## horizontal line



Lab Controlled Experiments

26-11-2023

**─**

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FA20-BCS-060

BCS-7B

# Part-1:

**Hypothesis:**

The hypothesis is that CUOnline is more efficient for uploading assignments than Google Classroom.

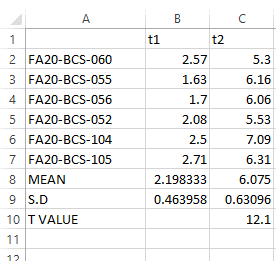
**Null Hypothesis:**

There is no significant difference in efficiency between CUOnline and Google Classroom for uploading assignments.

**Variables:**

Independent Variable: Platform for uploading assignments (CUOnline, Google Classroom)

Dependent Variable: Upload efficiency (measured in time taken to upload an assignment)



As T value for **df = 10 is 2.23** and obtained **T value is 12.1** which is greater than so H0 is rejected.

# Part - 2:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Feature** | **OLX** | **eBay** | **Craigslist** | **Letgo** | **Item Share** |
| User Profiles | Yes | Yes | No | Yes | Yes |
| Item Listings | Yes | Yes | Yes | Yes | No |
| Search and Filters | Yes | Yes | Yes | Yes | Yes |
| Chat/In-App Messaging | Yes | Yes | No | Yes | Yes |
| Rating and Reviews | Yes | Yes | No | Yes | Yes |
| Negotiation Tools | Limited | Yes | Yes | Limited | No |
| Item Value Estimation | No | No | No | No | No |
| Item Categories | Yes | Yes | No | Yes | Yes |
| Temporary Borrowing | Yes | No | No | No | No |
| Security Measures | Yes | Yes | Limited | Limited | Limited |
| Legal Agreements | Yes | Yes | No | No | No |
| Feedback Mechanism | Yes | Yes | No | Yes | Yes |
| Community Guidelines | Yes | Yes | No | Yes | Yes |
| User Support | Yes | Yes | Limited | Limited | Yes |

# Part - 3:

The potential users for this game exchange and sharing app include:

1. Gamers (Age 18-45): This age group represents the primary user base, including both young adults and adults who are enthusiastic about various types of games.

2. Video Game Enthusiasts (Age 18-35): Younger gamers who are avid fans of video games, including console and PC gaming.

3. Board Game Aficionados (Age 25-45): Individuals who enjoy board games, card games, and tabletop gaming.

4. Card Game Players (Age 18-35): This group may include trading card game players or those who enjoy traditional card games.

5. Tech-Savvy Users: Gamers who are comfortable using mobile apps and technology to enhance their gaming experiences.

6. Casual Gamers (Age 25-45): Individuals who play games for leisure and may want to explore new gaming experiences.

7. Community Builders: People who value building a sense of community within the gaming world and enjoy sharing their gaming collections.

8. Budget Gamers: Users who seek cost-effective ways to access and enjoy a variety of games without the high costs of buying new titles.

By understanding the needs and preferences of these potential user groups, you can tailor the app's features to cater to a diverse gaming community.

**Introduction:** "Hello, We Muhammad Maarij, and Muneeb Ahmed from Comsats. We are conducting interviews to better understand your needs and preferences as potential users of our game exchange and sharing app. Your insights will help us create a more user-centric platform. The interview will take approximately 10-20 minutes. Your responses will be kept confidential, and any quotes used in our report will not be attributed to you by name. Your participation is entirely voluntary, and you can stop the interview at any time without any consequences. Do you have any questions before we begin?"

**Warm-Up Questions:**

1. "Could you tell us about your gaming interests and the types of games you enjoy playing?"
2. "How often do you find yourself looking for new games to play or wanting to exchange games with others?"
3. "Are you primarily a video gamer, board gamer, card game player, or a mix of these?"
4. "What gaming platforms do you use most frequently (e.g., console, PC, mobile)?"

**Game Exchange Preferences:**

1. "If you've ever exchanged games with others, could you describe your experience and how you typically go about it?"
2. "What features or functionalities would you find most valuable in a game exchange and sharing app?"
3. "Do you prefer permanent exchanges, temporary borrowing, or both? Could you explain your preference?"
4. "What criteria are important to you when considering a game for exchange (e.g., condition, genre, platform)?"

**App Features:**

1. "How important is it for you to have detailed information about a game's condition and value when considering an exchange?"
2. "Would you find geolocation features, allowing you to see games available in your vicinity, useful?"
3. "In your opinion, what should be the key features of an in-app messaging system for negotiating game exchanges?"
4. "How important is it for you to have a rating and review system for games and users on the platform?"
5. "What would you consider to be effective security measures for user privacy and data protection on the app?"

