Design Research

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Part 1: Design Research Summary
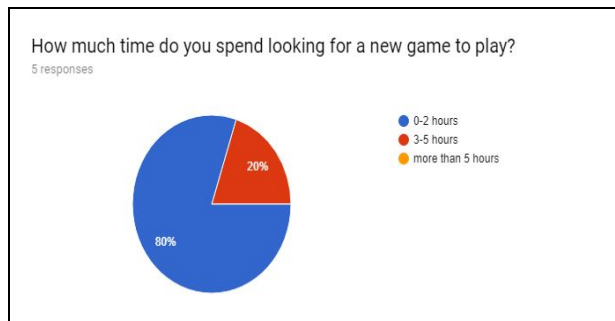
Type: questionnaire
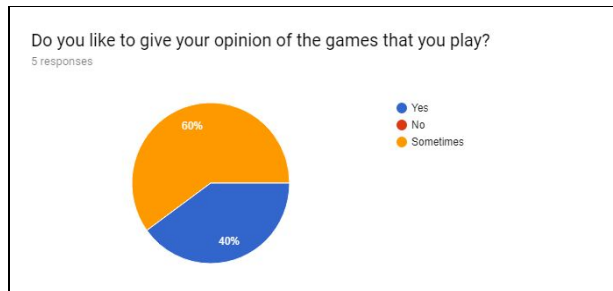**Who**: Brian Satchell
Demographic: PC and console gamers.

"Too many games out there. Only "blockbuster" games get the most marketing, while some indie games are as great or greater." is an interesting quote from the questionnaire. We could include a search function for AAA and indie title for people who are looking for something a little less mainstream or a diamond in the rough.
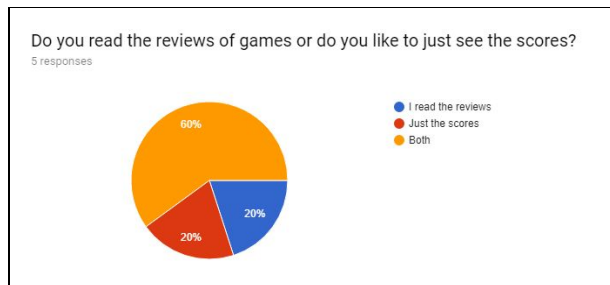
So far it looks like gamer use both scores and reviews for games to help them choose a new game. We will need to include both to our site. Making a score that is easy to see will help the people who do not want to read reviews too.

It also appears that almost all gamers don't like spending much time looking for a game. From the questionnaires, we can see that most people don't spend more than 2 hours looking for a game. The website will need to be streamlined and easy to look through.

Do you like to give your opinion of the games that you play?
5 responses

- Yes
- No
- Sometimes

60%
40%

It seems like some gamers will want to share their options about how they like or dislike a game. Adding a user critic feature will be a benefit. Maybe have a ranking system or follow if there is someone who has the same views on games as you.

Type: 1:1 interview
Who: Binpeng Wu
Demographic:
1. Person one is an experienced gamer (hardcore gamer maybe) as an international graduate student at Washington University and major in computer science.
2. Person two is an undergraduate student at Boulder. He only PC video game at weekend for a little while, but he is willing to discuss about the games.

Interview person one through Skype. Person two face to face.

Interview question:

1. How much time do you spend in PC video game weekly,Would you like to spend more time or less time?
2. Will you search the rank or rating for a game before you were interested to buy it, and do you have a specific site that you use to find games?
3. Do you believe more the rank a website gives to games or the ranking your familiar people give the game?
4. What kind of game you enjoy best? rank the following game type(MOBA, FPS, RPG, RTS) by your liking.
5. Would you buy a big title game even if it has bad rankings?
6. Do you want see the comments and explanation for the game ranking?
7. Which function following you like best or you think help to find game most?
    ---A. top 50 rating video games OF ALL TIME

      ---B top 50 rating game OF Recent RELEASES
      ---C top 50 games OF Best Selling Recently

