Part 1: Group plan

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Revised project description:

Original project idea: application for PC video game ranking.

This app will allow gamers to search for games through game rankings and genre to find a game that they want to play. The app will be able to gather video game scores from various gaming sites like pc gamer or ign. Users will also be able to rank and rate games that they have played. When viewing the game rankings something like rotten tomato where you can see both the critic score and the user scores will be accessible on the app.

We can let the user choose from separate categories such as FPS, MMO, Action, Fighting, etc.. You can see the different game scores that are from the same genre and an overall score ranked against all the games on the app. The user rankings and critic ranking can be separated or combined. Being able to break up the rankings by date to see just the newer game or a game for a specific time range can also be an option. We can also allow the users will be able to see a top ## of all time category for all the game and also be able to show just the categories that they are interested in.

Meeting schedule:

First meeting at 3:30 pm in Oct.10. Meet at the engineering center.

We will plan on meeting at 4 pm on Wednesdays for the rest of the semester.

Group chat and documentation: our group has a Slack channel for discussing and schedule our weekly meetings. Also, we use Google Drive or Github to store our documents or some coding things.

Part 2: Research plan (multiple pages)

should outline at least two different types of data collection like an interview or contextual inquiry. Observation seems not doable for our project.

For each data collection type, you should provide the details that you would need to actually complete this task. Who will you recruit and how will you do it? You should write up the list of questions that you would ask in an interview or survey.

Data Collection Method 1: 1:1 Interview

For our group project will be conducting both one on one interviews. We will be doing two interviews each for a total of six interviews. The main objective of the interviews will be to get knowledge about what an experienced or an inexperienced person would be looking for when they want to know the current PC game rankings. Both experienced and inexperienced people in gaming are necessary to be able to get a better understanding of what interface people would enjoy.

Since we are interviewing two different kinds of subject groups we will make two different set of questions for each group. Depending on which group the interviewed falls on we will choose which set of questions to ask. The first question for any person will be if they believe themselves to be gamers. For experienced players questions would be as follow:

1. How much time do you spend looking at PC game rankings?
2. Would you like to spend more time or less time?
3. Do you usually know the title of a game before searching for its ranking?
4. Do you believe more the rank a website gives to games or the ranking people give the game?
5. Would you like to see rankings of games even if it's not the title you are looking for?
6. Do you like explanations for the ranking given to games?
7. Should people believe they have to play the game before ranking games?
8. Do you rank games?

For inexperienced gamers:

1. Do you care about game rankings?
2. Would you buy a big title game even if it has bad rankings?
3. If we gather all the rankings of top websites and give an average would you believe in the ranking more?

4. How much time would you spend looking at PC game rankings.

These are some of the questions we would ask. Meanwhile, we would take notes of their responses. We would also change questions if they seem off after each interview to make them better for the next one.

Data Collection Method 2: Surveys

We are considering about two kind of surveys that get the information about the user's background about their PC game experience and also their expectation about the ranking app.
To do surveys at the early stage for the background gathering is a good way to know about our user group and what kind of personalities we should focus as our main user and recruiting the suggestion surveys.

-The background questionnaire survey should have questions like this:

Background Survey for PC video gamer at campus

1. what is your favorite Devices to play video game before
○ PC
○ PS4/Xbox
○ Nintendo Switch
○ Others

2. How likely is it that you would recommend Video game to a friend or colleague?

| NOT AT ALL LIKELY | | | | | | | | | | EXTREMELY LIKELY |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

3. What kind of gamer you think you are
○ Casual gamer
○ Normal gamer
○ Light hardcore gamer
○ Heavy hard core gamer

4. How many hours you usually spent in playing video game averagely in weekday (one day)
○ Do not play in weekday   ○ 1 - 2 hours
○ Less than 30 mins   ○ 2 or more hours
○ Less than 1 hours

5. How many hours you usually spent in playing video game averagely in weekend (one day)
○ Do not play in weekday   ○ 1 - 2 hours
○ Less than 30 mins   ○ 2 ~ 5 hours
○ Less than 1 hours   ○ 5 or more hours

After we understand our user group, we would like to know what kind of categories and functions our app should have. So we might do another questionnaire for the suggestion for the detail in our apps.

-The background questionnaire survey should have questions like this:

Function survey for the PC video game ranking application

We are designing a video game ranking app, ranking the following function you would like to see in this app

1. (Like this Function or not)Show the the rating of game in some different category (FPS, MMO, RPG..)

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

2. (Like this Function or not)Show the Top 50 highest rating video game in the history

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

3. (Like this Function or not)Show the Top 50 lowest rating video game in the history

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

4. (Like this Function or not)Show the the Top 50 best-selling video game in the history

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

5. (Like this Function or not)Show the the Top 10 expecting video game that will be released soon

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

6. (Like this Function or not)Have a rating that allowed individual user to rate thenselves

Not like at all	Somewhat dislikely	Somewhat likely	Very likely
☆	☆	☆	☆

7. What types of video game you like most? (Multiply chioce)

○ FPS (First-Person Shooter Games)

○ RPG (Role-playing Games)

○ RTS (Real Time System Games)

○ MMO (Massively Multiplayer Online Games)

○ SPG (Sport Games)

○ Action Games

○ Adventure Games

8. Which website you think have the most authoritative rating system for video game rating

○ IGN

○ Gamespot

○ Metacritic

○ Game Platform Rating (Like Rating in Steam)

Other (please specify)

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