**Engagement and Community:**

1. "How would you like to receive notifications from the app to keep you engaged (e.g., new game listings, exchange offers, messages)?"
2. "Do you see the potential for the app to foster a sense of community among gamers? How?"
3. "What kinds of game categories or genres do you believe should be included in the app to cater to various gaming interests?"
4. "If you were to share a game temporarily, what duration and renewal options would you prefer?"

**Closing:** "Thank you for sharing your insights. If you think of anything else after the interview, please feel free to reach out via email. Your feedback is invaluable to us and will help shape the app to better meet your gaming needs. Do you have any further questions? Thanks again for your time and insights!"

**Interviewer:** "Hello, Amna. Can you tell us about your gaming interests and the types of games you enjoy playing?"

**Amna:** "Sure! I'm a big gaming enthusiast. I love playing video games, especially on my PC. I enjoy board games and card games with friends when we have game nights."

**Interviewer:** "How often do you find yourself looking for new games to play or wanting to exchange games with others?"

**Amna:** "I'm always on the way to find new games to try. It's part of what makes gaming so exciting. And yes, I've often thought about exchanging games with others, especially when I finish a game and want something new to play."

**Interviewer:** "Are you primarily a video gamer, board gamer, card game player, or a mix of these?"

**Amna:** "I primarily consider myself a video gamer, but I do enjoy board and card games as well. Video games take up most of my gaming time, though."

**Interviewer:** "What gaming platforms do you use most frequently (e.g., console, PC, mobile)?"

**Amna:** "I'm primarily a PC gamer. But I also play mobile games”.

**Interviewer:** "If you've ever exchanged games with others, could you describe your experience and how you typically go about it?"

**Amna:** "I've exchanged games with friends before. It's a bit of a hassle, to be honest, and that's why I'm excited about the idea of an app that makes it easier."

**Interviewer:** "What features or functionalities would you find most valuable in a game exchange and sharing app?"

**Amna:** "I'd love a feature that lets me see games available in my area. It's a great way to discover nearby gamers and games. Also, in-app messaging is crucial for negotiating exchanges."

**Interviewer:** "How important is it for you to have detailed information about a game's condition and value when considering an exchange?"

**Amna:** "It's pretty important. Is the game in good condition? What's its approximate value? Having this information upfront would make exchanges fair."

**Interviewer:** "In your opinion, what should be the key features of an in-app messaging system for negotiating game exchanges?"

**Amna:** "The messaging system should be user-friendly, of course. It should allow for clear negotiations, sharing photos or videos of the games, and a way to agree on terms securely.

**Interviewer:** "Do you see the potential for the app to foster a sense of community among gamers? How?"

**Amna:** "Absolutely! Gamers love connecting with others who share their interests. The app could have community forums, chat groups to discuss games."

**Interviewer:** "What kinds of game categories or genres do you believe should be included in the app to cater to various gaming interests?"

**Amna:** "Categories like video games, board games, card games, and sub-genres within them would be perfect. The more diverse, the better."

**Interviewer:** "If you were to share a game temporarily, what duration and renewal options would you prefer?"

**Amna:** "For temporary sharing, I'd like options like 7 days, 14 days, or custom durations. And the ability to renew or return the game easily would be great. Flexibility is key."

**Interviewer:** "Thank you, Amna, for sharing your insights. Your feedback is incredibly valuable in shaping our app to meet the needs of gamers like you."

**Interviewer:** "Hello, Hina. Can you tell us about your gaming interests and the types of games you enjoy playing?"

**Hina:** "Sure! I'm a big gaming fan. I love playing video games, especially on my PC and mobile."

**Interviewer:** "How often do you find yourself looking for new games to play or wanting to exchange games with others?"

**Hina:** "I shift games monthly not so frequently. And yes, I've often thought about exchanging games with others, especially when I finish a game and want something new to play."

**Interviewer:** "Are you primarily a video gamer, board gamer, card game player, or a mix of these?"

**Hina:** "I primarily consider myself a physical card, board gamer, but I do enjoy pc games as well."

**Interviewer:** "What gaming platforms do you use most frequently (e.g., console, PC, mobile)?"

**Hina:** "I'm primarily a cards gamer. But I also play pc games”.

**Interviewer:** "If you've ever exchanged games with others, could you describe your experience and how you typically go about it?"

