CIS 489 – Capstone HCI/UX
Dr. Watson
Data Collection – Understanding the Data
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Research Question:

"Do participants have a better overall experience playing a video game on a handheld platform like the Nintendo Switch console, or on PC?"

Hypothesis:

"As primarily a PC user, I expect participants to have a better overall experience playing a game on the PC versus Nintendo Switch."

Collected Data:

After only having successfully recruited 3 participants (minus 1 participant who was unable to complete both parts of the study and my 1 pilot participant), I still feel I gathered valuable data that has already shown me that I was wrong in my initial hypothesis, but I expect further collection of data will support my new hypothesis:

"Due to its emphasis on being user friendly to users with no previous experience gaming on any platform, the Nintendo Switch offers an overall better user experience to participants."

I have developed a new hypothesis due to my observations of participant behavior when completing the task on the Nintendo Switch compared to on the PC. Participants were able to easily understand the use of the Nintendo Switch as there were limited controls and the UI of the video game as developed for the Nintendo Switch console easily indicated what buttons were required. Whereas when participants completed their task on the PC, it was observed that each participant was confused on how to complete the tutorial within the game because the controls were not explicitly defined and were difficult to understand as the video games developed for PC may include all functions of the keyboard as well as the mouse.

Participant Survey:
https://docs.google.com/forms/d/1Xw2ruGrBjvuESZ7olcyufd02b2jtRSRCMpwjUxxNwME/edit

Participant Data Collection:
https://docs.google.com/spreadsheets/d/17cNKpghh6-UeI_kYrztZUPwWb2ToOKsW92-nnJE-Mg0/edit?resourcekey=&gid=592923169#gid=592923169