

Participants

Participants were recruited via the IDN research and the university's network. In the Focus Group, we had 2 experienced IDN authors. Then in the usability Tests and interviews, we had 9 participants and divided them into three groups: 1) IDN authors, 2) IDN researchers, and 3) game developers. Given that IDN is a niche community, we encountered difficulties in recruiting IDN authors. Consequently, we opted to include game developers who are the potential users as they share similar experiences with digital narratives. Additionally, to explore opportunities for technological innovation in IDN tools, we recruited IDN researchers. Below are the details of the participants.

Participant	P1	P2	P3	P4	P5	P6	P7	P8	P9
Background Researchers(R) IDN authors (A) Gamer (G)	R	R	R	A (6 yrs)	A (8 yrs)	A (6Yrs)	G	G	G
Experience with Tools	Twine	Twine, InkleWriter/ Ink	Twine	Twine, Tweego, T3LT, VSC	Twine, RPG Maker, Inform, limited experience with Ink and Unity	Visual Code Studio	Visual Code Studio	Twine, Unreal Engine	Visual Code Studio
IDN creations	N/A	N/A	N/A	HTML5 Interactive Fiction stories /games	Text-based IDN	interactive fiction, Science Fiction games	Fighting games	Visual Novels, Fighting games	Fighting game, Exploration game
Participated activities Focus Group (F) 1 st Usability Test (1UT) 2 nd Usability Test (2UT)	1UT	2UT	1UT, 2UT	F, 1UT, 2UT	F, 1UT, 2UT	2UT	2UT	2UT	2UT