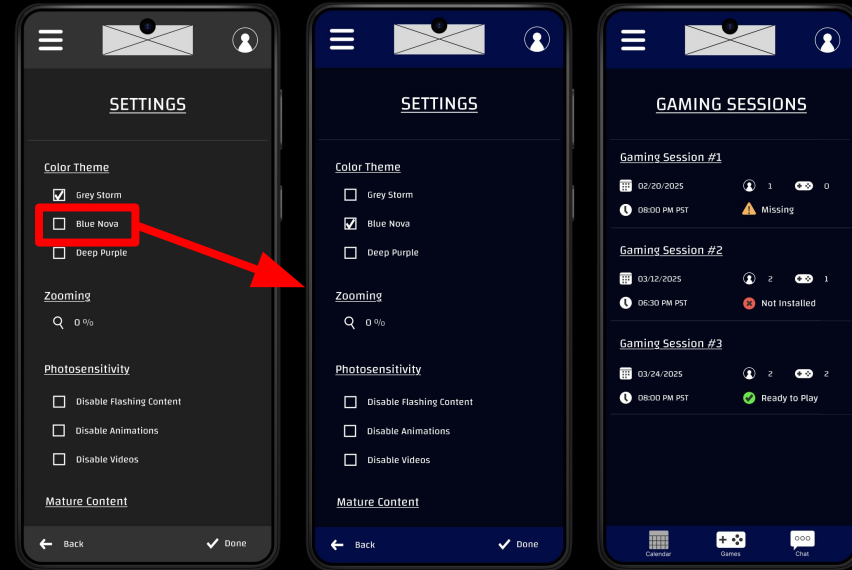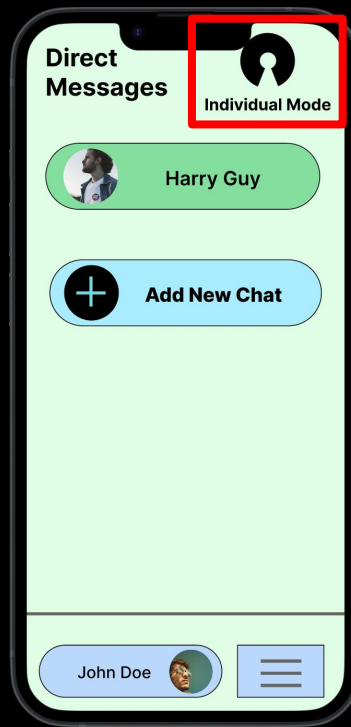
Decision 5 - Hamburger Navigation

In our formative research, usability test participants expressed the desire for top-level navigation capability to traverse to any other portion of the app. We implemented this in the prototype by adding a hamburger menu that would always be present in the upper left corner of the screen.
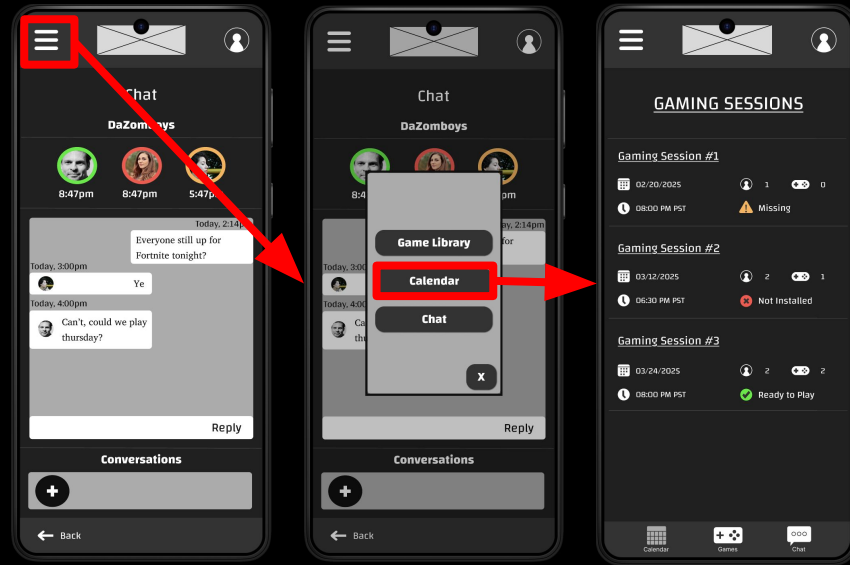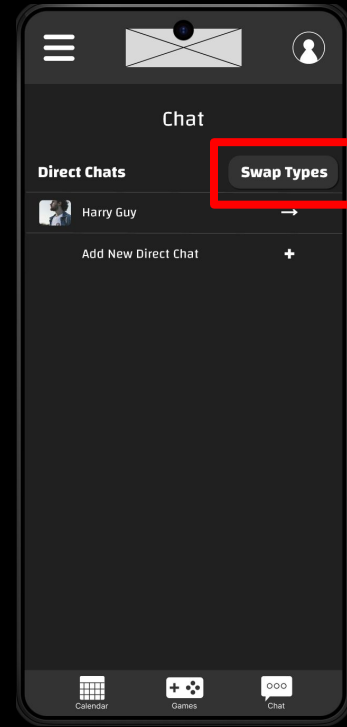
Decision 6 - More Learnable Chat Button

In the formative research regarding the chat feature, both a usability test participant and a cognitive walkthrough indicated that it was unclear that the button to swap message types was actually a button. In the final prototype, a different color was added for the clickable area, along with a call-to-action contained within it to aid learnability.

