DORQ Usability Reports

CS-5610 Final Project
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The following pages represent four separate usability studies conducted on individuals who had not used DORQ prior to their participation. They were not given any information about the website's purpose, nor told how to use the website, or otherwise guided in their participation save for several prompts. Participants were given a general description of several tasks to accomplish to ensure each user performed the same set of actions, and asked to rate several of these on a 1 – 5 scale. Otherwise, their experience through the website was natural, and documented as well. In all, each participant was expected to:

- Register for an account,
- Use the chat function/roll dice,
- Add a player to their party or join another player's party.

They were asked for feedback on their interactions with each of these steps, and the site as a whole, and then asked to provide any additional information regarding their experience that they might like to include. The following pages are transcripts of these studies.

User 1

First impressions? Where do they navigate immediately? Reads the entire homepage, then went to the 'About' section as suggested by the introduction texts. Does not have questions on use so far.

"What do you think the site is for?" It looks like it is a dice rolling/organizational site for people playing Dungeons and Dragons.

Can you register for an account? Registered for an account without prompting.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of registration? "It was very easy, a 5. However, I put my 'character name' in as 'Olivia' which it never used for anything, instead it used my username."

Where do they navigate immediately? "Can you tell if you're logged in?" Navigated straight to the 'Dashboard' page. They are able to easily determine they are logged in.

Tester added to a party for convenience.

Where do they navigate next? Straight for the dashboard again.

On a scale of 1-5, with 5 being easiest, how would you rate the chat's ease of use? I had a little bit of lag but it wasn't too bad, and new messages didn't automatically scroll to the bottom/push older messages up, but overall it was easy to use and there weren't any errors that I noticed! I'd give it a **4.**

On a scale of 1-5, with 5 being easiest, how would you rate the ease of rolling dice? Rolling the dice was easy! I give it a 4, only because at one point I rolled a NaN for Dexterity, but it looked like you were in the process of fixing that so!

What do you think could be improved on the player dashboard? This can include stat displays or chat/dice functionality. I noticed I rolled 0s a few times which isn't a thing in D&D, so that might need to be tweaked, but otherwise I think it worked fine.

Do you have any final comments? Nope!

User 2

First impressions? Where do they navigate immediately? "It has a very simple, and easy layout, easy to navigate." They navigate immediately to "About."

"What do you think the site is for?" I think the site is used to unite D&D enthusiasts together in order to play some games, set people up with one another, and have some fun adventures.

Can you register for an account? Registered for an account without prompting.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of registration? 5/5, no additional comments.

Where do they navigate immediately? "Can you tell if you're logged in?" Navigated straight to the 'Dashboard' page, then immediately begin posting in chat. They are able to easily determine they are logged in.

Tester added to a party for convenience.

Where do they navigate next? Straight for the dashboard again, then immediately to the chat, to communicate with the party they have been added to.

On a scale of 1-5, with 5 being easiest, how would you rate the chat's ease of use? 5/5, no additional comments.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of rolling dice? 5/5, no additional comments.

What do you think could be improved on the player dashboard? This can include stat displays or chat/dice functionality. It would be beneficial to have the chat log scroll automatically when someone rolls, or says something in the chat log. I am an idiot so it took me a while to figure out I had to scroll to see what i rolled, or if someone else spoke.

Do you have any final comments? When I registered for an account, it asked my name and character name, but in the profile it states my character name is Mel. Otherwise! Marvelous website!

User 3

First impressions? Where do they navigate immediately? "It is very clean and well laid out." They navigate to Register, but are asked to pause.

"What do you think the site is for?" "It looks like you can register an account and play D&D." They navigate to the About page. "I think you'll be able to make adventuring parties."

Can you register for an account? They were then ask to continue to registration.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of registration? 5/5, no additional comments.

Where do they navigate immediately? "Can you tell if you're logged in?" Navigated straight to the 'Dashboard' page. They are able to easily determine they are logged in.

Tester added to a party for convenience.

Where do they navigate next? They scroll down to the party chat and immediately begin testing the Rolls feature.

On a scale of 1-5, with 5 being easiest, how would you rate the chat's ease of use? 4/5, commenting on the chat's lack of auto-scroll.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of rolling dice? 4/5, some rolls inaccurate.

What do you think could be improved on the player dashboard? This can include stat displays or chat/dice functionality. It would be nice if it seemed like the XP and Level functionality did anything, or if I had a description of my stats.

Do you have any final comments? I think with a few spells or abilities this would be fun to play D&D on!

User 4

First impressions? Where do they navigate immediately? "I like the name! I can immediately tell it's for tabletop games because of the logo, even before reading." They navigate to About, then News.

"What do you think the site is for?" "Playing D&D games with friends. Without registering, I can't tell how you do it, though. Some information or screenshots would be nice."

Can you register for an account? They register when asked without hesitating.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of registration? 5/5, no additional comments.

Where do they navigate immediately? "Can you tell if you're logged in?" Navigated straight to the 'Dashboard' page. They are able to easily determine they are logged in.

Tester added to a party for convenience.

Where do they navigate next? They tab to the news page, then back to the Dashboard, where they use the Rolls feature. "News feels like it should have your party's news."

On a scale of 1-5, with 5 being easiest, how would you rate the chat's ease of use? 4/5, citing the lack of auto-scroll.

On a scale of 1-5, with 5 being easiest, how would you rate the ease of rolling dice? 4/5, some rolls inaccurate.

What do you think could be improved on the player dashboard? This can include stat displays or chat/dice functionality. Maybe a place to add a map or image for the game? And for players to see their DM info and current party, too, even if not their stats.

Do you have any final comments? I think a play button or redirect to the dashboard would be helpful, or some additional notes in the About page on what the site is for.