GAMER SELECTOR / ORGANIZER

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GAMER SELECTOR DESCRIPTION

- An application that allows a user to indicate their Video Game preferences
- The application limits the huge list of available Games to a smaller list that may interest the user
- The application helps the user limit the interest list, by allowing predefined selection query categories.

TARGETED E – EASY TO LEARN

- The application is focused on ease of user
- The application allows for user profiles to be defined
- Guest profiles are allowed to encourge first time use
- The application limits the choices to predefined selections via combo box widget.
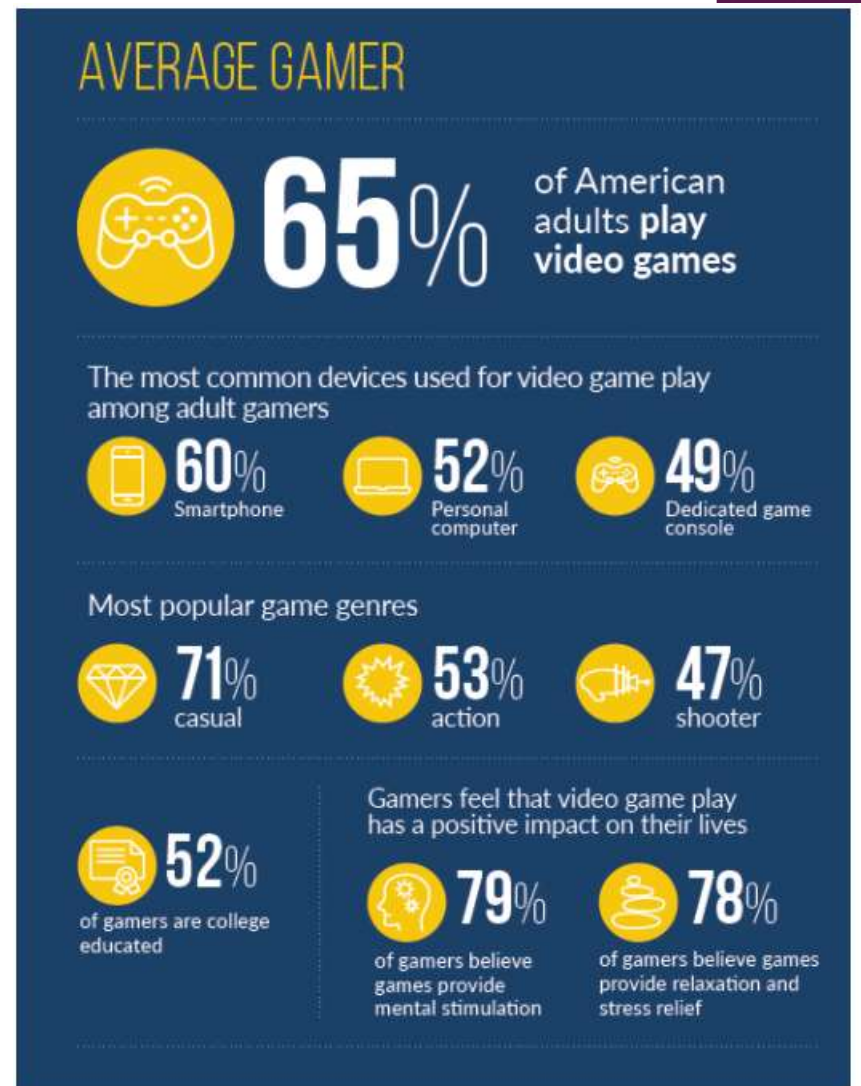
MEASUREMENT OF IMPROVEMENT

- Our application is easy to learn, but the limitation on easy to learn is completeness.
- We need to provide all possible selections that a user may be looking for.
- We use industry data on fields and criteria avaialbe.
- Our survey asks, "Did you find the selection criteria you were looking for ?"

TARGET POPULATION

- Our target populations are in the age group of 18-34 year old. (Millennial Gamers)
- The population has a reasonable disposable income.
- This population may play on multiple devices

INDUSTRY DATA

- 60% of adults play video game
- 60% on a smartphone
- 71% casual
- 52% college education

AVERAGE GAMER

65% of American adults **play video games**

The most common devices used for video game play among adult gamers

60% Smartphone

52% Personal computer

49% Dedicated game console

Most popular game genres

71% casual

53% action

47% shooter

52% of gamers are college educated

Gamers feel that video game play has a positive impact on their lives

79% of gamers believe games provide mental stimulation

78% of gamers believe games provide relaxation and stress relief

PERSONA

- Name - John Smith
- Age - 25
- Family – Single
- Education – 2 years at Brookdale Community College
- Occupation – IT administration
- Location – NYC - Brooklyn
- Household – lives with 2 room mates
- Transportation - Uses Public Transit
  - John uses most of this time on his phone.

