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UX User Journey and Flow Diagram

Our Persona: Bob is a 14-year-old who enjoys peaceful and quiet gameplay that is at his own pace. More fast-paced and intense games make him stressed. He enjoys knitting and watching TV from the comfort of his sofa.

Scenario: Bob wants to find a way to enjoy a party game with his friends, yet with his play style in mind.

Expectations: Find a mod that has all the original characters and elements for the game that is less stressful and fosters a more peaceful environment and collaborates with friends.

Finding Game:	Invitation:	Learning the Game:	Customize:	Report:
Bob looks online for mods for <i>Mario Kart</i> to cater to his peaceful gameplay style. Bob finds the factory “farming” mod and downloads the content to try out with his friends for his get-together.	Bob invites friends over to the get-together. Bob announces the new mod that he wants to try out with them. They get on the game.	All players interact with the content and figure out the farming-like simulation/mechanics. Bob and his friends are quick to understand the mod’s concepts and improve their factory as they play.	Players change their settings to their needs. There are accessibility settings for players who are not common gamers. They increase the difficulty. This includes certain car parts that are out of stock.	All players were able to enjoy <i>Mario Kart</i> with a toned-down mod that brings in collaboration rather than competing against each other. They appreciated having a party game that was non-competitive and something less intense, which could help foster a wider audience. Communication skills increased!

Our Persona: Emma is a 72 year old who can not handle stressful situations. She enjoys car races and learning about mechanical car components. Her video game skills don't go above dragging and dropping items.

Scenario: Emma is a car enthusiast who wants to enjoy her niches without too much physical labor.

Expectations: Find a mod that incorporates an easier playstyle for an older audience.

Finding Game:	Invitation:	Learning the Game:	Customize:	Report:
Emma looks online for a mod that tones down the new game that she got for her birthday. Emma finds the factory “farming” game that keeps the technical elements of cars.	Emma invites her daughter and grandson to help her download and set up her new mod. They wish to have a game night together now that she can play her new game.	All players interact with the content and figure out the farming-like simulation/mechanics. The content is slower-paced and Emma can grasp how to play.	Players change their settings to their needs. There are accessibility settings for players who are not common gamers. They increase the difficulty. This includes certain car parts that are out of stock.	All players were able to enjoy <i>Mario Kart</i> with a toned-down mod that brings in collaboration rather than competing against each other. They appreciated having a party game that was non-competitive and something less intense, which could help foster a wider audience. Bonding time with daughter and grandson!

Flow chart:

