

# Group 3 - Design Research

Joshua Nguyen

AJ Jones

## Part 1: Design Research Summary

The research I choose to conduct is observation and some one on one interviews. I went to my local game shop and view people as they played Magic the Gathering. This is a card game with many different formats to play in and on Friday, I had recorded interesting comments on improvement to this game and ways to improve tracking on progress done to decks and see whether those changes have a significant effect in an overall deck performance. While there I recorded my notes in google drive as a document and after some time researching this is my data:

The observations were mainly to determine who were approachable and expressive about the current game or the game they recently finished. Players are likely to brag about victories when the opponent is not around they like to discuss decks versus decks instead of player versus player, this is done to general match up gameplay around similar decks going against a similar opposing deck. Players will discuss with each other about improvement to the current deck to better suit the types of matchups this current week of the game, in preparation for next week. This is to continuously improve the deck the perform optimally. Most will perform this and they record data by just mentioning the performance to other players and what is nice is that they speak of past events as a reference on a suggestion to improve and to review over past performances to improve the deck and player knowledge of the game. They mention a lot of generalized information on better strategies but also previous events that happen locally and nationally as they converse with each other. When asked this seems to be the best method for them to record data on performance because they are highly interested in success but also failure stores and they have strong memory and love to learn from each other. After hearing some conversations, I performed some on the spot one on one interviews asking questions according to their current situation in addition to some general questions to describe some background information needed to get caught up on what had currently happened.

The one on one interviews were performed on two people. The main questions asked were:

1. What deck did you play? What's in it if its anything different from a generalized and established version of your deck online.

Mono-Green Tron from Las Vegas GP, Mono White Taxes.

*The Taxes player let me see and take a picture of his deck, the Tron player did not have enough time to present as the next match was coming up soon.*



2. How do you keep track of this deck and its progress?

The Tron player says that he doesn't he just makes changes according to natural feeling and some online suggestion as he plays like a casual player and is not too much invested in playing competitively. The other player says he has a partner that he shares decks with and so they keep track of every card they own and purchase 4 copies of that specific card so know exactly how much each card should be in total and so it just boils down to what card they own and if they do its 4 copies in the whole collection. 4 is the number of max copies that can be played in a single deck. The decklist is recorded with either picture or online registries to track the progression of the decks. But it is noted that this method is time-consuming and so not done too often, and wished that there was a faster way to import data in these registries.

3. Now what kinda app would you like to be created to help you record data and improve your overall experience of this game.

The Tron player says he wishes for the more standardize form of search up decklist as there are too many small forums that hold little bits of information and is time-consuming to figure out all this information. "There should be a formal large forum that is recognized by many to be a great source of information, it's all online just spread everywhere." The taxes player says he agrees after hearing what the Tron player mentions. "This would be so sick if we actually had some organization in this community"

## **Part 2: Group Reflection**

After looking back at the data I found and filtering out what should go in this report, there should be more time allocated to the interviews that the night went by the players were truly focused on the games they were playing and became hard to find time to ask question as they paid to play for the night so I believe more information could be extracted once the event was over. I should make more focused and less open end question as it was fun to speak with them it was more of a conversation about the deck than an interview. The tangents that occurred detracted from me gathering too much data from others as there was only time to interview two players. I would try to ask hem to limit storytelling and more on improvement to my own app and see if that would keep them focused on answering my questions. I should have stated that this was a research project and interview instead of just asking a question. The observation was handy to prepare for the interview but without asking, I could not get any information on how they record their progress in gameplay since this was mainly done outside of the event as this is a time-sensitive environment. They much rather play than record data and improve at the current moment which is understandable.

### **Part 3: Appendices**

This was recorded on this same document and much of the extraneous information was erased from this document to turn in. Next time I will record using pen and paper as I think that will make me more inclined to record more data than to just ask and report what I remember a few moments after the interview. This was due in part to not wanting to type what they said exactly during the interview since I wanted to be discrete at the time of the interviewing process and similar unknown during the observation period.

### **Part 4: Group Contribution Report**

I submitted my group contribution report.