

Interview documentation (formative evaluation)

Background and purpose

The project is about developing a tool for Pokémon players that combines:

- a team builder,
- a damage calculator,
- and an AI assistant that can answer questions and do analysis around team building and combat.

The purpose of the interview was to:

- Evaluate the current layout of the interface in an almost finished state.
- Examine how an experienced user understands the structure and functions, and collect concrete suggestions for improvements to both the design, functionality, and information structure of the implementations when they are soon to be complete.

Method

Participants

The interviewee has a great interest in Pokémon and experience using existing tools such as team builders and damage calculators. They are therefore close to the intended target group for the product.

Interview guide and structure

The interview was once again conducted as a semi-structured user interview using the think-aloud method:

- The participant was initially asked to think aloud as they were presented with the website's different pages.
- The interview was based on three main views of the prototype and the login screen:
 1. Home / Team page with AI Assistant
 2. Detail View for an Individual Pokémon
 3. Damage Calculator
 4. Login screen
- After reviewing the views and trying out their functions, more open-ended questions were exchanged regarding expectations from certain functions and the feedback the user receives from using them.

Four interviewers participated, asked questions towards the interviewee, clarified when necessary, and followed up with open-ended questions regarding their respective part of the project.

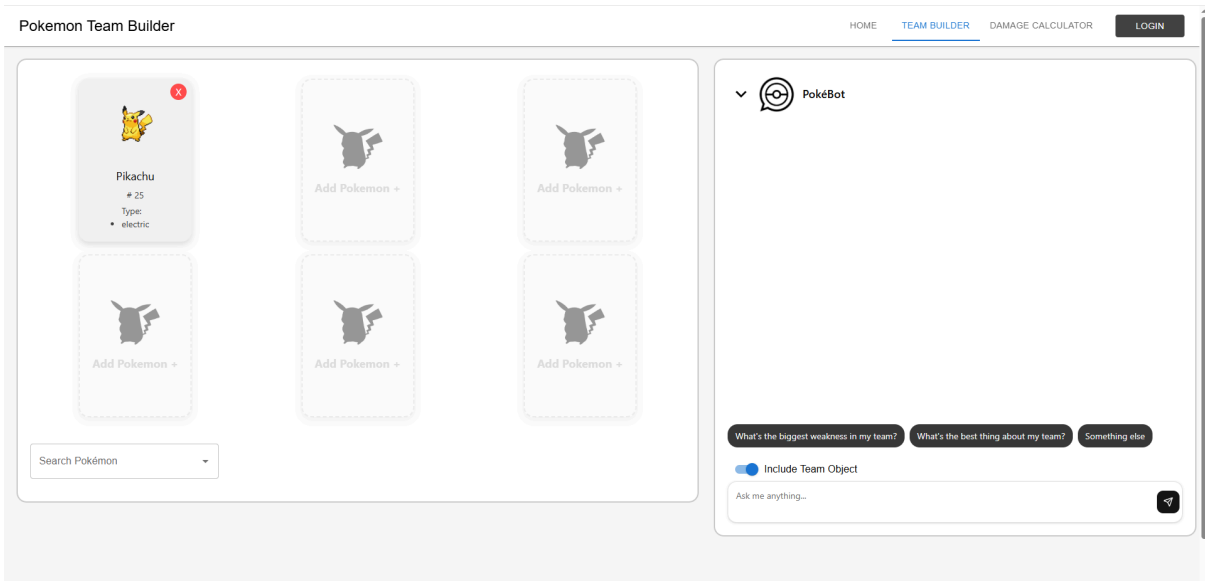
The consultation

Introduction

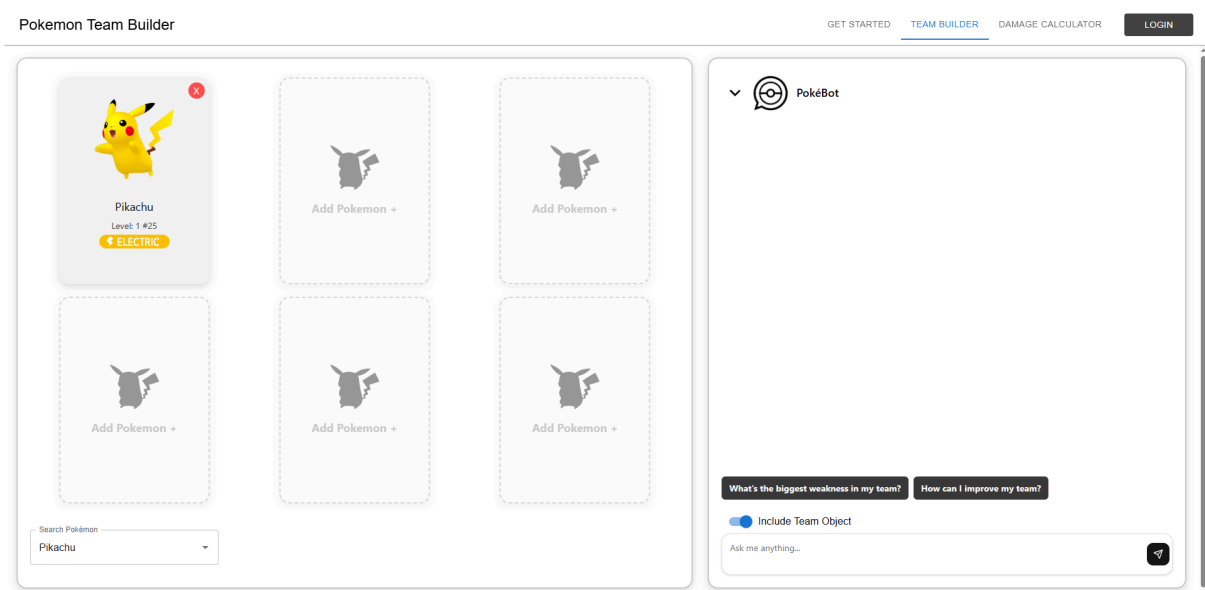
The interview began by bringing the interviewee up to speed with what has happened since the last time, since the interviewee is already well-versed in Pokémon and needed no reminders on how to think-aloud.

TeamView (Website)

before consultation



final version



The interviewee was first presented with our current team view, with the team on the left and the chatbot to the right. The participant was asked to add a Pokémon to the team, and their first instinct was to press one of the large add Pokémon cards, which then opened up the search bar below.

