

#### Initial interview:

- Sound effects
  - **Thunk of card**
  - **Cool if it had an effect when you play a certain card it plays a certain noise**
    - **Magic: type of mana**
- Feeling the effects of actual playing a card
  - Feeling the card being placed, having a some audio feedback
    - **Audible and physical feeling of the thunk**
      - **Speaker vs vibrator**
- More than one main button
  - Mappable
    - **Not same size**
      - **360 controller, ovals and sideways**
        - **Can tell which one it is based on the location relative to other buttons**
- Artwork
  - Visual feedback
    - **Make the LED change color depending on the card type**
      - **Red mana = Red**

- Card interactions
  - Cards mesh into a mechanical theme

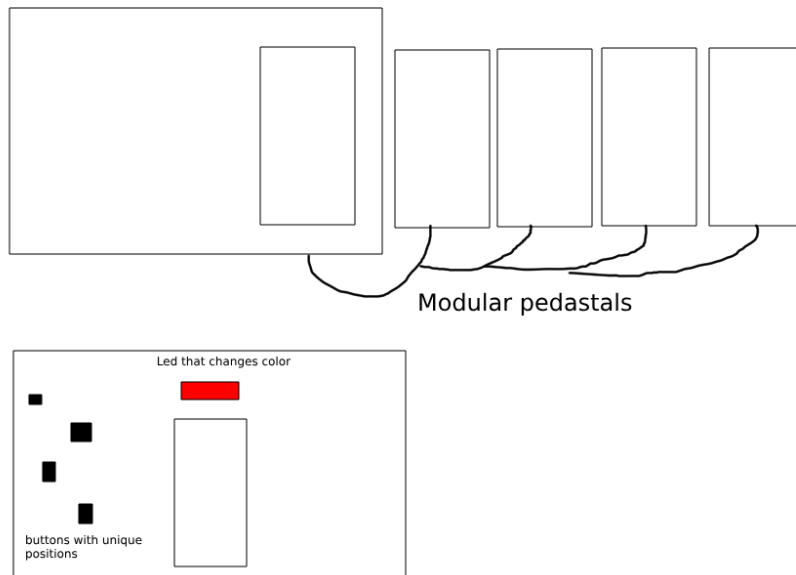
Capture problems:

A way to achieve the same sense and balance between auditory, visual, and tactile sensations while playing virtual card games.

Partner requires greater use of all senses to get fully immersed in a game.

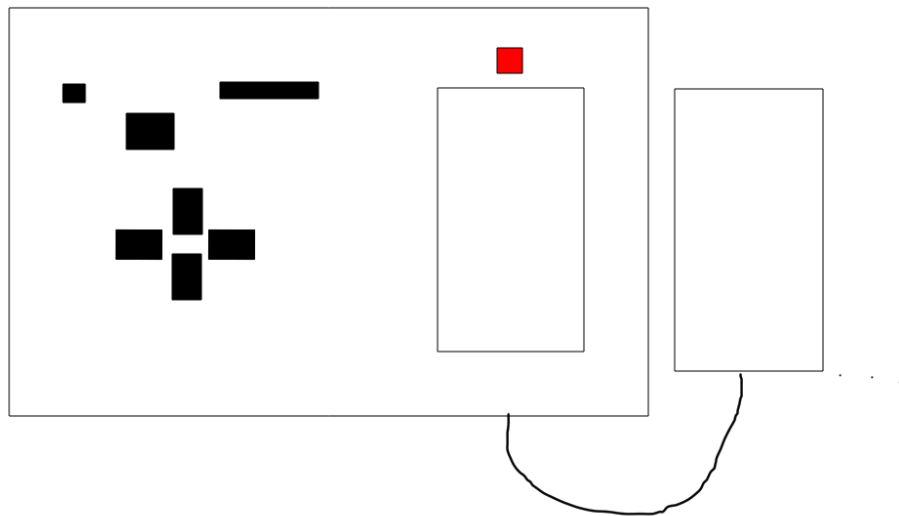
Ryan needs a way to play virtual card games but the sense of immersion and link between bodily sensations and what's happening in the game are lacking.

