COGS 199 Meeting – 1/21/16

* Researching user needs
  + Google sites and other services that appeal to the same needs
  + Needs
    - Chatting in real time
    - Chat rooms
  + Search Game Forums
    - reddit, twitch, gog.com,
    - May be problems apart from finding matches in games
  + Ask gamers how they find groups
* Problems
  + People don’t use group-making features to actually *make* groups
    - **Possible solution**: reward users for making matches
* Focus
  + Focus on raiding/matching
    - Not as common in other apps/services
  + Less emphasis on forming groups
* Apps to Look At:
  + Gamr2Gamr
    - Badly designed, both in aesthetics and interaction
    - Died around 5,000 downloads
  + GameFindr
    - Ended up too niche
    - Died around 10,000 downloads
* Name
* Schedule
  + Tonight (1/21/16) – find potential users to interview
  + This weekend – conduct interviews, make some personas, sketch new designs
  + Sunday – meet and collaborate, most likely around **6 pm**
* Questions to ask
  + Do you schedule long-term plans for a game match? (long term = more than 30 minutes)
  + How do you find others to game with?
  + Who do you game with?
  + When was the last time you played a video game with someone else?
    - Was it online or in the same room?
    - Can you tell me more about that experience?
  + What genres do you play?
  + What are your social habits in games?
    - Do you like being the leader?
    - How do you find or form groups?
  + What frustrations do you have with gaming?
    - Specifically, what social frustrations do you have with games?