



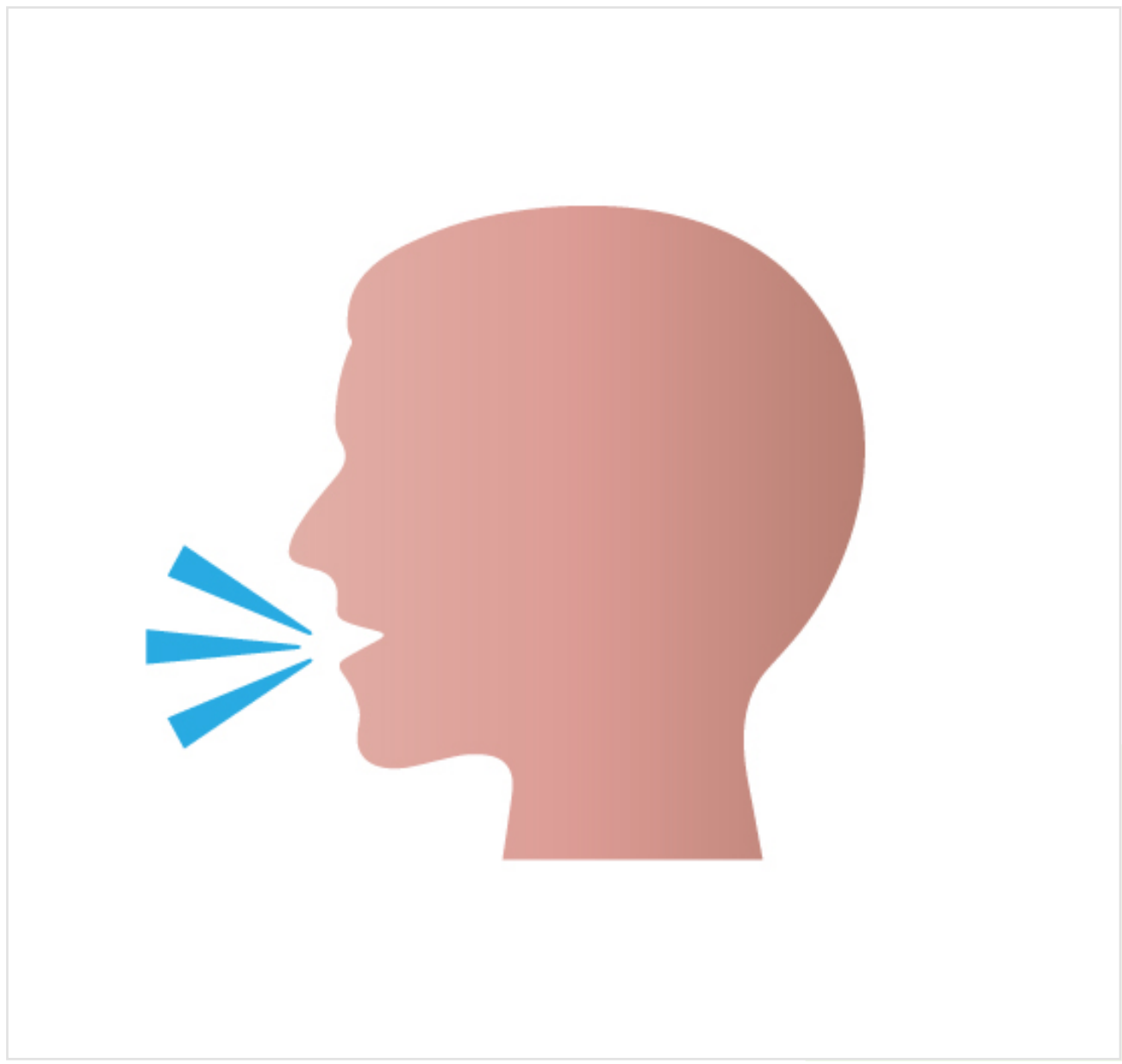
Says

What have we heard them say?
What can we magine them saying?

Thinks

What are their wants, needs, hopes,
and dreams? What other thoughts
might influence their behavior?

- No proper legal regulations.
- Unappealing ads
- Loot boxes not price worthy.
- Gaming versus Gambling difference
- Bugs wih GUI.
- Lack of alernate payment methods.



- Overcoming gaming disorders.
- Whether the game is safe?
- More storage.
- Knowledge about addictive gaming.
- Pursuing busy schedule
- Unrectified errors for long time.