Iterate:



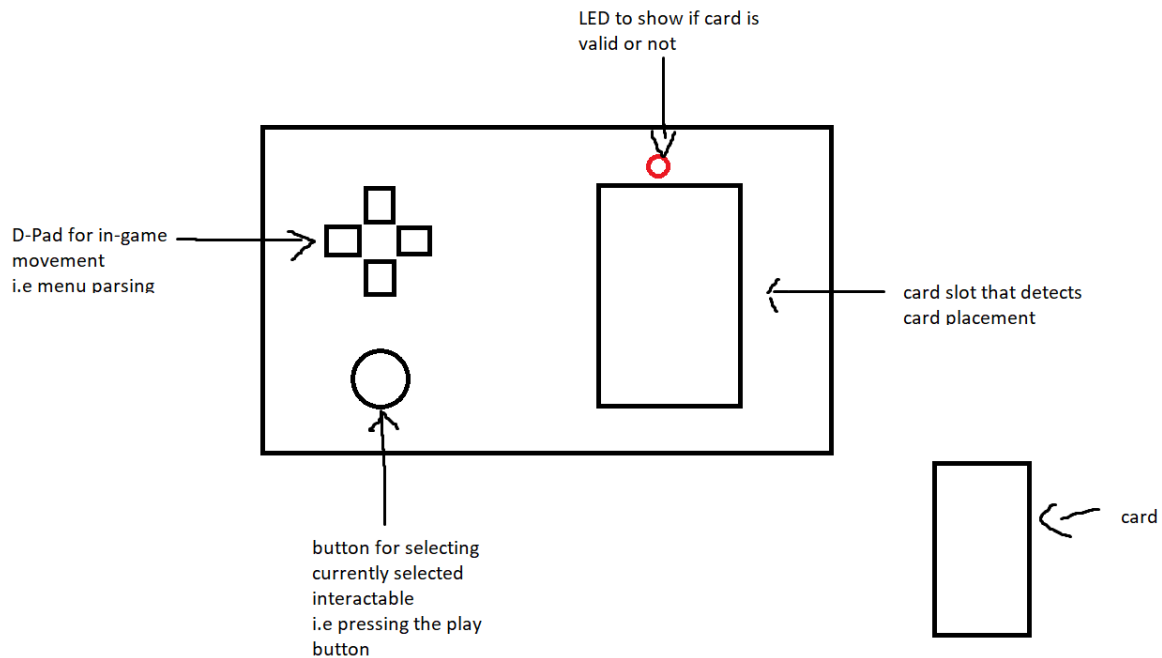
## Feedback

- Cool
- Distinct sizes and shapes would allow a much more personalized experience with the device
- Modular nature of the pedestals is nice
  - Doesn't require a new device to achieve the effect of multiple pedestals
  - Adds for more personalization
  - Allows the user find what they want



## FIRST ONEEEEE

Intro:



An entire deck of nfc cards that the pedestal reads and communicates to the game

Interview:

- What if card states change in game?
  - **Info sensor that you can cards over in game to read that card's state and stats**
  - **Displays on pedestal to show card states, hp, mp, etc**
  -
- Throw the card down in certain areas
- Different spots, games that don't use them can't use them
- Tactile feel
  - **The tactile feel of placing cards down is nice**
  - **Game recreates physical feel**
    - **More immersion, more fun**
- Appeals to niche audience
  - Have to buy individual cards that they might already own the normal version of

Capture problems:

John needs a way to play his favorite card game immersively. Unexpectedly, in his world there is no way to capture the tactile feel of an actual card game while playing an online card game.

goals/wishes:

Immersion

Card state changes shown via displays

One big or multiple slots instead of one slot w/ buttons to swap

Tactile feeling

Way to store the cards

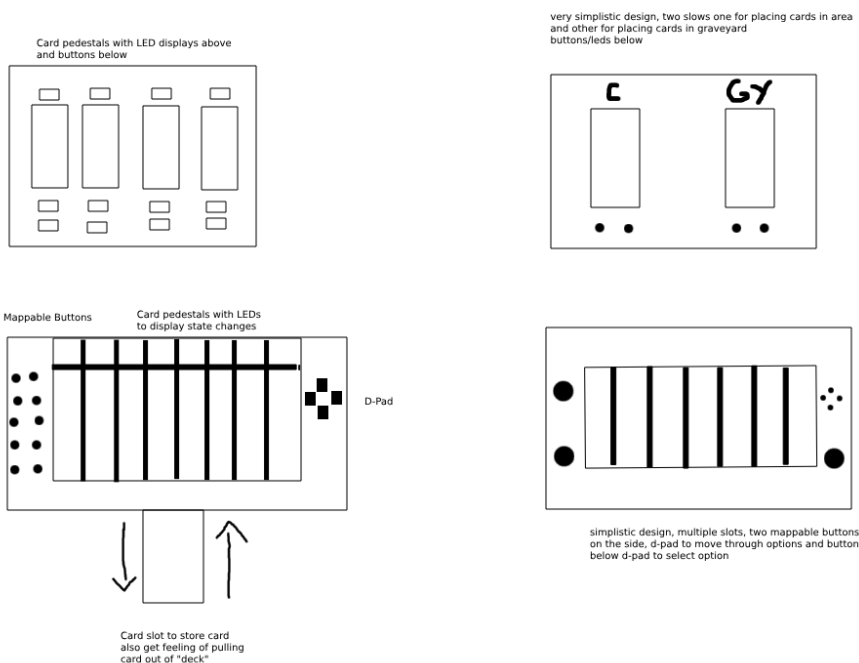
Insights:

More practicality

More buttons

Print image of card into game

Iterate:



Feedback:

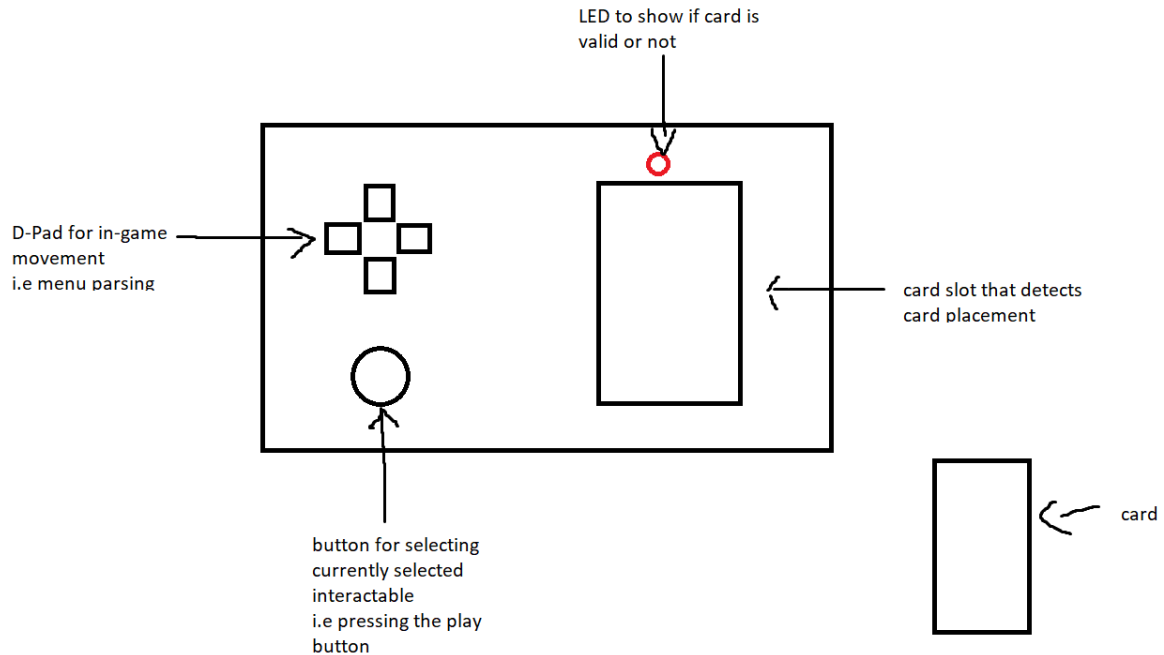
No deck of cards, just a single card to simulate tactile feel

Multiple mappable buttons

One pedestal, focus more on feeling of cards

Modular pedestals?

**THIRD**



#### Interview:

- Randomness?
  - **RNG**
  - **Get a random something**
- Good art
  - **Board art on virtual screen**
  - **Card art on the card**
  - **Movement in some of the art**
    - **Cards, etc.**
- Too bulky
  - **Nfc card deck might be too big**
  - **Size of one card, buttons on the side**
  - **Should look sleek**
  - **Wider than the card**
- Reminds of yugioh thing in some ways
- NFC idea he liked
  - **Sell a pack of nfc tags with multiple cards as a deck**
  - **Someone with their own nfc stuff can already play**
- Maybe make the LED smaller

#### Capture your findings:

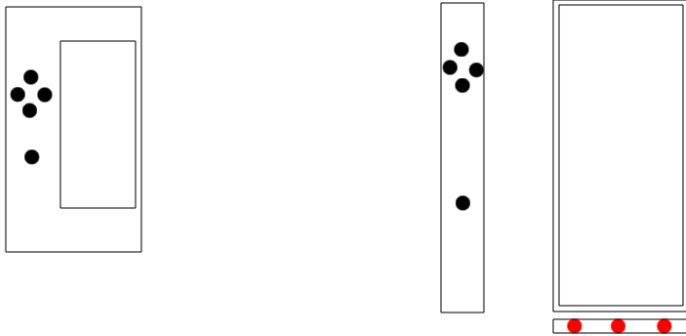
- Sleek immersive design
- Not awkward controller

## Insight

- Sleeker design
- Smaller buttons
- Less surface area

Clayton needs a way to play with the controller without it falling off of his desk but it is too big to do that.

Iterate:



Feedback:

- Way better
- Feels like something cleaner to use
- Almost use it as a mouse
- Really cool
- Use it as a mouse, slide controller forward to cast card into game