**Interview Transcript – Prototype Study**

**Interviewer**

Name: Yaxin Liu

Position: Design Researcher, UQ University Student Project – Travel Planning Game Prototype

Date: 18 September 2025

Place: Online video call

**Participant**

Name: Sarah

Age: 20

Description: 2nd-year Arts student in Brisbane. Travels with 3–5 friends for weekend trips. Enjoys mobile games and board games. Participates in group activities. Gets bored easily, and gets tired when group decision making is lengthy due to indecision, and mixed budgets.

**1. Travel & Group Planning**

YL: Sarah, when you and your friends decide to take a trip, how do you usually come up with an idea to go?

Sarah: We usually start in our Messenger group chat – one person says they are bored, then within 5 minutes everyone’s sending random places, haha. It’s fun, but we never come to a decision very quickly.

YL: When you’re planning, which parts do you find the most stressful?

Sarah: Trying to get everyone to agree on dates and money. By the time we finally agree, a lot of the cheaper options aren’t available anymore.

YL: Do you think everyone gets to have a say in planning, or do some people have more control?

Sarah: Nah, not everyone. There’s always one or two people who lead the conversation, and everyone else just goes with the flow. Sometimes that’s a little unfair.

**2. Group Decision Frustrations**

YL: Do you have any specific examples where deciding on an activity or a plan got a little frustrating?

Sarah: The last trip we went on, half the people wanted to hike in the mountains, the other half wanted to go to a spa town. We talked for so long, and missed out on booking either. Ended up just aimlessly walking around, which was fine but a bit of a waste.

YL: How do you and your friends usually resolve this?

Sarah: Someone usually gives up, or we try to compromise on a “middle ground” activity that no one is particularly excited about.

YL: Have you ever felt stressed or unheard during the planning process?

Sarah: Yes. If I put an idea forward twice, I feel like I’m being annoying. I just usually end up keeping quiet.

**3. Playful solutions & Mini-Game Design**

YL: Let’s imagine your group of friends had a short game to play to help you make decisions about your travel plans. How would you want it to be, in order for you to want to play it?

Sarah: If it’s quick, and fun, and feels fair, I would probably give it a go. I wouldn’t want it to be just another boring poll – it could be something visual or use cards or something. Like a party game.

YL: If you had to choose, which would you want your group game to use the most? Being fair, using random chance, or just winning?

Sarah: Fairness is most important, but I wouldn’t mind some random chance to spice it up. I wouldn’t want a lot of competition – that would just lead to more arguments.

YL: If playing a game would decide part of your plan, would that make you feel like you’ve gained fun, or lost control?

Sarah: I’d feel like it’s gained some fun. I’d be happy for it to choose smaller stuff like restaurants or morning activities. I wouldn’t want it to plan the whole itinerary for us.

**4. Context of Use**

YL: When do you imagine you would play this kind of game?

Sarah: At the hotel, before we go out for the day, or if we’re waiting for transport or something. Whenever we’re all together, and have 5–10 minutes to spare.

YL: Do you see this game being used as more of a serious planning tool, purely for entertainment, or somewhere in the middle?

Sarah: Somewhere in the middle. It should help us make a decision, but shouldn’t be super serious.

YL: What would turn you off wanting to play this game?

Sarah: If it was too complex or takes longer than just chatting. Or if it felt childish.

**5. Values & Expectations**

YL: For the balance of planning vs spontaneous activities, what are you looking for?

Sarah: Enough planning so that we don’t have to argue a lot, but not so much that the trip seems too rigid and structured. 50/50.

YL: What kind of emotions would you hope that this game can create?

Sarah: Laughter and bonding. I want it to help relieve the stress of making decisions.

YL: If you could add one feature to this game, what would you add?

Sarah: Hmm, something like a hidden-vote system that, when all of us vote for something, the game reveals what the group’s decision is with a funny animation. So no one person gets to be blamed if they pushed a little too hard.

YL: Thank you very much, Sarah, that was very helpful.

Sarah: No problem, I’d actually be interested in playing something like this with my friends – sounds way more fun than doing group chat polls for hours.