Data:
    Person 1:
-1.spend 20~30 hours on video game one week usually. Steam game time record: more than 4000 hrs.
-2.not often check ranking while searching for game, but will refer to the ranking before buying the game. He likes to use IGN and steam rating to check to rate
-3.he believe more in the game his friends recommended.
-4.he play DOTA2 for over 3000 hours. Rank: MOBA> FPS > RPG > RTS
-5.he will still purchase it if that's his long-expected game.
-6. Yes
-7. He thinks those function all become helpful, and he would like to see the top rating for different categories of game.
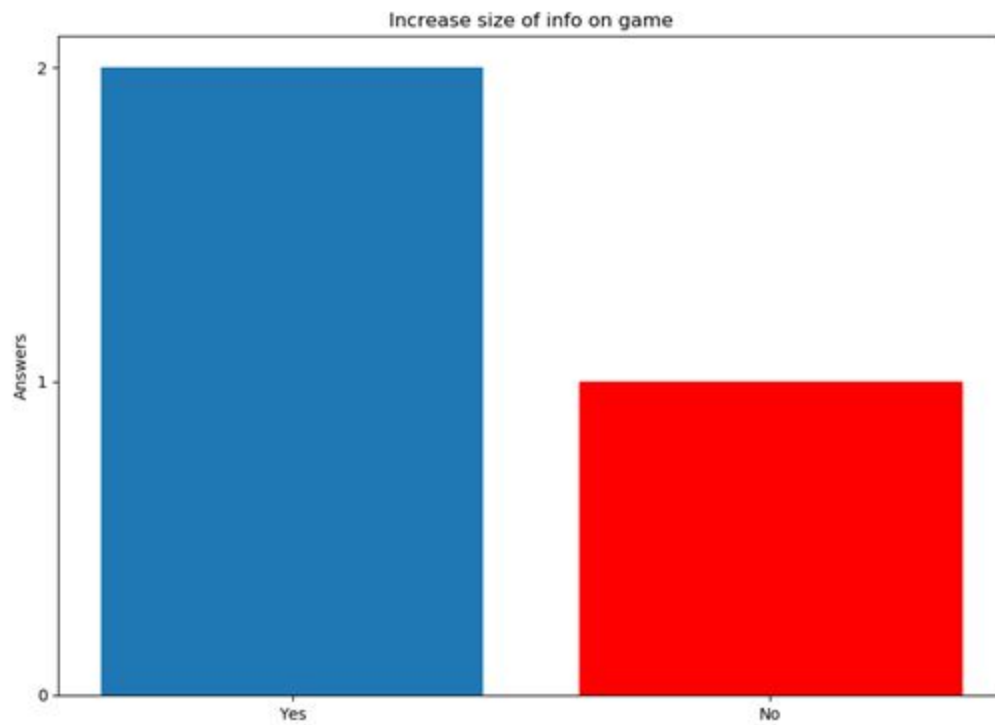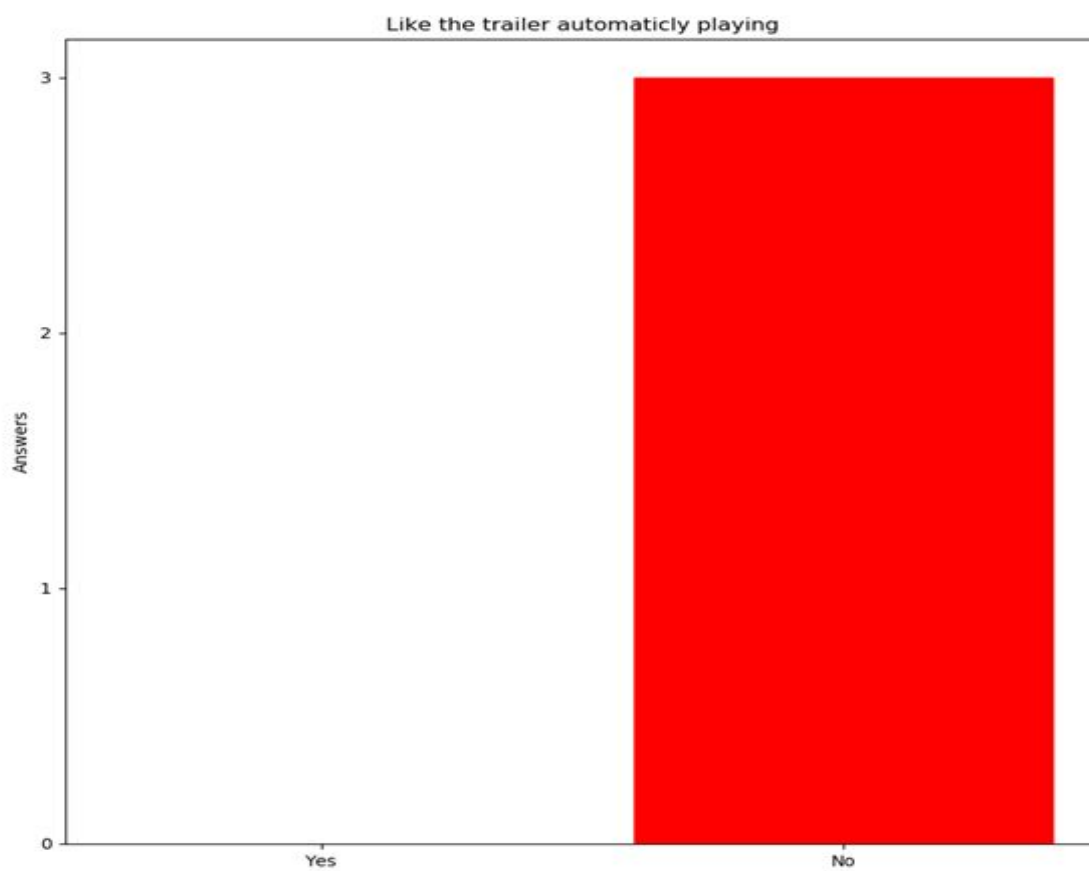
    Person 2:
-1.spend 5-10 hours on video game one week usually. Steam game time record: more than 4000 hrs.
-2.did not search the rank.
-3.he thought he will consider both, probably refers more to the rating of the game
-4.he play Diablo 3 recently Rank: RPG > MOBA> FPS > RTS
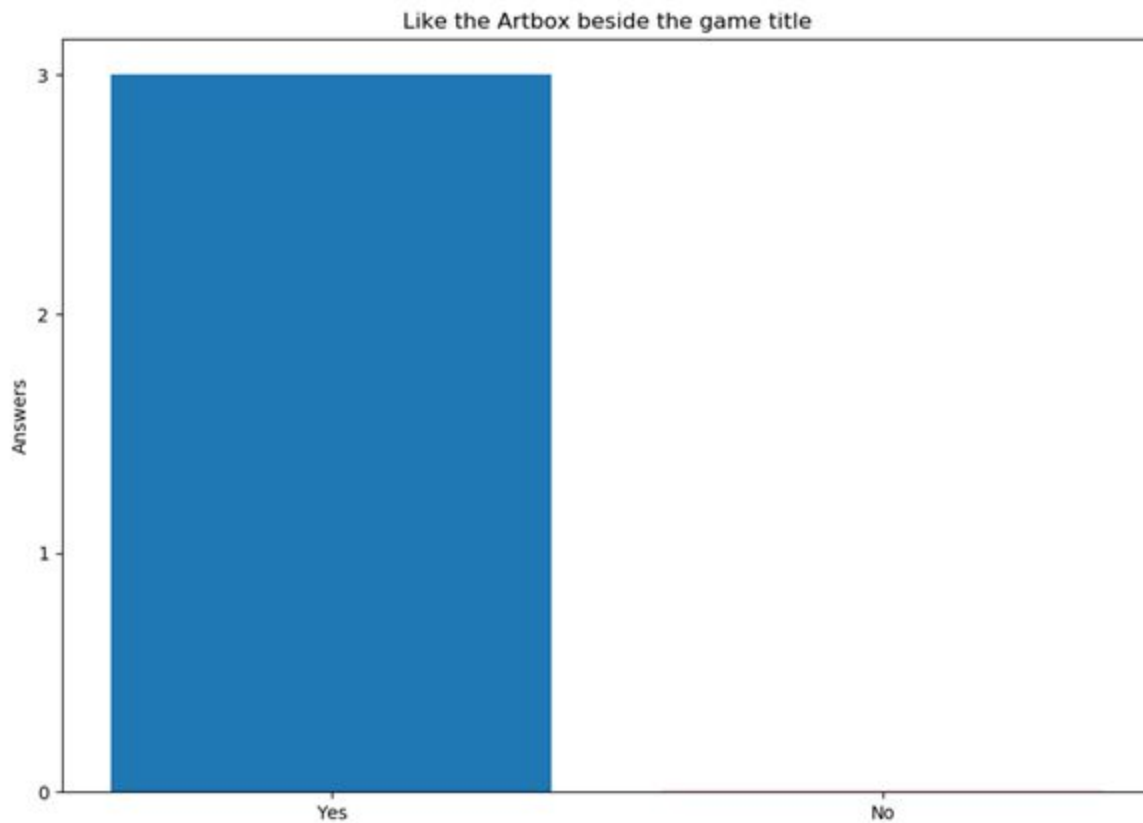-5.he will not purchase it
-6. Yes
-7. B

