Paper Prototyping

1. Prototype Photos

2. Briefing

Hello, we are designing a program to help GMs for Dungeon World create and manage their monsters.

We are conducting a study to find out what people think about this. We will not record or publish any information with your name. This is for a course we’re taking in Human-Computer Interaction from Prof. Bickmore in the College of Computer and Information Science. Your participation is voluntary and you can stop anytime and ask that your data not be used. It should take about 40 minutes and we will compensate you with these some Oreos, the box is right there and you will be able to eat them as you work. Can you help us out with this?

Great. As I mentioned, we’re working on a computer program to help GMs. The purpose of today’s session is for you to help us figure out how to make the program interface more user-friendly before we finish developing it. But believe it or not, we aren’t going to use a computer. As you’ll see, we’ve actually created paper versions of the screens, and Martha will be playing the computer.

We’ll give you some tasks that we think are representative of what people might do in real life, such as creating monsters in a variety of ways and getting monsters from online. Your job is to tell us what makes sense, what’s confusing, whether it works the way you’d expect it to.
Keep in mind that we’re testing the interface—we’re not testing you—so if you run into any problems it’s not your fault and it means that there’s something we need to change. I’ll be sitting next to you taking notes, and I can help you if you want. The prototype still has some rough edges—we’re still thinking through how it should work and some parts of it are incomplete. Before we cast it in concrete, we want to get some feedback about how well this design works.

Martha here will be playing the computer. She may seem like a pretty smart computer, but she has limited speech recognition and no artificial intelligence. Since machines can’t talk, she’s not allowed to explain anything. If you want to do something, you’ll need to interact with the prototype just as you would on a computer. Use the back of this pencil to click and if you want to type click a text field and say “I type ...”

Please tell us what makes sense to you, what’s confusing, and any questions that come to mind. Your questions are especially valuable, but I may not answer them right away because our goal is to change the interface so it answers them.

Remember that we’re testing the interface—we’re not testing you. Are you ready to start? OK, here’s the first thing we’d like you to do. Take a minute to read this and let me know if it makes sense. If so, then whenever you’re ready please show us what you would do first.

3. Scenario Tasks

Notes: Red text indicates changes made during the course of testing to clarify prompts. Blue text is formatting notes (back of card monster data was carefully formatted/ordered to help guide users.)

Task 1:
Create the monster described on the back of the card using the monster creation survey. Add it to the collection “Buckets of Dice 2013.” (back of card) The Legendary Black Beast of Aaaaarrrrrrrggghhh. Known for “frightening adventurers.” Wants “to devour.” Hunts alone. “Much bigger than a cart.” Covered in “scales.” Known for it’s “Unrelenting strength” and “Uncanny endurance.” Its “Bite” is “vicious and obvious” and “armor doesn’t help.” It is “kept alive by something beyond simple biology,” it was made by “the animator,” it is terrible with it’s “many eyes and fearsome horns,” it is ancient.

Task 2:
Create the monster described on the back of the card. Add it to the collections “science experiments” and “marsh.” (back of card) Laser Crocodile. Laser Blast (d10+3) reach, range (far). Group, Large. 10 HP. 2 armor. Special Qualities: Amphibious, camouflage. Its a really big crocodile… with a laser mounted on its back. Instinct: To eat. (bulleted list) Drag victim under water.
Escape into water. Grasping bite.

**Task 3:**
Download the “Skeleton in a Barrel.” Add the GM note on the back of this card. **(back of card)** “Might be fun to have a room full of barrels. Some with treasure some with skeletons.”

### 4. Demographics and Test Scenario

**Demographics:**
Three Users.
Age: All subjects were 20 years old.
Gender: Two Female, One Male.
TTRPG Experience: All users played Tabletop Roleplaying Games but not Dungeon World.
DMing Experience: Only one user had DMed a game before.