CURRENT AVAIALBLE APPS

- Most apps are provide by publishers
  - Apple Store
  - Google Play store
  - Xbox/Microsoft Store
  - Nintendo Store

- Alternate Sites
  - Game Data Library
  - Video Game Recommendation Engine

COMPETITION

GAME SEARCH

The data on this page contains all the data found on the subpages of **Software by Platform**, it exist to showcase all the information in one page if needed. As with the information of those pages this one contains official shipment data for games released before 1996 and Famitsu data for those released later. Digital **IS NOT** included.

This page is updated monthly. **Currently updated as of August 30th, 2020.**

The SKU Option is vital for browsing the data on this page, and without choosing an option the data will appear messy, with the same game appear over and over again.

- The All SKUs option makes the table displays all the individual SKUs on released on the platform, which is to say a game and all it's individual rereleases separately.
- The Combined SKUs option makes the table display the addition of all the rereleases of one game as one single entry, which is to say a game and all it's individual rereleases combined, the rereleases **are not** displayed on this option. In order to indicate that the entry is a combined SKU it has the tag [All Versions]

Legends
360:	Xbox 360	GBA:	Game Boy Advance	NGP:	Neo Geo Pocket	PS4:	PlayStation 4	VB: Virtual Boy
3DO:	3DO	GG:	Game Gear	PCE:	PC Engine	PSP:	PlayStation Portable	WII: Wii
3DS:	Nintendo 3DS	N64:	Nintendo 64	PCX:	PC-FX	PSV:	PlayStation Vita	WIU: Wii U
DC:	Dreamcast	NDS:	Nintendo DS	PS1:	PlayStation	SAT:	SEGA Saturn	WS: WonderSwan
FC:	Famicom	NG:	Neo Geo	PS2:	PlayStation 2	SFC:	Super Famicom	XB1: Xbox One
GB:	Game Boy	NGC:	Nintendo Game Cube	PS3:	PlayStation 3	SMD:	SEGA Mega Drive	XBX: Xbox

Please credit this site if you're posting information from here anywhere.

System   +   Title   Publisher   +   ⋮
× XBX
Publisher   SKU Option ▾

- 136 / 136   ‹ ›

System	Title	FW	LTD	Publisher	Release Date
XBX	Dead or Alive 3	84.471	217.149	Tecmo	22/02/2002
XBX	Dead or Alive: Xtreme Beach Volleyball [All Versions]	88.230	143.494	Tecmo	23/01/2003

Quantic Foundry

Lab   Blog   Sign Up   Sign In

See how you compare with other gamers.
Take a 5-minute survey and get your Gamer Motivation Profile.

