

USER INTERVIEW

1. **Project Background** - We're creating a new real-time car racing game app that lets users play online with their friends, strategize against their opponents, and show off their car collections and accolades.
2. **Number of Interviews** - 10-12 people (5 or 6 each)
3. **Recruitment process** -
 - For Hard-core gamers, we approached college students.
 - For casual gamers, we approached friends and family.
4. **Intended learning** -
 - How often do users play racing games
 - What are their motivations to play
 - Their most common pain points
 - Game modes/ features they like
 - Do they spend money
 - How career-oriented are they
 - Average usage time
 - What makes them stick to a particular game
5. **User Profiling** -
 - Based on Age Groups
 - Based on access to the device (own device or borrowed)
 - Based on the type of user (Casual / Hard-core)
6. **Script** -
 - Name, age, city?
 - What device do you use?
 - What's your frequency of playing games?
 - What are your motivations to play?
 - Which games do you play?
 - What are the main features according to you, which make you stick to a game?
 - **if they play racing games then:**
 - Which games do you play?
 - Does the game have multiplayer?
 - Does the game have a clan/group/team concept?
 - What game modes do you play most and why? (Career, solo vs another player, duo, and team modes, etc)
 - In terms of your profile, what do you want to see?
 - Do you check the recent races (previous races) to see how you did?
 - Do you ever view the stats of a car, like how many races you win with each car and how does each car perform for you?

- Do you check the profile of your friends or people you know? If yes then what things do you like to check?
- What do you expect from a car racing game?
- What are your favorite parts of the game?
- What are your main frustrations while playing racing games?
- Do you join a clan/group/gang? If yes, what are the benefits of joining them according to you?
- Do you care about your overall rankings or your reputation in a game?
- Do you take part in online game challenges?

- **Consider two scenarios-**

- You can view your friends or your competitor's cars collection and basic stats like the number of races, win/loss ratio, ranking, clan, etc.
- You can view your friends or your competitor's cars collection and their detailed stats like races won with each car, level of customization for every car in their garage, etc.

Which one would you prefer and why?