

**ReadySelectPlay User Evaluation Proposal:**

We are planning on performing a qualitative evaluation by observing a “game night” with a group of 4-6 friends. Our plan is to ask beforehand the list of games so we can have those games prepared in our database. During the evaluation, we will provide a briefing followed by a short demo of our system so that users understand the overall structure of our application and so we can provide context to what users can and cannot do without having to hardcode in permissions for different users. For example, the party host can apply filters, initiate and end the voting process but other users are not allowed to do these tasks. We plan to interview users once they decide on a game but before they begin playing to get their immediate feedback on the application. We are also planning to ask them about their satisfaction with the application’s game result after they play the game. At the end of the game night, we would also ask for their feedback after they have potentially had multiple opportunities to use (or not use) the application.

We will be observing the users’ behaviors during the process of using our application. We will collect quotes and detailed observations from them by asking them about their satisfaction regarding the system components, for example asking if they would continue to use those components in the future, were they satisfied with the application’s game result, what issues did they face, and did they feel that the app facilitated their game night (ie was voting an accurate way for them to express their opinion regarding games and were the filters an appropriate way to express their preferences). Our report will summarize those observations and emphasize high instances of the same phenomenon or multiple similar comments.