

User Evaluation Data & Analysis

Purpose

The purpose of this study is to evaluate the design of the 'Gameboard' tab of this application. It is in the 'Gameboard' tab that the Risk game is actually played. It is the tab in the application that users will spend the most time on. Thus, it is the very important that the design and functionality of this tab is easy-to-use and aesthetically appealing to users. Through this study, we hope to gain some insight as to what users think about the 'Gameboard' tab, and receive some suggestions about how we can improve upon the design.

Questionnaires

Before participants actually explore the Gameboard interface, they will complete a questionnaire that will give us information about their background and how familiar they are with the online games, the game Risk, and Facebook. This information may give us insight as to why users evaluate the interface the way that they do. We will also have participants fill out a post-study questionnaire that allows them to evaluate the interface's design and ease of use.

The pre-study and post-study questionnaires can be found on the following two pages.

Pre-Study Questionnaire

Participant Information

Name:

Age:

Gender:

Male

Female

Internet/Web Experience

1) How often do you play games on the Internet?

Often 1 2 3 4 5 *Seldom*

Facebook Experience

2) Do you have a Facebook account? If your answer is no, please skip to question 5.

Yes

No

3) How often do you use Facebook?

Often 1 2 3 4 5 *Seldom*

4) How often do you play online games on Facebook?

Often 1 2 3 4 5 *Seldom*

Risk Experience

5) Have you ever played the board game Risk? If your answer is no, please skip the next two questions.

Yes

No

6) How often do you play the game Risk?

Often 1 2 3 4 5 *Seldom*

7) When you play the game Risk, what percentage of the time do you play it online?

Often 1 2 3 4 5 *Seldom*

Post-Study Questionnaire

Name:

Age:

Gender:

Male

Female

Please specify your level of agreement or disagreement with the following statements.

Statement	<i>(Strongly Agree)</i>			<i>(Strongly Disagree)</i>	
	1	2	3	4	5
The design of this interface was aesthetically pleasing.					
It was helpful to have all of the buttons visible at all times.					
I could figure out which button(s) to use for each task.					
The layout of this interface was confusing and cluttered.					
The game map was small in size.					
The color of the map was appealing.					
I could distinguish my territories from my opponent's territories.					
I could distinguish between the different continents.					
I could understand which country I was attacking from and to.					
The online game successfully emulated the board game version of Risk.					

Please list any additional comments you have to regarding the interface below.

Raw Survey Data

Please see the last 14 pages of this document for the raw results of this study. The answers to the survey have been bolded.

Summary of Data

Pre-Study Questionnaire Results					
Participant Info		Internet Experience	Facebook Experience		
Age	Gender	Games on Internet	Account	Use of Facebook	Games on Facebook
21	F	4	Yes	1	5
21	F	5	Yes	2	4
22	F	5	Yes	1	5
21	M	1	Yes	2	1
22	M	2	Yes	5	4
20	F	5	Yes	1	3
21	M	1	Yes	3	1

Pre-Study Questionnaire Results		
Risk Experience		
Played Risk	Frequency of Play	Play Risk Online
Yes	3	3
Yes	5	5
No	-	-
Yes	2	2
Yes	2	1
No	-	-
Yes	2	5

Post-Study Questionnaire Results											
Participant Info		Question Results									
Age	Gender	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10
21	F	1	2	2	5	5	2	1	1	2	2
21	F	2	2	2	4	4	2	2	1	2	2
22	F	1	2	2	5	5	1	2	1	1	3
21	M	2	2	1	3	4	2	1	1	1	2
22	M	2	2	2	5	4	2	1	1	1	1
20	F	2	3	2	4	4	3	2	2	1	3
21	M	2	3	1	5	4	2	1	1	1	2

(please see questionnaire for the statements that were evaluated)

Analysis of Data

Based on the data shown above, we can see that the interface was appealing and it appeared from the study that users were able to navigate their way through the interface.

Listed below are the average scores for each statement:

- The design of this interface was aesthetically pleasing - **1.71**
- It was helpful to have all of the buttons visible at all times - **2.28**
- I could figure out which button(s) to use for each task – **1.71**
- The layout of this interface was confusing and cluttered – **4.43**
- The game map was small in size – **4.29**
- The color of the map was appealing - **2**
- I could distinguish my territories from my opponent's territories – **1.43**
- I could distinguish between the different continents – **1.14**
- I could understand which country I was attacking from and to – **1.29**
- The online game successfully emulated the board game version of Risk – **2.14**

These averages indicate that there was a huge problem with the interface. People seemed to be able to figure out how to use it to complete the tasks. The participants that were familiar with the Risk game were able to more easily understand which buttons to use and how to complete the tasks, but none of the participants found it to be overly challenging.

The map is something that we were concerned with. We were not sure if the colors and the size of the map were appealing to users. Also, we were not sure if users would be able to tell the boundaries between continents and which country belonged to each user. We focused on solving these problems since the last study, and, based on the study, we seem to have improved the interface in regards to these criteria.

Some of the feedback that we received was that we were missing some of the features that the board game has, such as the cards that players receive after every turn and the dice that are rolled during each attack. Also, people that usually play the board game indicated that the game was very different because there is no dice rolling during each attack. These are features that we wanted to implement, but we were not able to do so within the scope of this project. Should we decide to build on this application, we will definitely implement these features first.

Pre-Study Questionnaire

Participant Information

Name: TE **Age:** 21

Gender: Male **Female**

Internet/Web Experience

1) How often do you play games on the Internet?

Often 1 2 3 4 **5** *Seldom*

Facebook Experience

2) Do you have a Facebook account? If your answer is no, please skip to question 5.

Yes No

3) How often do you use Facebook?

Often 1 **2** 3 4 5 *Seldom*

4) How often do you play online games on Facebook?

Often 1 2 3 **4** 5 *Seldom*

Risk Experience

5) Have you ever played the board game Risk? If your answer is no, please skip the next two questions.

Yes No

6) How often do you play the game Risk?

Often 1 2 3 4 **5** *Seldom*

7) When you play the game Risk, what percentage of the time do you play it online?

Often 1 2 3 4 **5** *Seldom*

Pre-Study Questionnaire

Participant Information

Name: SV **Age:** 22

Gender: Male Female

Internet/Web Experience

1) How often do you play games on the Internet?

Often 1 2 3 4 5 *Seldom*

Facebook Experience

2) Do you have a Facebook account? If your answer is no, please skip to question 5.

Yes No

3) How often do you use Facebook?

Often 1 2 3 4 5 *Seldom*

4) How often do you play online games on Facebook?

Often 1 2 3 4 5 *Seldom*

Risk Experience

5) Have you ever played the board game Risk? If your answer is no, please skip the next two questions.

Yes No

6) How often do you play the game Risk?

Often 1 2 3 4 5 *Seldom*

7) When you play the game Risk, what percentage of the time do you play it online?

Often 1 2 3 4 5 *Seldom*