**Test Scenario:**
The tests were run in the early evening, starting around 6pm ending around 9pm. (Each user took around an hour to run through the 3 tasks.) The testing was performed in a lounge in WVF so as to provide a quiet area free of foot traffic. The person playing the computer sat across a table from the user, with the facilitator sitting to one side. The prototype was laid out on the table. Each test user was brought into the lounge and to their seat and briefed before beginning the test.

### 5. Observations

**Task 1 - Create Monster Using Survey**

<table>
<thead>
<tr>
<th>Number of Participants</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Percent Successful</td>
<td>66%</td>
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**Findings:**
- 2 users proceed through survey with minimal difficulty.
- 1 user avoided survey as it wasn’t explicitly stated in the task that they needed to use it.
  - Stated “I always say no to those things. They try to hold your hand too much.”
  - Recommendation:
    - Instruct user to use survey, OR

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· Make it clear in program what the monster survey is for (when it is useful)
  · 1 user when confronted with “Special Qualities” text box after ticking “It was made by someone” box was unsure what to write in the text box.
    ○ Recommendation:
      ■ Provide example of what to write as a special quality, OR
      ■ Replace question with “Who made it?”
  · 1 user was unsure if their monster was actually saved after creation.
    ○ “Did I do this in the wrong order? ...I don’t know... if I go here [edit collections] I think I will loose everything I just did.”
    ○ Recommendation:
      ■ Add text or screen cues to make it clear data is saved, OR
      ■ Add a phony save button.
  · 1 user didn’t realize the collections box on the monster focus screen was listing the collections the monster was currently in.
    ○ Recommendation:
      ■ Change to “Current Collections” or “In Collections” etc.
· Miscellaneous Team Recommendations:
  ○ The final page of the survey still says "Next." As it's final action button it should say "Finish."

**Task 2 - Creating Monster Using Free Edit**

<table>
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<tbody>
<tr>
<td>Percent Successful</td>
<td>100%</td>
</tr>
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</table>

· 2 users initially tried to use the survey until prompted otherwise.
  ○ One thought that answering “No” to the question “Would you like to use the monster creation survey?” meant they didn’t want to make a monster.
  ○ Recommendation:
    ■ Make it clear there are two possible options. Possible “How would you like to create your monster?” with options “Survey” and “Free Create” with details of what each one means.
· All users were unable to figure out the purpose of the “/b/w” dropdown.
  ○ Possibly due to a lack of knowledge of Dungeon World.
  ○ Recommendations:
    ■ Replace with “/best/worst” and add a tooltip or explanation of what it means.
· 1 user put monster tags and properties in the description as plain text as oppose to using tag buttons.
  ○ Possibly due to a lack of knowledge of Dungeon World standards.

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Recommendations:

- Ensure buttons are clearly visible and attention grabbing.

Miscellaneous Team Recommendations:

- Discrepancy between button title and dialog title “attack tags/weapon tags” needs to be fixed. Both should be “attack tags.”
- When a new collection is created it’s default state is checked.

Task 3 - Downloading Monster from Codex

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</thead>
<tbody>
<tr>
<td>Percent Successful</td>
<td>100%</td>
</tr>
</tbody>
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- All users downloaded the monster from the codex without issue.
  - When searching for where to download a monster one user commented “That looks like an internet thing” upon seeing the globe icon on the Codex.
  - Recommendation:
    - Ensure emblem remains a globe or similar icon.

Miscellaneous Team Recommendations:

- Possibly cut down dialog boxes asking about adding GM Notes and Collections.

6. Results

- Question: If you were a GM for Dungeon World would you use this program?
  - All users responded with some variation of yes.
  - One cited loving having the access to online monsters.
  - Another cited that it would be “easier to keep track of then a pile of index cards” but that they would want a print option.

- Do you have any other comments?
  - Two subjects mentioned that the survey was long and it was hard to tell where they were in it.
    - Recommendation:
      - Add progress (question x out of y, etc)
      - Possible use a wizard style interface instead of popup boxes.
  - All users reiterated confusion surrounding the “Would you like to use the monster creation survey?” prompt.
    - Recommendation: See above.