Testing interview

interview 1 – Lily, 22, university student

Setting: played in dorm with 3 friends before planning a weekend trip

1. Q: Before playing, did you understand what the game was about?
   A: Kind of — I knew it was about deciding where to go, but I didn't expect an actual race!

2. Q: How easy was it to start the game?
   A: Pretty easy. We typed ideas, and pressed ready.

3. Q: Did you understand the meaning of the stars during gameplay?
   A: After a few seconds, yes. At first, I didn't know each star represented someone's travel plan, but once we realised, it made sense.

4. Q: How did the racing make you feel?
   A: So fun! We screamed every time someone crashed. It kept everyone involved.

5. Q: Do you think the race helped solve group disagreements?
   A: Yeah, because nobody argued — we just played. The result felt fair and quick.

6. Q: What about the final result screen — did you understand it?
   A: Yes, the ranking and star counts were clear.

7. Q: Did the game reflect your personal choice accurately?
   A: Yes. I got to "vote" by chasing the star I liked.

8. Q: What could be improved?
   A: Maybe show whose idea each star is — like a name or icon above it.

9. Q: Would you play it again?
   A: Definitely, especially for deciding dinner or weekend plans.

Interview 2 – Tom, 28, software engineer

Setting: tested alone and later with office teammates

1. Q: What did you think the goal of the game was before starting?
   A: To vote on group choices in a fun way. I liked that the idea was clear right from the title screen.

2. Q: Was the onboarding intuitive?
   A: The flow — Host → Join → Ready — was fine.

3. Q: During gameplay, did you feel in control of your car?

A: Yes, though the movement could be slightly smoother.

4. Q: Did you understand that stars represent travel options?
   A: Yes, after seeing the numbers. Maybe colours could match player inputs to make it more readable.

5. Q: How did you feel about the "double vote for the winner"?
   A: It's clever — adds excitement and incentive to perform well, but still balanced.

6. Q: What was most confusing?
   A: No

7. Q: Do you think this design solves the "argument" problem effectively?
   A: I think so — it replaces discussion with quick, shared action.

8. Q: What insights did you gain about the design purpose?
   A: It's really about *equalising voices* — making quieter users' choices count equally.

9. Q: Would you use or recommend this type of decision-making app?
   A: Yes, for workplaces or social groups — it's a smart icebreaker.

Interview 3 – Yuna, 25, travel vlogger

Setting: tried TripRace with her travel content group

1. Q: What was your first reaction to the game?
   A: I thought, "Finally, a decision tool that's not boring!"

2. Q: Did you understand how your input influenced the game?
   A: Yes — I entered "beach" and saw it as a star on the track, so it was very visual.

3. Q: How was the balance between play and purpose?
   A: Perfect mix. It's not too serious, but still gives a result we can agree on.

4. Q: Did you ever feel lost during gameplay?
   A: Only once — when stars moved fast, I forgot which one was mine.

5. Q: What did you like about the design visuals?
   A: The pastel colours are calming; it feels lighthearted.

6. Q: Was it clear who won and why?
   A: Yes, the ranking screen was simple and satisfying.

7. Q: Do you feel this experience reflects real group travel?
   A: Definitely — chaotic, but in a fun and fair way.

8. Q: If you could add one feature, what would it be?
   A: Maybe a short replay showing which stars people picked — like a recap.

Interview 4 – Ethan, 31, travel agency coordinator

Setting: tested TripRace with a tour group of six

1. Q: How did your team react to the idea?
   A: They laughed at first, but got competitive once the game started!

2. Q: Was it easy to guide everyone into the same room?
   A: Yes

3. Q: Did participants understand that each star = a travel suggestion?
   A: After a short explanation, yes. The visual link could be emphasised more.

4. Q: How did the race affect communication between people?
   A: It replaced verbal conflict with non-verbal action — that's clever.

5. Q: Did you notice any moments of confusion?
   A: Some thought speed meant "winning" rather than "voting," so a short intro text might help.

6. Q: How effective do you think it is as a group-decision tool?
   A: Quite effective — it lowers tension and creates a sense of fairness.

7. Q: Which feature impressed you most?
   A: The ranking plus the double-weight winner rule — adds strategy.

8. Q: Any potential real-world use?
   A: Team building, pre-tour voting, or even school trip planning.

9. Q: Any improvements?
   A: Add a "results summary" with the winning location names for clarity.

Interview 5 – Sara, 26, design student

Setting: tested with classmates in a café environment

1. Q: As a design student, how do you view TripRace's interface?
   A: It's minimal and readable — great contrast and consistent layout.

2. Q: Did the function of each button make sense immediately?
   A: Mostly yes. The "Exit" is clear, but "Ready/Not" status could use clearer feedback.

3. Q: How did you interpret the star mechanic?

A: Very intuitive — I liked that collecting stars equals voting.

4. Q: Were there moments when you didn't understand what to do?
   A: The first 10 seconds, yes — maybe an on-screen tutorial or countdown could help.

5. Q: How did you feel during the race?
   A: Engaged and slightly nervous — like trying to represent my choice while avoiding crashes.

6. Q: Did the game successfully represent fairness?
   A: Yes, because every player had the same opportunity to influence the result.

7. Q: What was the social dynamic like?
   A: Everyone laughed, which eased the usual tension of choosing together.

8. Q: What's your key takeaway from this design?
   A: Turning conflict into play — that's a brilliant concept for social computing.

9. Q: Any suggestion for improvement?
   A: Maybe sound feedback — something satisfying when collecting a star!