

Abs Harrop

EGD-380B-51

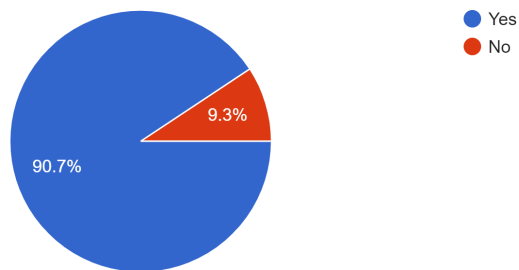
User Research Survey Feedback

For this milestone, I wanted to gather information on potential target audiences, as well as confirm that this proposal could help eliminate a potential problem for users. Additionally, I used the survey as a way to get information on the joys and frustrations of playing DnD/fantasy RPGs, and what could be done to eliminate those problems. After posting on various social media platforms, I received 44 responses, one of which was removed due to discrepancies.

For this survey, I broke the questions down based on if the user has played DnD/fantasy RPGs before, and based on their response they would answer certain questions.

Players who have played the genre:

Have you ever played Fantasy RPG (Role playing games) or DnD campaigns?
43 responses

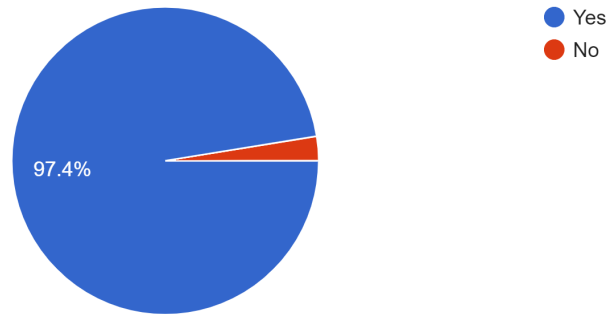


Out of the 43 results, 39 testers have played fantasy games/ DnD campaigns. This is important as there were more people than I thought who have played this genre before, which means that my project should expand to not just beginners, but to players

of the game as well.

Do you still play Fantasy RPGs or DnD campaigns?

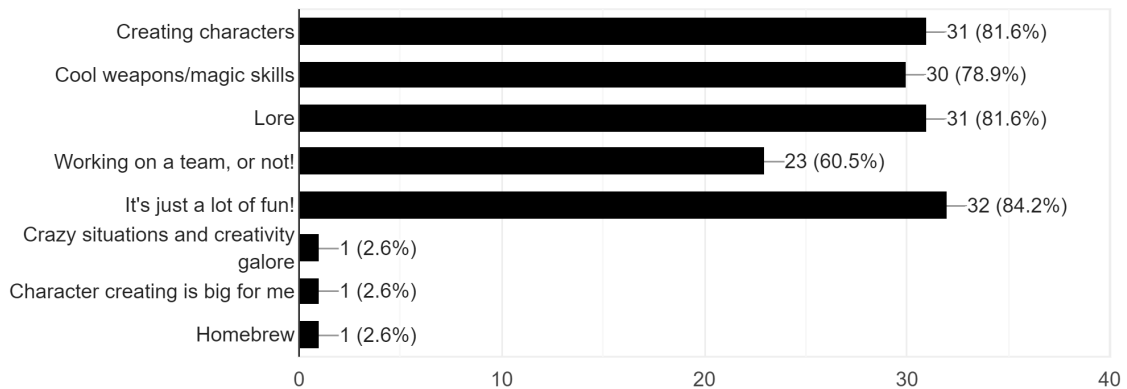
39 responses



Out of the 39 testers, 38 of them still play this genre.

Why do you enjoy DnD/fantasy games?

38 responses

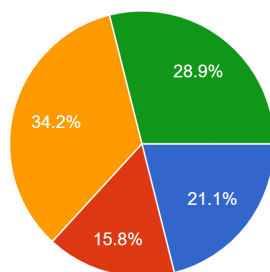


When asked as to why they enjoy playing this type of game, the vast majority

responded that they enjoyed creating characters, having lore, working on a team, and having weapons/magic skills. This is important because it confirms that a player's motivation in this game is weapons, which is what my project is going to be based on as it is a weapon customizer. For players of the game, this means that in my project they should be able to customize their weapons and play around with aesthetics as they see fit, to help visualize their weapons for their characters, they can customize weapons as they want.