Adding Pokémon was done by searching in the search bar, where the participant wanted to search for the Pokémon Mewtwo. By searching this in the textbox, Mewtwo appears as an option in the dropdown menu, and the participant wanted to click it to add it to the team, which did exactly that.

When prompted to remove a Pokémon from the team, the red cross was the button they wanted to press to do so, which was the correct answer.

The interviewee was asked how to minimize the chatbot window to the right, and their first guess was to press the down arrow to the top left of its window. This was the correct answer, which presented the participant with a minimized view of the chatbot with some pre-made questions. When asked how to toggle including the team or not, their answer was the switch with the label “Include Team Object”, which once again was the intended answer.

To view additional information about a Pokémon, the participants' first instinct was to press one of the cards that represent a Pokémon, which didn't work at the consultation, but does in the final version.

Detail View for an Individual Pokémon before consultation

Pokemon Team Builder

HOME TEAM BUILDER DAMAGE CALCULATOR LOGIN

BACK TO TEAM BUILDER PREVIOUS NEXT

pikachu

Stats:

35 + 0 hp EV

35 + 0 attack EV

40 + 0 defense EV

50 + 0 special-attack EV

50 + 0 special-defense EV

90 + 0 speed EV

Tera Type: electric

Move: No move info loaded

Move: No move info loaded

Move: volt-tackle

Move: No move info loaded

Ability: static

Chosen ability: static
Description: Whenever a move makes contact with this Pokémon, the move's user has a 30% chance of being paralyzed. Pokémon that are immune to electric-type moves can still be paralyzed by this ability. Overworld: If the lead Pokémon has this ability, there is a 50% chance that encounters will be with an

PokeBot

What's the biggest weakness in my team? What's the best thing about my team? Something else How do you like the attacks?

Include Team Object

Ask me anything...

(zoomed out to fit everything in one screenshot)


final version

Pokemon Team Builder

GET STARTED TEAM BUILDER DAMAGE CALCULATOR LOGIN

← Back to team builder Previous Next →

Pikachu



Type: **ELECTRIC**

Level: 100

222 Hp EV 0 168 IV

172 Attack EV 0 228 IV

104 Defense EV 31 0 IV

105 Special Attack EV 0 0 IV

105 Special Defense EV 0 0 IV

203 Speed EV 0 0 IV

Search item: Revive

Revive

Used on a party Pokémon: Revives the Pokémon and restores half its HP.

