User Survey Findings

IDSP 2380 | Browser-Based RPG Game (BCITA) | IDSP-03

Team 13 | Team Name: Thirteen South

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Summary

Date of Report: February 17th, 2020

Date of Interview(s):   February 16h, 2020, February 17th, 2020

Date: February 17th, 2020

Who we tested

Audience Type

User Profile 1	Janine
User Profile 2	Jordan
User Profile 3	Billy
TOTAL (participants)	**3**

Video Game Usage

Less than an hour	0
1-2 hours	1
3+ hours	2
TOTAL (participants)	**3**

Age

12-15	0
16-18	1
18-25	2
25-35	0
35+	0
TOTAL (participants)	**3**

Gender

Female	1
Male	2
TOTAL (participants)	**3**

Major findings and recommendations

Major Commonalities
• Most users have played the same web browser game.

• Majority of the users play RPGs the most.

Minor Commonalities
• Every user is currently a student in school.

Major Differences
• Some users play video games for a shorter time period, while some play for 3 or more hours.

Pain Points or User Frustrations
• Some users find that browser based games such as CoolMath games tend to stray away from its educational aspect.

• Some games lack good GUI and game depth.

Other Findings
• The website every user visits the most is YouTube.

• Most users prefer to navigate on a PC/Mac.

Action Points and Recommendations

• Create better GUI/GUX.

• Add more depth to the game.

• Cater the game towards students.

• Integrate an educational aspect in the game so that users can learn while playing.