**Topic Selection:**

We wanted to help with videogames

Kept questions general to find gaming habits and issues people who game face

**Data Collection:**

We interviewed people individually, the interview transcripts were coded and then clustered into themes. The thematic analysis of the data revealed a few repeating themes

**Data Analysis:**

A large majority of people who play video games regularly game with friends

Many people have difficulty knowing when they can game with their friends, or when their friends will be available to game

When choosing what game to play with friends many people default to the group consensus in order to choose what to play

People tend to dig through their already purchased games for something new to play instead of purchasing a new game

**Selection:**  
IDEO ideation, came up with lots of ideas relating to these ideas and then culled, clustered, and narrowed down the ideas to the last few, which we then voted on. All ideas tried to relate back to addressing these key habits and problem themes

**Final Ideas:**  
Timer, and status bar - for quick gaming with friends

Calendar - for scheduling big gaming days, and more regular gaming with friends

Shared Library, and voting feature - for quicker group decision making and for finding a new game with friends

Changes to make:

Calendar can be linked

Timer- Replace with snooze button for like an hour more time free to play