

Summary of Findings

Below you will find the results of interviewing one individual who is a non-computer expert, however she is technologically literate and has grown up using computers. We went through the game creation, login/signup, game creation/joining, and basic board visuals/operations, at each stage asking for feedback on the current interface. Questions were open ended, allowing for the interviewee to expand on their views with minimal influence by the interviewer. I will summarize some of the key results, and leave the rougher notes taken during the interview below.

Sizing. The sizing difference between pre-game windows and gameplay windows is jarring, and given the application is a desktop application, these windows should take up more of the screen. The gameboard itself could utilize more space, but it doesn't - when maximized, the window leaves blank space to the right of the game board when it could be better utilized. Additionally, the experience when maximizing the current pre-gameplay windows is poor - not responsive, doesn't look good when it is maximized.

Inconvenient Navigation. There are certain pathways that don't have returns without closing the application completely and restarting it. Namely, when you arrive at the 'Join Game Screen' and the 'New Game Screen', there is no way to return to the previous page.

Unappealing UI Inconsistent With Objective. Monopoly is known as a colorful, bright game, and much of the UI leaves that aesthetic behind in favor of a more blank one. All entry pages are monochromatic aside from a few links, and rely on text sizes/boldness only to differentiate between importance. Additionally, there is a lot of unused empty space that could be better utilized - for example, the center of the monopoly board is completely empty when visuals could be included to augment the game. And, on maximization once the board is open, a blank bar of space appears to the right.

Confusing Inputs. Not everyone is well versed with computers, and as such, using Port and IP address as user entered inputs is inadvisable. It was suggested that they could instead be either a selection choice (given options) or just chosen on the backend, both of which are viable solutions.

Initial Interview Notes

Signup Page

Pros

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Cons

- Consistency in capitalization
- Username, password, and confirm password boxes
- Create may be unclear
- All the other stuff from login page

Login Page

Pros

- Font sizes make sense too, for the box that it's in
- Size of monopoly heading is good
- Including sign in button

Cons

- Inconvenient size of sign in page:
- Boring bland font, not branded at all "Looks like a cover of a badly designed book"
- Games usually have logos, include that
- No entry page previously, no tutorial previously
- Rule of thirds - all different sizes, not visually pleasing to look at. A lot of empty space, especially between monopoly title and sign in
- Should use more space for everything - given its a desktop app
- No color - if they were going for this vibe, fine, but it's not clear that it's what they're going for
- Blue signup button doesn't match
- Background of sign in bar doesn't make sense, especially when entire screen is maximized
- Sign In , etc capitalized, but name in User Name is not, sign up in all lowercase

- Username and password boxes not lined up

Entry screen

Pros

- Spacing is fine

Cons

- Clarify what join means - join game
- Maybe reword game rules for clarity
- Still empty but

New Game Screen

Pros

- Spacing is good, doesn't feel as empty

Cons

- Not clear to everyone what a port, IP address
- Join code instead maybe for ease of access
- Can't go back from this screen

Join Game Screen

Pros

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Cons

- Empty
- Misaligned port and ip

- Can't go back from this screen
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Game Screen

Pros

- User info is good

Cons

- Blank space appears when you maximize
- Space only appears to the right
- Why not have the loading screen also be this size
- Empty space in the middle of the board
- Bright white blank space
- Top is upside down - unless you know it very well, you can't see top row
- Mortgage and unmortgage aren't capitalized, so is dice in toss dice, 'you own' in Estates you own
 - Consistency in capitalization
- Toss dice being gray doesn't fit thematically
- Monopoly piece is invisible (almost)
 - Color?
- Can't choose piece
- Money part is small
- Make UI more interesting
 - Colors
- In estates you own, scrollbar even when there is nothing there
- Board should fill the whole screen
- Buttons at the bottom should be larger, have logos
- Toss dice should have an animation or something
 - Or colorful