

Usability Test Questions

SCREENING/PRE-TEST:

- How much time do you usually spend playing games?
- What games do you tend to play yourself?
- How does the gaming experience differ from single-player vs multiplayer for you?

IN-TEST

- How do you feel when you first open our site?
- Can you play and make an account?
- How do you feel about the home page?
- On the home page, go to your profile and explain how you feel about the data given to you.
- What information would you want to see on your profile page?
- How personalized do you like to make your profile?
- In your profile, are you able to find the games you own?
- Please try to purchase a game, and explain how you feel about the process itself.
- How do you feel viewing the information about an individual game?
- In the chatroom screen, please enlarge the video call to full screen. What are your thoughts on the separate buttons?
- What are your thoughts on the video call sizes of your friends/yourself?
- Within the chatroom page/screen, please try to browse for different question game packs.
- Go to the settings page. We gave a general layout of settings the user would need, is there anything you would want to be personalized on this app?

POST-TEST

- How likely are you to use this website, and refer it to others? Why or why not?
- If you could change one thing about the website, what would it be and why?
- How ready do you feel this site is in relation to launching?
- Any thoughts, comments, or questions about the game?