Get Your Profile

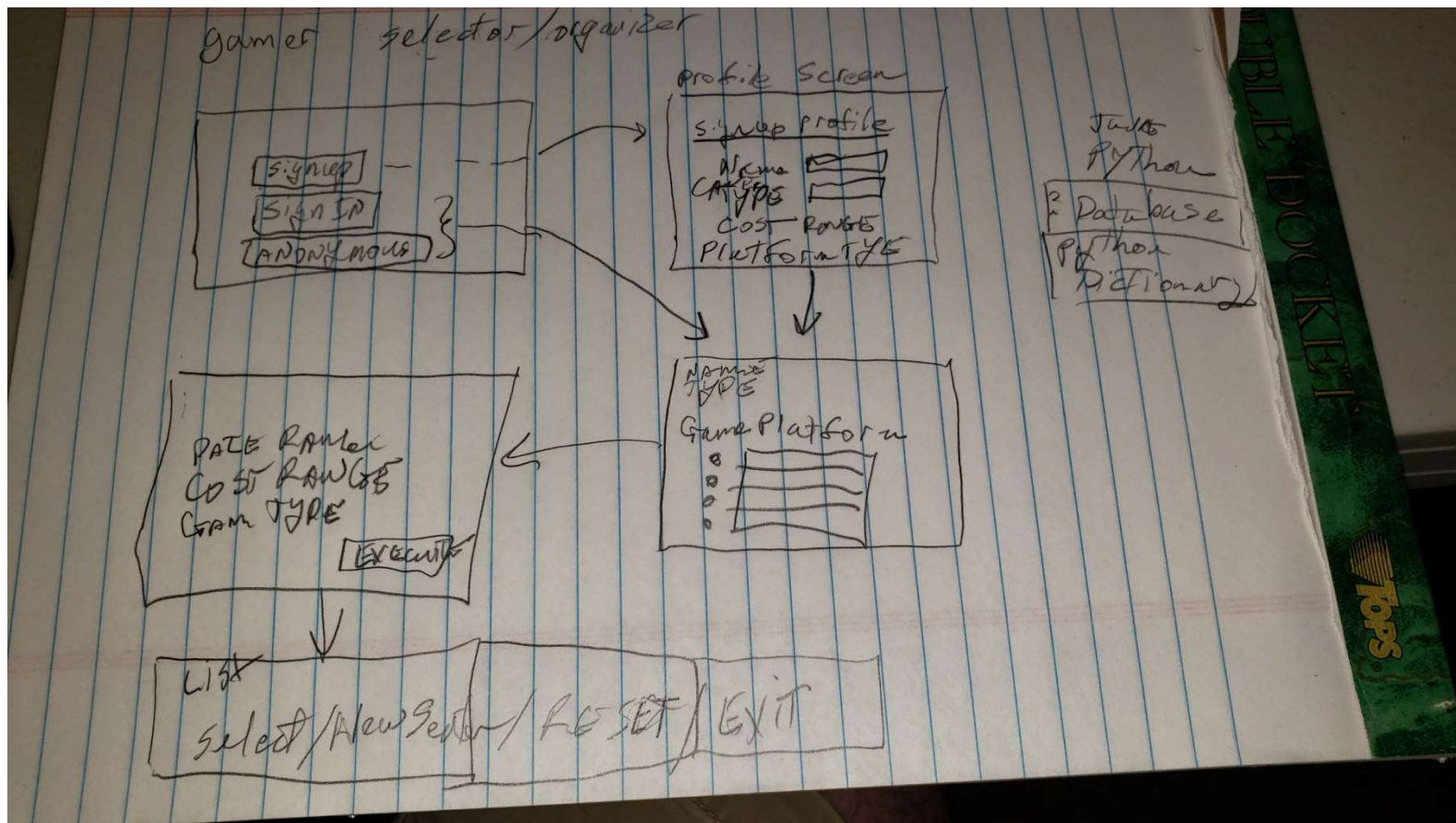Pac-Man   Defender   Asteroids

Submit   Reset

Showing 1 to 10 of 25 entries   1 2 3

Title	QF Score	Buy
Pong	331.1	amazon
Frogger (series)	256.7	amazon
Space Invaders	235.1	amazon
Galaga	111.7	amazon
Donkey Kong	88.6	amazon
Super Mario Bros.	33.7	amazon
Angry Birds (series)	26.6	amazon

FIRST DESIGN / PAPER PROTOTYPE

SECOND DESIGN / GUI BUILDER

💡 The Preview Design button (in the toolbar) enables you to test the design of the form.

💡 The Navigator window displays a tree hierarchy of components in the opened form.

Gamer Login Screen

Create a Username

Sign In with Username

Sign In As Guest

Profile Screen

Username	defaultName
UserType	Item 1 ▾
Spending Range	Item 1 ▾
Platform Type	Item 1 ▾

Platform Select

Username

User Type

○ Xbox
○ PS4
○ Switch
○ Windows PC
○ Phone App

Querey Criteria

Date Range	Item 1 ▾
Cost Range	Item 1 ▾
Game Type	Item 1 ▾
Game Platform	Item 1 ▾

Cancel   Execute

Source | Design | History

💡 The Tools>Palette>Swing/AWT Components menu item allows you to modify the content of the Palett

Select Game

Item 1
Item 2
Item 3
Item 4
Item 5

New Search

Reset Platform

Exit

FINAL DESIGN / GUI BUILDER
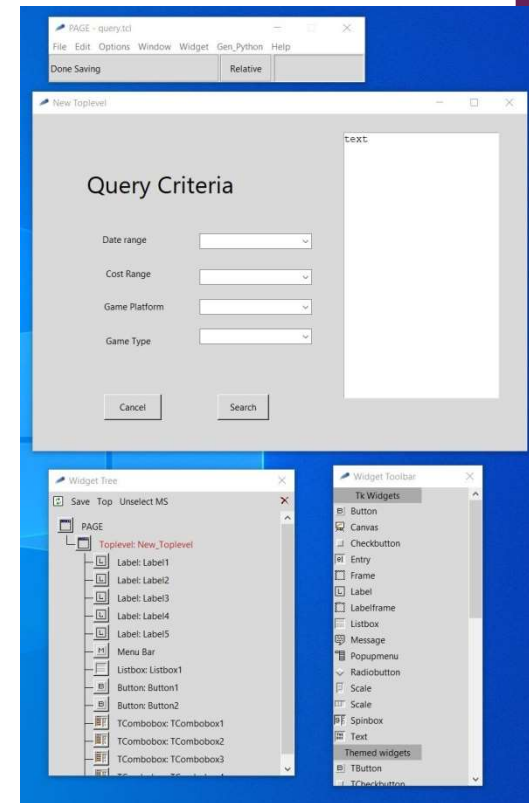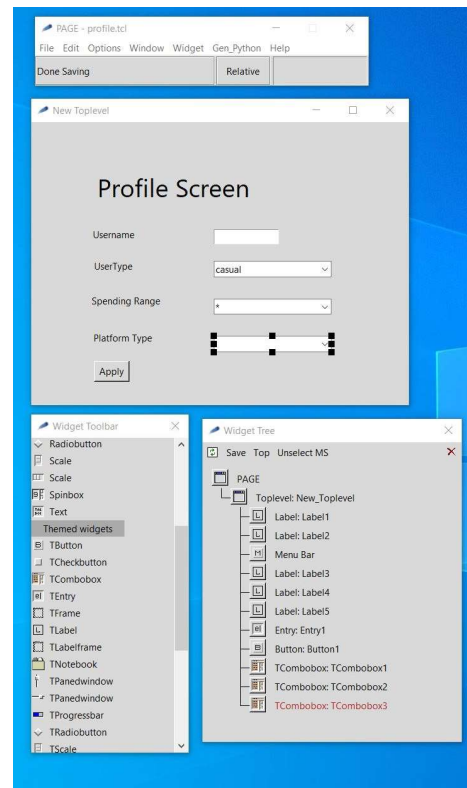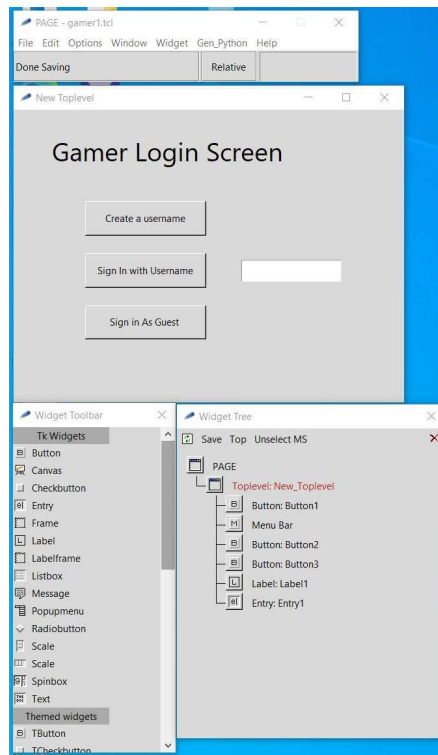
PREVIOUS USER FLOW

Gamer Login Screen

choose a login option

[Create a username]

[Sign In with Username]   john

[Sign in As Guest]

Query Criteria

Select Combo Box Criteria / press Search

Date range   [* ▼]

Cost Range   [50 ▼]

Game Platform   [Xbox ▼]

Game Type   [* ▼]

[Search]   [Cancel]   [Exit]

NEW USER FLOW

Gamer Login Screen

choose a login option

Create a username

Sign In with Username

Sign in As Guest

Profile Screen

Type username and combo box

Username	Jamie
UserType	Mobile ▼
Spending Range	20
Platform Type	Phone

Apply

Query Criteria

Select Combo Box Criteria / press Search

Date range	30 ▼
Cost Range	20 ▼
Game Platform	Phone ▼
Game Type	Puzzle ▼

Search   Cancel   Exit

BACKEND – IGDB / TWITCH

- Database access
  - https://api-docs.igdb.com/#about
  - https://pypi.org/project/igdb-api-v4/

PAR

- Perception - grouping of class of pulldown selection categories together. Don't mix, genre with publishing dates since they are quite different categories.

- Attention - Highlighting the platform (PC/Xbox/Sony/Switch) selection

- Retention - use of pull down selection so the user does not have to remember the categories they are allowed to choose from.

LAWS OF SIMPLICITY

- Reduce - do not give to user too many choices, use of combo-box
- Organize - keep similar items together on a screen
- Time - allow guest use app without registering a username / profile
- Learn – the combo-box offers limited need to learn outside of the app, farmiliarity the available choices makes it easier after just a few uses.
- Failure -
- The one – keep it simple, don't add extras that are not needed

ACCESSIBILITY

- We will produce an alternate version of the app or a mode for ease of reading.
  - High contrast by removing grey background.
  - Bold fonts for all words
  - We have minimal use of typing in the app
  - Most of the app is point and click via combo-boxs

HEURISTIC EVALUATION

- Using Kessler and Nielson's Evaluation points
  - Appropriate feedback
    - When user presses a button they see an appropraite and immediate response.
  - Prevent Errors
    - Use of combo-box to limit response limits errors.
  - Help
    - An instruction line tells the user what is expected and when and error has occurred.

DEMO/BUILD REPO

- https://github.com/JamieShamilian/gamer

TARGETED E – REVISITED

- Easy to learn
  - We have made the app Easy to learn
  - We have added combo-box choices by selecting fields using industry data and available database fields
  - We need to add more criteria categories in order to make the app more useful to users