Thomas Quinn Langsfeld
Tyler Mauer
CSCI 3002-101
Group 2 - Project Plan

Part 1: Group Plan

- Team Members:
    - Thomas Quinn Langsfeld, thomas.langsfeld@colorado.com, *Team Liason*
    - Tyler Mauer, tyler.mauer@colorado.edu
- Revised project description:
    - Having met and discussed our project plan we have determined our baseline project description captures what we are trying to accomplish. Despite us not changing anything at the moment we remain flexible and open to shift the focus and scope of the project as we conduct our research.
- Meeting Schedule:
    - Tuesdays: 12:15pm-1:00pm
    - Thursdays: 12-15:pm-1:00pm (if necessary)
- Group chat and documentation:
    - We will use Slack as a means of communication for this project.
    - We will use Google Drive as a repository for our project documents.

Part 2: Research plan

Of the numerous options available to us for collecting information about magic players, we have decided that the two most beneficial would be an observation and an interview. For our observation, we will disguise ourselves as magic players to go deep undercover. There are plenty of opportunities for us to do this, most likely we will elect to go to a game store on Friday night to participate in a tournament and get to know how magic players think. Our research shows that these events typically last between 3 and 4 hours, so we should have plenty of time to find what we want to know. Additionally, there appears to be many local game stores in the area that conduct these Friday night tournaments. We will attend a tournament and conduct our observation at multiple of these game stores to get a better cross section of the greater community. By going to multiple different game stores we will be able to detect any possible differences between shop goers if they exist, again, leading to a broader understanding of the community.

There are many things that we will be keeping an eye out to learn during our observation, and presumably plenty more that we haven't even considered yet. Chief among these things that we will be looking out for is how competitive the average player is. This information will allow us to tailor our app more appropriately to the largest section of magic players. We will also be trying to learn about the typical needs of a game of magic, as well as

how receptive the player base would be to a new app. We also hope to learn the motivations of players both in playing the game and also in improving their game. More generally speaking, this observation allows us the opportunity to notice any high level patterns of behavior in the community: common concerns, interactions, and why people play the game. We will take notes during these observations to give ourselves a record of what transpires during these tournaments. With detailed notes we will be able to document the ease and difficulty with which members navigate these spaces which will inform the greater design of our project.

After we have a good idea of the culture, climate, and environment of the Magic: The Gathering community from our observation we will then conduct interviews to get a more specific and nuanced view of the community and its needs in regards to our project. We will recruit our interview subjects from the same Friday night tournaments where we conduct our observation. We will simply ask people at these tournaments if they are willing to conduct an interview with us. As such we will only be getting information from individuals who don't mind being interviewed by strangers and may miss some portion of the community. However, between the interviews and the observation both we anticipate being able to gather enough relevant data to have a good understanding of the Magic: The Gathering community and their needs.

(Pictured: Magic the Gathering players in their natural habitat at a grand prix)

The following is an initial list of interview questions. We will undoubtedly think of more questions after conducting the cultural probe.
- ○
- ● When did you start playing Magic?
  - ○ Have you taken any breaks since starting?
    - ■ If yes, how long of breaks?
- ● Why do you play Magic?

- - What is your favorite aspect of the game?
    - What is your least favorite aspect of the game?
- Do you attend more competitive events such as Grand Prixs?
  - If yes, to play in the main event or side events?
  - If no, why not?
- How competitive would you say you are in relation to Magic: The Gathering?
- What formats of Magic do you enjoy playing?
  - Why not play other formats?
- How well do you usually do at these tournaments?
  - What is your win percentage?
- Do you feel you are improving at the game?
  - If yes, what has led to you gaining the most improvement?
  - If no, why do you feel you are not improving?
- Is improving your game a priority?
  - If yes, what practices or techniques do you employ in trying to improve?
    - Do you utilize and technology to aid your improvement?
      - If yes, what technologies?
        - What are some limitations of that technology?
        - What are some benefits/why do you like this technology?
      - If no, is there anything stopping you from using technology/ why do you not?
  - If no, why not?
- Do you feel like improving your game is a feasible task to undertake?
  - Ask for them to expand, looking for inconsistencies and reinforcement from their earlier answers.

Part 3: Contribution Report
Completed via the survey link in the assignment writeup.