Executive Summary
The Cards Against Humanity Custom Card Creator was made to allow current players of Cards Against Humanity to make more uniform and professional looking custom cards. Basic scenarios for the application include making a white card, a black card, and saving, loading, and printing a card. Two participants took part and were able to complete all of the scenarios with a minimum of effort. Each session was started with a brief description of the project and the gaining of consent from the participant. Each scenario was read one at a time, allowing the participant to finish the current task before starting the new one. Overall, while all of the tasks were completed, both participants seemed to have a bit of trouble starting out with the application.

Methodology

Who we tested
Two participants, one male and one female, both in their early twenties, evaluated Cards Against Humanity Custom Card Creator.

What participants did
Participants met with the group for about ten to fifteen minutes, completing all three task scenarios for the application. Participants also gave feedback as to what they liked and disliked about the application.

What data we collected
Data that was collected was whether or not all of the tasks were completed and verbal feedback on the application and task scenarios.
Major findings and recommendations

- Visibility issue with the displayed card
  - Problem: Users didn’t understand what to do with the big white rectangle on the right hand of the screen (i.e. the sample display card area)
  - Solution: Addition of “Enter text here” on the card; users were quickly able to figure out the task of clicking in the box and starting to type.

- Usability issue with the save/load/print/share buttons
  - Problem: Users were confused upon clicking the buttons, they had not yet been implemented
  - Solution: Buttons were implemented, users were able to use them correctly

Detailed findings and recommendations

Introductory Questions & Tasks

Questions:

Are you familiar with the card game Cards Against Humanity?

Responses:

Yes 100%

Task 1 - Construct a White Card that says “The Death Star from Star Wars” with Star Wars in italics.

Number of participants: 2

Percent successful: 100%

Findings:

- A few seconds to understand the interface
- Once the interface was understood, both participants completed the task with ease

Recommendations:

- Add “Enter text here” to the displayed card area to help the user understand (implemented)
Task 2 – Construct a Fill-in-the-blank black card that says “I like eating ____”

Number of participants: 2  
Percent successful: 100%

Findings:
- Users were confused by the need to delete the underscores in the text area, since all text is added to or deleted from the end of the text on the card

Recommendations:
- Add a cursor for the card text area to allow for more proper text editing (not implemented)

Task 3 – Save a card, load a card, and print a card

Number of participants: 2  
Percent successful: 100%

Findings:
- Users were able to complete the tasks very easily

Recommendations:
- Make the user be able to copy the card from the Share and Print buttons’ popup windows (not implemented)

Exit Questions/User Impressions

Questions:
- How would we handle users who aren’t familiar with Cards Against Humanity?
  - Response: Our target audience is only those already familiar with the game.

Impressions:
- Clean, simple interface
- Makes it easy to create a custom card that will last, instead of the sloppy, handwritten ones that are usually made