

User Study of BetaGo

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1 Methodology & Participant Demographics

1.1 General Methodology

For this user study, we recruited three participants to use the BetaGo app we made. They are all students from Gordon College Go Club. They all know how to play game of Go.

When they are using the app, we ask them to say about anything they expect or don't expect from the app. They answered general questions about their general usages and expectations of the app, and then started using the app and speak while exploring. The whole app-exploring processes are recorded by video available as reference.

1.2 Tasks anticipated to be taken by users

1. Open the app.
2. Explore functionality of the app.
3. Check if all the go rules are correct.

2 General Reactions

Generally, users think the app is simple and easy to understand. They think the app is clear to follow, and provides most basic go playing functions, with minor error with rules that should be fixed.

Some user thinks customized board and stones would be nice while some other user thinks not having customization doesn't hurt the basic functionality.

Users would like to also be able to magnify the board when putting down stones instead of using the submit button.

A user tried to turn the phone horizontally. The board was kept same width as screen, which was too big. This should be fixed.

3 Positive & Negative Comments

3.1 Positive Comments

3.1.1 Simple

"It looks really nice. It's easy to understand." "So like when you go on OGS. It's simple and easy to use. That's why it's good."

– Participant 1

"I like that it's simple, obviously. I always prefer simple."

– Participant 3

3.1.2 Easy to Put Stones

Do you think it's easy to put stones? "I think it's pretty good. Especially for how small it is, I'm surprised."

– Participant 1

3.2 Negative Comments

3.2.1 Too Little

"It's kind of little. So if you have big fingers . . . it's kind of hard."

– Participant 1

3.2.2 Not able to score

"So when you get to the end, is there way to remove stones so that you can score it?"

– Participant 1

3.2.3 Not that easy to put stones

"Probably you do want to add a guide to put down a stone when it is 19x19 when it is this small. Like sometimes I will click the wrong space. This phone is big enough but my phone it's difficult to click on the right one. So like magnifying the space or like drawing guide lines when you hold down."

– Participant 3

3.2.4 Button name not intuitive

"I think play locally . . . are you planning to hooking up an AI with it? Then it has to be "two player". Because "play locally" feels like I'm playing by myself. So it should be "two players" and "play online". Because when I first started it, I wasn't expecting I should make the next move but the computer to."

– Participant 3

3.2.5 Submit button not obvious enough

"And the submit button should be bigger, just to make it obvious. Or different color should be fine."

– Participant 3

3.3 Suggestions

3.3.1 Add different board sizes

"It's better to have different board sizes."

– Participant 2

3.3.2 Add background music

"It would be nice to add background music."

– Participant 2

3.3.3 Add customization

"Customization I think is always important."

– Participant 3

4 Summary

According to users' feedback, we think we will keep our app simple and easy to use. We will add customization in our setting activities. We may also add background music and make UI nice looking and more intuitive and obvious for users. We think putting stone on the board and submitting is precise and good enough to use, however, if time allows, we may add function of magnifying the board in our app.

5 Appendix

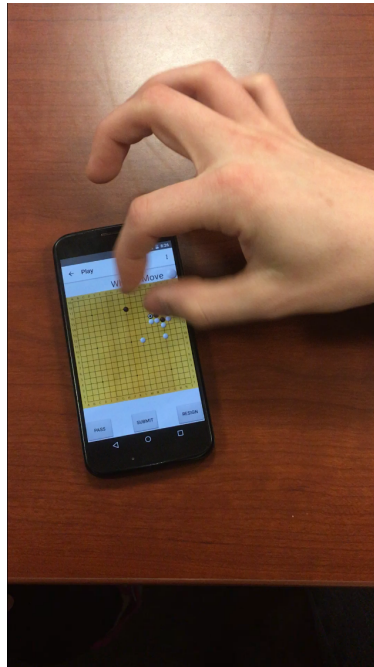


Figure 1: User trying to magnify