Finding:
1. Both of them would like to have more time playing games but have to limit the time for their works and study.
2.seems like people are not willing to look for the rating or rank for a game to search for game. Or in another word, people who are busy with education or working do not have time to search for a game often.
3. Comments and explanations are necessary for ranking app and improve the confidence level for the score we listed.
4.Top 50 rating games of recent released will be helpful for people to choose a game, we definitely will create these parts and even rank the recent game in some popular categories.

One-on-One Interview (Andres Salinas)
Demographics: Colorado Gamers
Place: My apartment, using my computer

Like the trailer automaticly playing

Answers

3

2

1

0

Yes   No

Like the Artbox beside the game title

Data:

Quotes:
When using IGN's ranking page:
"They should have more space per game, the whole thing looks overwhelming with some many title at once."
"How do I stop [the trailer]?"
"So where is the score?"

Findings:
From the people I interviewed, most of them did not like the automatic trailer that starts when you open a game page, so that will be removed. They had a hard time finding the game score, so that should be put on the top. Also on the title page give more room for a quick bio on the game, this can be done by increasing the size of each box given to the games on the front page.

Part 2: Group Reflection

You should discuss the data you collected with your group members. You should discuss the following:

- Do your findings agree? Disagree?
- What decisions can you make based on this data?
- Were some data collection methods more or less useful than the others? Why?
- If you think more data collection would help, what else would you want to know?

Meeting: online meeting at 16:20 on Oct 26 at https://meet.google.com/omn-qrgs-ino
Group member joined: Brian Satchell, Binpeng Wu, Andres Salinas

Reflection discussion results:

Our findings were similar. The users all wanted easier access to game score and to review. Being able to see this information at a glance will help with the flow for the user. Most of the people wanted to be able to see other user's reviews when looking for a new game, critic review, however, were less important.

Our findings also showed an interest in indie games that seem to be lacking on other sites. AAA games are reviewed on many different sights, but lesser known studios sometimes have games that end up being popular. Further research into this might prove your to help users find games that might not be featured on other sites.

It also seems like people do not like to spend too much of time searching and checking the rank for the video games, so we would prefer to create a simple user interface in the later development, and also focus on the functions more on people's requirement, such as the Top rating video game that released recently and the Top game in different categories.