What would you describe your experience as?

38 responses

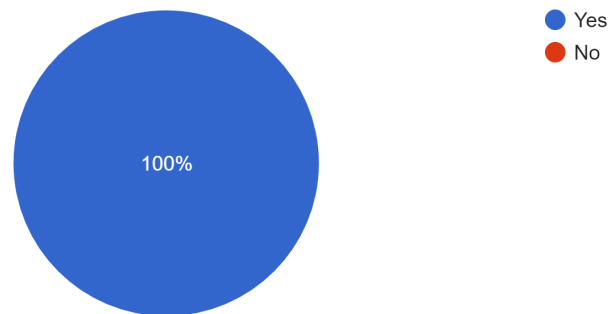


- Beginner! Have barely played, still learning the rules.
- Newer player, have played a few sessions, know the rules somewhat.
- Moderate player. Have played/currently playing games and know the rules pre...
- Seasoned vet. Many games with different characters. Basically know th...
- Godlike. DnD is literally in your veins. All other players tremble before your power.

Lastly, testers who play this genre were asked how experienced they were in the game, where the vast majority identified as moderate to seasoned vets of the game. There was only around $\frac{1}{5}$ of testers who identified as beginners, and even less than that reported to being a newer player that has played for only a few sessions. This is important because it confirms that my project should cater to both beginners of the game as well as players who know the game well. If I were to create this tool to be for just beginners, it would only reach around $\frac{1}{5}$ of the fanbase, which while it would be helpful, I think I should make it so that all people can enjoy the tool, and would need to work around that.

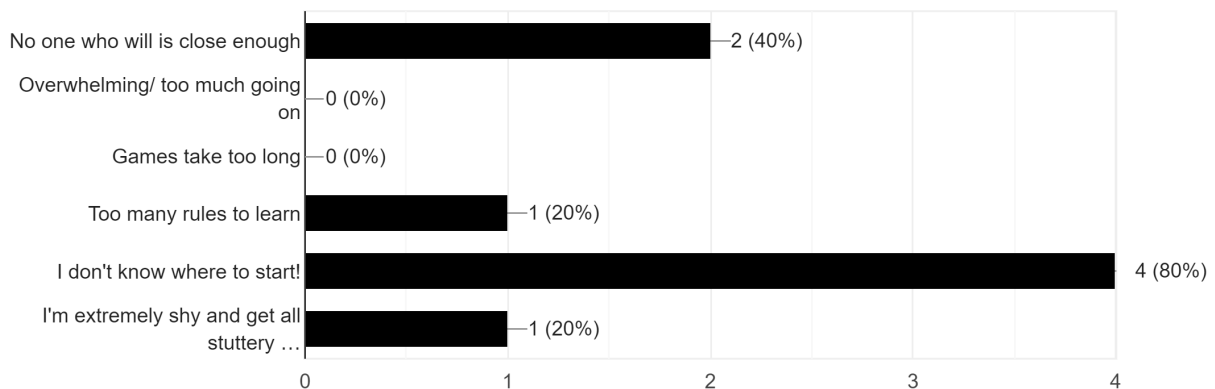
Those who have not played it:

Would you ever be interested in playing a fantasy RPG/ DnD campaign?
5 responses



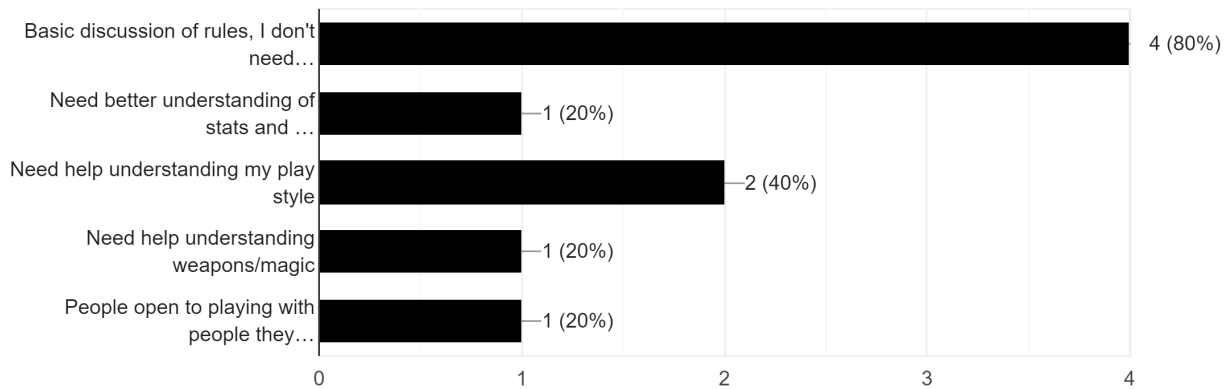
Out of the 4 people who do not play fantasy games, and the one person who no longer plays, they all agreed that they are interested in playing, but they can't due to various reasons, one of which is being intimidated by all the rules and not knowing where to start.

Why have you not thus far?
5 responses



What do you think can be done to improve upon these problems?

5 responses

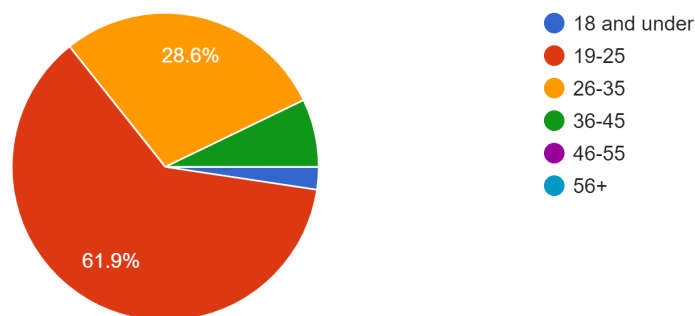


When asked how to improve, testers wanted to know the basic rules, they didn't want walls of text as well as needing help understanding their own play style. This is important because the language in the game will need to be simple and understandable. It should make sure that new people who are interested do not get intimidated, and should be user-friendly to ensure that users understand how different materials affect weapons, as well as make a weapon that they can call their own.

Demographics:

What is your age range?

42 responses



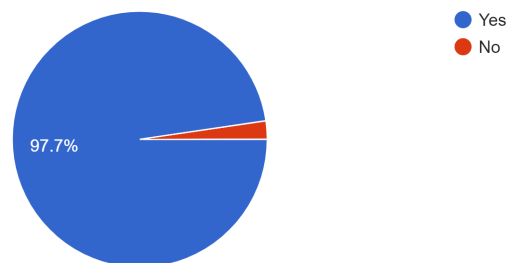
Surprisingly, out of the people who were asked, the majority of those who responded to this question were moderate/seasoned players who knew DnD very well. Nearly $\frac{1}{4}$ of answers came from beginners as well, which was promising for my target demographic. Lastly, over half of my testers were in the age range of 19-25, and over a quarter were in the age range of 26-35.

Overall:

Overall, there were a lot of testers who enjoyed RPGs and DnD campaigns, and those who didn't play wanted to, but were intimidated by the sheer amount of information that the game offered. Additionally, over 75% of testers were people who already knew the game and how to play it, and out of all of the testers all of them wanted to use the tool for a visual representation of their weapons. This will be important for my project because I will now use this information to find a layout and flow that suits the needs of both new players and players who know the genre very well.

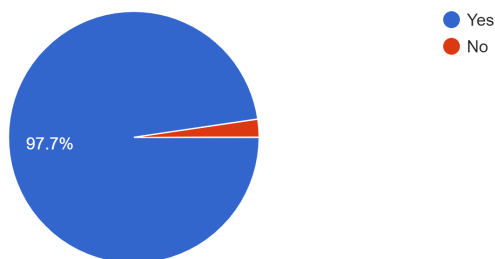
If there were an experience that allowed you to explore your play style, and helped you pick a weapon to suit that play style, would you be interested?

43 responses



Would you be interested in using a program that would help explain different types of weapons, and help you understand stats for weapons?

43 responses



Would you be interested in using a program that helped you visualize the weapon, so that you can get a better understanding of what you were working with?

43 responses