**Hina:** "No I’ve not exchanged."

**Interviewer:** "What features or functionalities would you find most valuable in a game exchange and sharing app?"

**Hina:** "In-app chat, reviews, pictures sharing"

**Interviewer:** "How important is it for you to have detailed information about a game's condition and value when considering an exchange?"

**Hina:** "It's very important for better exchanges."

**Interviewer:** "In your opinion, what should be the key features of an in-app messaging system for negotiating game exchanges?"

**Hina:** "The messaging system should be user-friendly, of course. It should allow for clear negotiations, sharing photos or videos of the games, and a way to agree on terms securely.

**Interviewer:** "Do you see the potential for the app to foster a sense of community among gamers? How?"

**Hina:** "Absolutely! Gamers love connecting with others who share their interests. The app could have community forums, chat groups to discuss games."

**Interviewer:** "What kinds of game categories or genres do you believe should be included in the app to cater to various gaming interests?"

**Hina:** "Categories like video games, board games, card games, and sub-genres within them would be perfect. The more diverse, the better."

**Interviewer:** "If you were to share a game temporarily, what duration and renewal options would you prefer?"

**Hina:** "For temporary sharing, I'd like options like 7 days, 14 days, or custom durations. And the ability to renew or return the game easily would be great. Flexibility is key."

**Interviewer:** "Thank you, Hina, for sharing your insights. Your feedback is incredibly valuable in shaping our app to meet the needs of gamers like you."

**Interviewer:** "Hi, Hassaan. Can you tell us about the PC games you enjoy playing and why you're so into them?"

**Hassaan:** "Absolutely! I'm a big fan of PC gaming, and I'm really into games like first-person shooters, role-playing games, and strategy games. The graphics and the immersive worlds you can explore on a PC are a big draw for me."

**Interviewer:** "How often do you find yourself searching for new PC games to play or considering trading games with others?"

**Hassaan:** "I'm always on the lookout for new games to add to my collection. I'm constantly checking out game reviews, forums, and Steam sales. The idea of trading games with fellow gamers has crossed my mind because I think it's a cool way to discover new titles."

**Interviewer:** "Apart from PC gaming, do you play games on other platforms, or are you primarily a PC gamer?"

**Hassaan:** "While I primarily play games on my PC, I also have a gaming console and play games on my phone occasionally. But my PC is where I spend most of my gaming hours."

**Interviewer:** "What specific devices do you use for PC gaming, and do you have a favorite gaming platform or service?"

**Hassaan:** "I use a high-end gaming PC with all the bells and whistles. My favorite platform is Steam because it offers a huge library of games, and I can often find great deals there."

**Interviewer:** "Have you ever engaged in game trading or game swapping with friends or other gamers? How did that experience go?"

**Hassaan:** "I've traded games with friends a few times, and it's been fun. We usually exchange physical copies, which can be a bit of a hassle. An app that makes it easier and safer to swap games would be awesome."

**Interviewer:** "What features would make a PC game exchange app really appealing to you?"

**Hassaan:** "I'd love to see a feature where I can see what PC games are available nearby. A messaging system for arranging game swaps is crucial, and it should be secure. And, of course, a way to rate games and gamers for trust. Privacy controls are a must, too."

**Interviewer:** "How important is it for you to know the condition and value of a PC game before deciding to swap it?"

**Hassaan:** "It's very important. Knowing the game's condition and value helps ensure that I'm getting a fair deal. It's vital for both parties to have a clear understanding."

**Interviewer:** "What should the in-app messaging system be like for negotiating PC game swaps?"

**Hassaan:** "The messaging system should be easy to use, with options for sharing game details, setting up swap terms, and arranging meetings. And privacy should be a priority until both parties are comfortable sharing more info."

**Interviewer:** "Do you think a PC game exchange app could help gamers like you connect and build a gaming community? How could it do that?"

**Hassaan:** "Absolutely! Gamers like me love connecting with fellow gamers. The app could have group chats and discussions about games, plus events for local meetups. It's a great way to build a gaming community."

**Interviewer:** "What types of PC games do you think should be featured in the app to make it enjoyable for all PC gamers?"

**Hassaan:** "A wide variety, from action-packed shooters to story-rich RPGs and strategy games. The more genres and titles, the better. It should cater to different gaming tastes."

**Interviewer:** "If you were lending a PC game for a while, how long should the lending period be, and should there be options to extend or return the game?"

**Hassaan:** "For temporary swaps, a 7-day or 14-day option sounds good. And it should definitely be easy to extend the swap or return the game. Flexibility is key."

**Interviewer:** "Thanks, Hassaan, for sharing your insights. Your input is valuable in creating an app that PC gamers like you will find exciting."