The one-on-one interviews made it easier to understand what the users are looking for in a game review app. Since the ign page was used for comparison and reviewed by users we know what they liked and disliked about the ign page. We will use this information to remove and add features that were listed by the testers. Things like more easily finding the rankings, adding user reviews, no autoplay trailers, etc…

Compare to interviews, although the questionnaire surveys do not contain as detailed suggestions from users, it will have advantages in analyzing data. Since it is easier to spread the questionnaire surveys, we could get more data from all kind of different users to study the importance of various elements. The questionnaire surveys also contain some proportion analyzing graphs to give more direct comparisons.

More data collection may be useful in helping find more user preferences. Using case studies to see how users react to certain web pages where there is different information displayed. We can use this to help users find pieces of information they are looking for, like game scores or user/critic reviews in locations on the website where they are looking.

We also need more data about user's top favor game categories since we would like to create a ranking for different game types. However, it is not doable to list all the game types. So we need this data to create the ranking board that meet the requirement for most users

Part 3: Appendices

Game Ranking Website Survey

This form will be used to help determine the strategy we will take with our app

1. **How many hours a week do you play video games?**

2. **Is the a particular genre that you play?**

3. **What kind of gamer do you think you are?**
   Mark only one oval.
   - ⭕ Casual
   - ⭕ Normal
   - ⭕ Almost Hardcore
   - ⭕ Hardcore

4. **When do you normally play games the most?**
   Mark only one oval.
   - ⭕ Weekdays
   - ⭕ Weekends
   - ⭕ Both

5. **How likely are you to play FPS games?**
   Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

6. **How likely are you to play MMO games?**
   Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

7. **How likely are you to play RPG games?**
   Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

8. **How likely are you to play Action games?**
   Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

9. **How likely are you to play Fighting games?**
   Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

10. **How likely are you to play Sports games?**
    Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

11. **How likely are you to play Adventure games?**
    Mark only one oval.

	1	2	3	4	5	
Not at all	⭕	⭕	⭕	⭕	⭕	All I play

12. **Do you use game ratings to choose your game?**
    Mark only one oval.
    - ⭕ Yes
    - ⭕ No

13. **Do you have a specific site that you use to find games you want to play? If yes what is the name of the site?**
    Check all that apply.
    - ☐ Yes
    - ☐ No
    - ☐ Other:

14. **What are some of your favorite features of game rating sites?**

15. How much time do you spend researching new games?

_____

16. Which of the following do you use to determine which game to buy?
Check all that apply.

- [ ] Critic Ratings
- [ ] Consumer ratings
- [ ] Opinions of YouTuber/Twitch gamer
- [ ] Other: _____

17. Which game types do you play most?
Check all that apply.

- [ ] Independent
- [ ] AAA
- [ ] Anything so long as it fun
- [ ] I play everything that comes out

18. Do you like to give your opinion of the games that you play?
Mark only one oval.

- ( ) Yes
- ( ) No
- ( ) Sometimes

19. Do you read the reviews of games or do you like to just see the scores?
Mark only one oval.

- ( ) I read the reviews
- ( ) Just the scores
- ( ) Both

20. How much time do you spend looking for a new game to play?
Mark only one oval.

- ( ) 0-2 hours
- ( ) 3-5 hours
- ( ) more than 5 hours

21. Is there a reason why you spend this amount of time on game research?

_____
_____
_____
_____
_____

22. Do you look for pre release titles?
Mark only one oval.

- ( ) Yes
- ( ) No
- ( ) Sometimes
- ( ) If I am look for something specific

23. Do you know the titles of the games you want to play?
Mark only one oval.

- ( ) Yes
- ( ) No
- ( ) I will play anything if it sounds fun

24. Do you look for the top 50 video games OF ALL TIME when choosing a new game?
Mark only one oval.

- ( ) Yes
- ( ) No

25. Do you look for the top 50 game OF RECENT RELEASES when choosing a new game?
Mark only one oval.

- ( ) Yes
- ( ) No

26. Do you look for the 50 WORST games of all time?
Mark only one oval.

- ( ) Yes
- ( ) No

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 asked. Meanwhile taking notes of their responses. As well as putting the subject to use igns(https://www.ign.com/reviews/games) interface to say what they like and dislike about it, since it is a close approximation to what we want to do.