Move: Pay Day
Pay Day
Power: 40
Accuracy: 100
Type: Electric
Damage type: Physical
PP: 20

Move: Slam
Slam
Power: 80
Accuracy: 75
Type: Electric
Damage type: Physical
PP: 20

Move: Body Slam
Body Slam
Power: 85
Accuracy: 100
Type: Electric
Damage type: Physical
PP: 15

Move: Double Edge
Double Edge
Power: 120
Accuracy: 100
Type: Electric
Damage type: Physical
PP: 15

Ability: Static
Static
Whenever a move makes contact with this Pokémon, the move's user has a 30% chance of being paralyzed. Pokémon that are immune to electric-type moves can still be paralyzed by this ability. Overworld: If the lead Pokémon has this ability, there is a 50% chance that encounters will be with an electric Pokémon, if applicable.

Nature: Hasty
Decreased stat: Defense
Increased stat: Speed

How can I improve this pokemon?
PokeBot

By clicking the card, the interviewee was presented with the detail view for an individual Pokémon, where the top left shows the Pokémon's name and sprite, the middle its base stats and sliders for EVs, and the bottom contains dropdowns for moves and ability.

The participant's first action was to try moving the different sliders for EVs and noted that the bonus value changed. They noted that they would like a summation of the base stat and the bonus value, with an equals sign separating them on the same line as the current numbers.

Using the dropdown for moves gave the interviewee all options available for that Pokémon, which was what they expected. They also appreciated the fact that additional info about a move was presented when chosen. The dropdown for the Pokémon's ability also functioned as the interviewee expected, where all available options were presented, with a description of what the ability does if chosen.

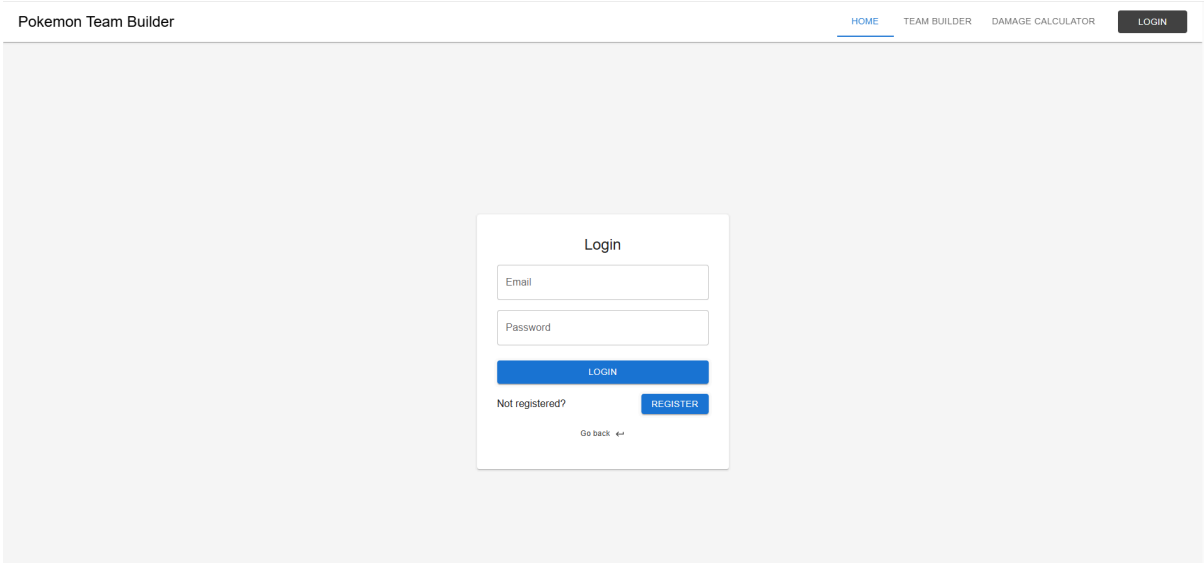
The participant pointed out that the view at the moment has a lot of empty space and wondered if this was intended. They also mentioned that IVs, nature, and items were missing from the detailView, and would appreciate a summary for the Pokémon's total stats with all factors included. These have been taken into account for the final version of the detailspage.

(zoomed out to fit everything in one screenshot)

valid option. They also stated that they felt that the base stats for the chosen Pokémon were currently missing from the calculator and supported their impression that the Pokémon name they typed previously was somehow not registered. This was only a problem for the options that were not dropdown menus. The ones that were dropdowns behaved as the participant expected, with all the options that they would need for calculations. These opinions were taken into account, and can be seen in the final version

The general flow of the calculator was clear to the interviewee, since they put together a short combat scenario using some of the available options and pressed calculate, which showed the result for the scenario.