Direct Messages

Individual Mode

Harry Guy

+ Add New Chat

John Doe

Chat

Direct Chats

Swap Types

Harry Guy →

Add New Direct Chat +

Calendar   Games   Chat

Decision 7 - User Content Settings

We implemented text size adjustment setting based on the 2nd Universal Design Principle covered in class. This principle was titled Flexibility in Use, and related to accommodating different preferences and abilities in users [2]. With this principle in mind, we made a zoom feature to allow users to easily increase their text size if they want.
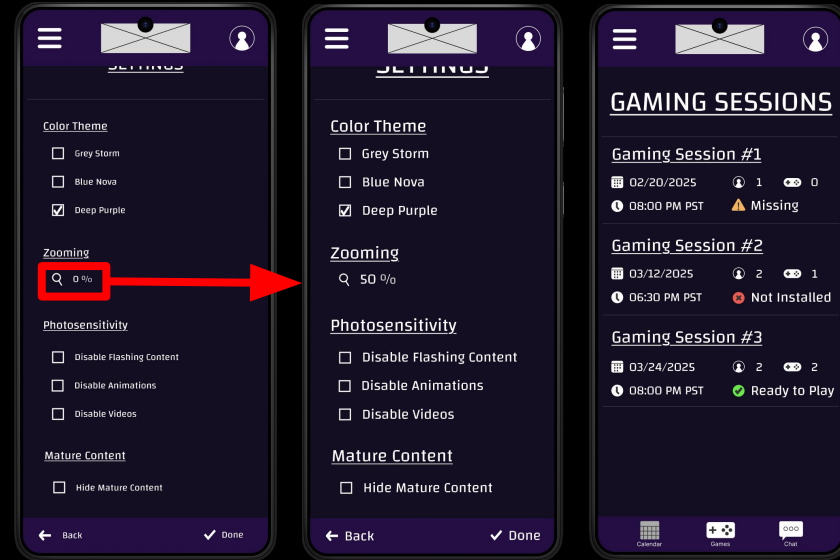
# Decision 8 - Consistent Icons

We implemented a variety of icons based on the predominant use of the icons in other applications and contexts (ex, hamburger for navigation, + for adding something, etc.). This was based on Jakob Nielsen's 4th Usability Heuristic, Consistency and Standards. This heuristic relates to following internal/external conventions so users can rely on familiarity to navigate [1].
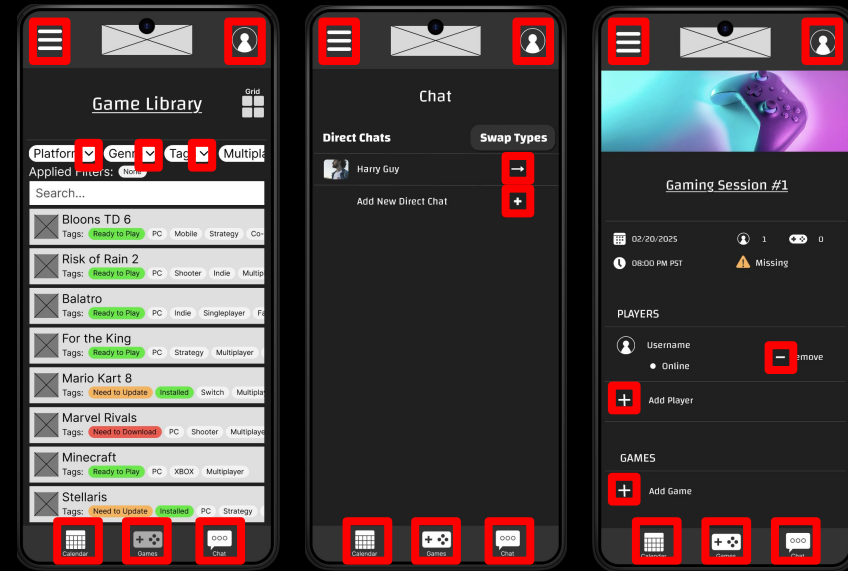
Decision 9 - Game-Specific Information

In our generative research we found that many interviewees wanted visual indicators and specific filtering for game-specific information (e.g. game platform(s), cross-play compatibility, game format, number of players, etc.). We implemented this in our game library feature, where each game in the library has a tag on it for a specific piece of game-specific information.
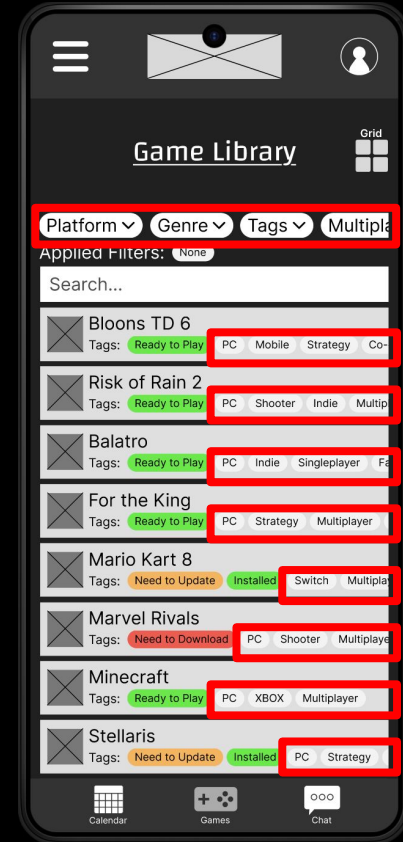
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All other icons and components created by the Project Group 30 team.