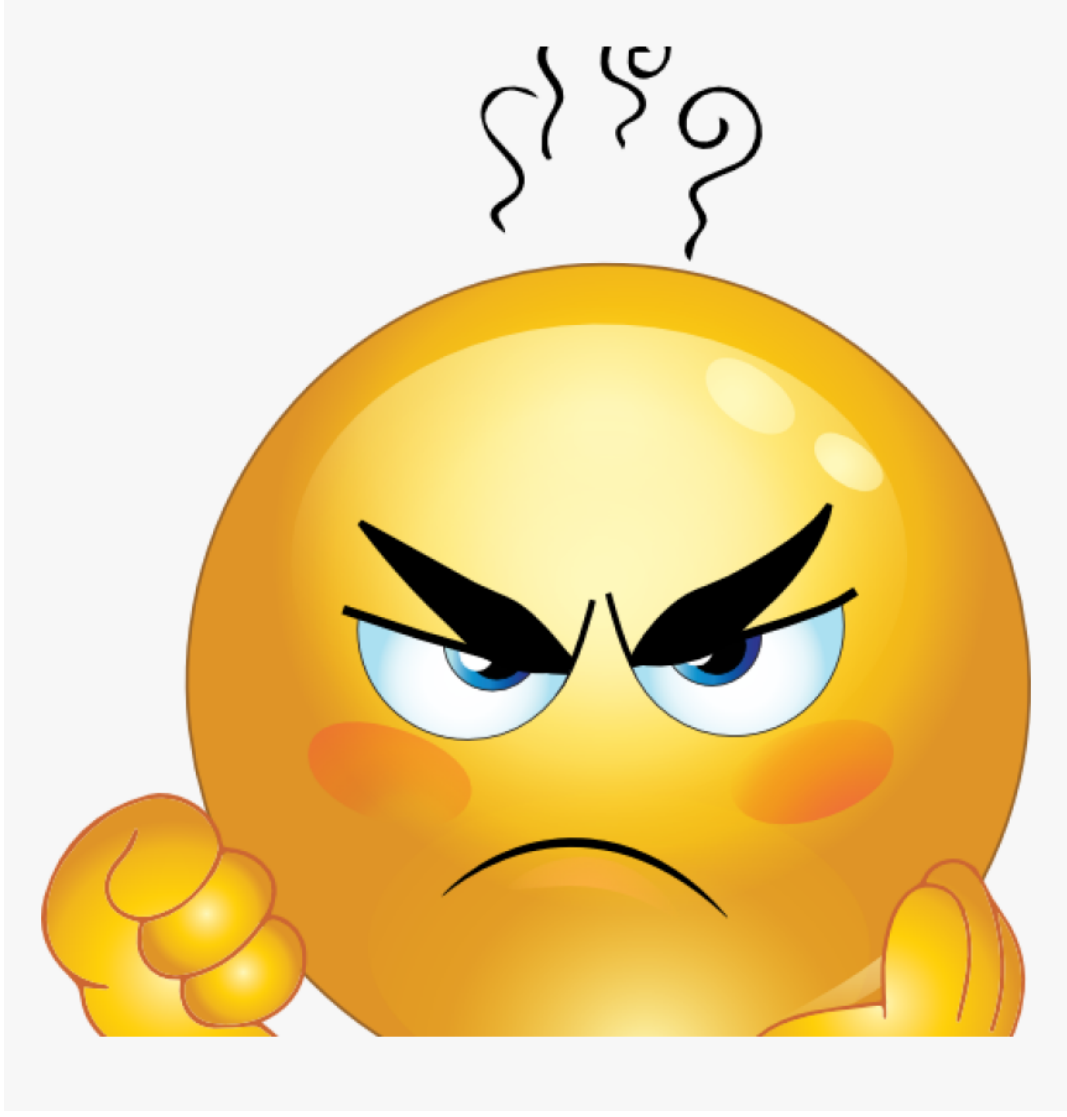


Type your paragraph...

- Website development that satisfy everyone's needs.
- Determine what keeps the users engaged
- Paying attention to rules and regulation.
- Developing non-addictive video games.
- Makes the users well known about games before start playing
- Attractive game ads



- Frustration
- Dissatisfactio n
- Fear of failure
- Loss
- Anxiety



Does

What behavior have we observed?
What can we imagine them doing?

Feels

What are their fears, frustrations, and
anxieties? What other feelings might
influence their behavior?