Login Screen



The screenshot shows the login screen of the 'Pokemon Team Builder' website. The header includes the site name 'Pokemon Team Builder' on the left and navigation links 'HOME', 'TEAM BUILDER', 'DAMAGE CALCULATOR', and a 'LOGIN' button on the right. The main content area features a central login form with the title 'Login'. The form contains two input fields for 'Email' and 'Password', followed by a blue 'LOGIN' button. Below the button, there is a link 'Not registered?' and a blue 'REGISTER' button. At the bottom of the form, there is a 'Go back' link with a left arrow icon.

After the participant had given their opinions on the main views of the website, they were prompted to log out. The evaluation had begun with them already logged in, and they immediately knew to press the LOGOUT button to do so.

When asked to log in again, they pressed the same button that now said LOGIN, which took them to the login screen. The interviewee said that the page looked as they would expect from a login page, and stated that it also acted like what they would expect, with the options to log in, register, and go back.

Overall impression

The interviewee once again expressed a positive impression of the overall project:

- Making a teambuilder that first has a fast way of assembling a team, and then working on their moves and abilities, works well.
- Having a damage calculator available on the same website allows for streamlined calculations
- The chatbot can be a helpful tool for a beginner to use instead of having to go to different websites to collect all the information that they need to make decisions regarding their team and damage calculations.

Design and usability aspects

What worked well

- **Overview in the team builder:** They found the overview of the team to be clear and that all actions functioned as expected.
- **The Detail view:** The options that were available for the interviewee were easy to operate, with obvious and expected user feedback when used.
- **AI window:** It was clear to the interviewee how to operate the chatbot and how to use the pre-made questions. When prompted to minimize the chatbot, the interviewee immediately knew how to do it.
- **Damage calculator:** Everything that the interviewee expected data-wise is included in the damage calculator page, with a clear flow to how a user should enter the parameters for the calculations, and how to calculate. The different fields in the field section of the calculator acted as the interviewee expected, with according game logic.
- **Visual style:**
 - It looked “nice” and had a coherent and sleek design.
 - Easily readable text for the whole website.

Confusing aspects

Some noteworthy observations from the interviewee were:

- **Top Bar:**
 - Unclear what the difference between the Home page/Team builder was and why both led to the same page.

- **Detail view:**
 - Some data, such as IVs, items, nature, and a summation of basestats, EVs, and IVs were missing from the page.
 - The current layout leaves information outside of the screen, making it hard to read, while also having a lot of empty space that could be filled by the previously mentioned summary.
- **Damage Calculator**
 - There was insufficient feedback for the user when filling out the different fields, since both the species field and move field weren't dropdowns, but instead ordinary text fields, which provided no indication whether what the user wrote was correct or not.
 - The interviewee also noted that since there are no base stats present in the calculator and no fields are filled in when a Pokémon is entered, it is not clear if a user has entered an eligible Pokémon or made an error.
 - They would also like to see a summation of both the attacker's and defender's total stats in the calculator when IVs and EVs have been entered

Suggested improvements for the project

Navigation and structure

- Make each button of the top bar lead to a unique place.

Interaction design

- **Damage calculator:**
 - Drop-downs for species and move.
 - Automatically fill in information that is given from an added Pokémon to the different fields.
 - Present a summary of a Pokémon's stats.
- **Detail view:**
 - Add a summary for the total stats the Pokémon will have.
 - Add an icon for the next and previous Pokémon in the team.

Visual design

- Ensure that the information that is expected in detailView is present on the screen.
- Base stats in the damage calculator when an eligible Pokémon has been chosen to improve user feedback.

Summary

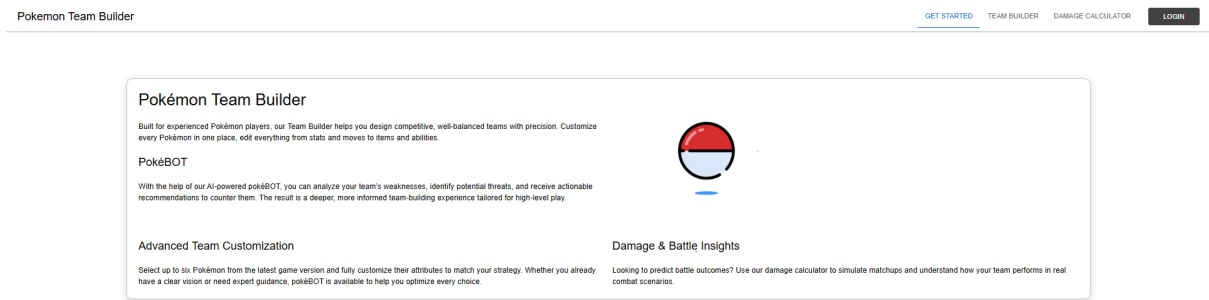
The evaluation of the current site was overall a positive impression from the interviewee, where the original idea has taken a more concrete implementation. The flow of adding Pokémon to the team and working their way through details in the detail view was easy to understand, and the interviewee had few problems navigating the website, despite not controlling the mouse themselves. The interviewee still has a positive view of the website, with only some minor betrayals of their expectations, primarily regarding information in the details view and the user feedback in the damage calculator

The most important next steps for the project before the deadline are to:

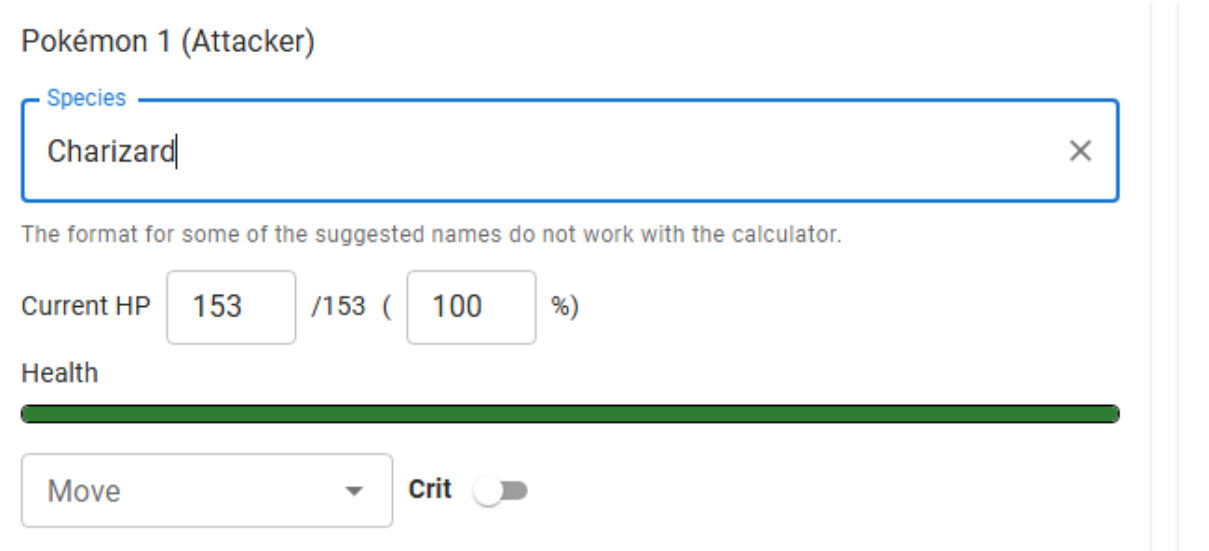
1. Present all information, including missing information, in the detailView in a user-friendly way.
2. Improve interaction feedback in the damage calculator (dropdowns, show base stats for a Pokémon, generally make it obvious to the user that their choices impact the calculation).

Addressing these points will ensure that our website and the tools it provides are useful and user-friendly for our intended audience

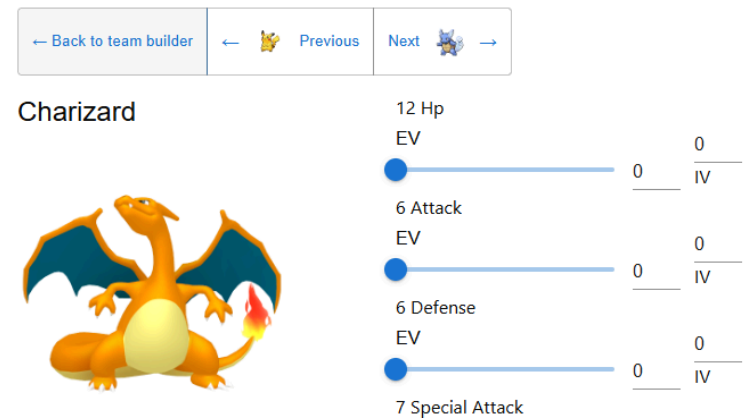
What was acted upon



The menu bar's buttons each lead to a unique page, with a new landing page accessed through GET STARTED or clicking the top left.



The damage calculator now has clear user feedback on inputs and automatically fills in suitable fields with a summary of the pokemon's stats.



Detailsview has icons for the previous and next pokemon, with control over all its stats on through sliders and input boxes.