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# Game time tracking web app prototype

Alice Lee • 05.24.2021

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(he/him)



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(they/them)

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## Background

I'm a UX researcher looking to snag my **first full-time position** after grad school. I worked on this project in order to add a **solo UX project** to my portfolio as well as to explore my interests in **games and personal tracking**.

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## Skills used

- Survey design and distribution
  - Generative interviewing
  - Design sketching, wireframing, prototyping using Figma
  - Guided usability testing
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# Step 1: Generative research

The screenshot shows a Google Forms survey interface. At the top, there are tabs for 'Questions' and 'Responses' with a count of 32. The survey is divided into sections, with 'Section 1 of 4' currently active. The title of the survey is 'Game time tracker product design survey'. The introductory text reads: 'Hello! For my mentorship with Out in Tech, I'm designing a concept for a solution to track time spent playing video games. My first step is getting to know my audience, so if you play video games at least semi-regularly, this is for you. None of the questions are required, but the more questions you answer, the better my concept will be, so I would appreciate complete responses!'. Below this, there is a button to 'Continue to next section'. The next section, 'Section 2 of 4', is titled 'Part 1: Demographic questions' and includes the text: 'These are questions about your age group and gender. I want to know what kinds of people are answering my survey/would potentially use my product.' The first question visible is 'What age group do you belong to?'. A sidebar on the right contains icons for adding questions, saving, sharing, and other form management tools.

Google Forms survey

Intro with goals of the interview, how personal info/privacy will be protected, interviewee can refuse to answer any question if they feel uncomfortable, reasons for asking each question

Part 1: Review questions (cross over from the survey)

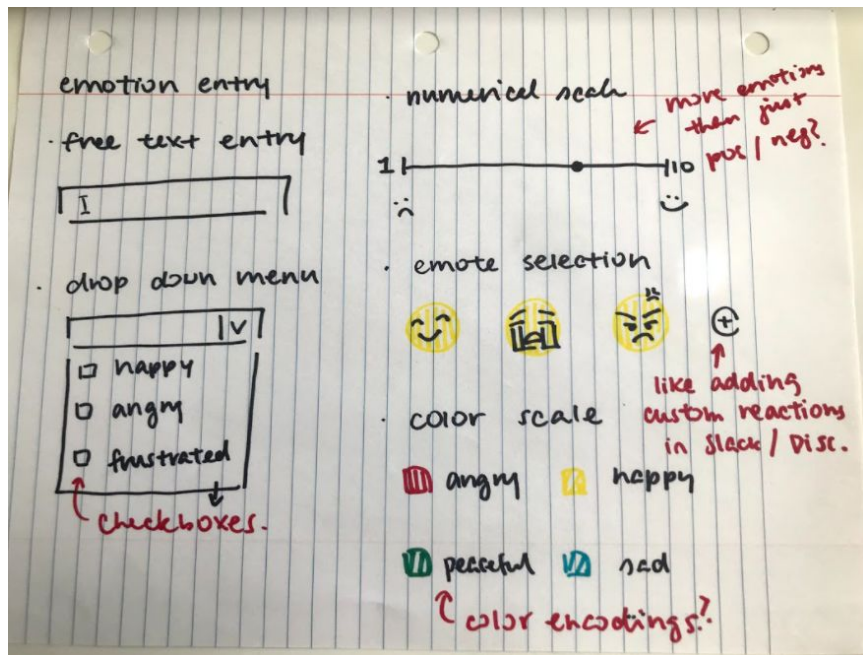
1. Name (pseudonym is fine), gender, age group
2. How many hours do you think you spend each week playing video games?
3. What devices do you use to play video games?
4. What digital distribution services do you use to keep track of your game library?
5. What kinds of games have you played for more than an hour in the last month?

Part 2: Open-form questions about games as a hobby, personal tracking

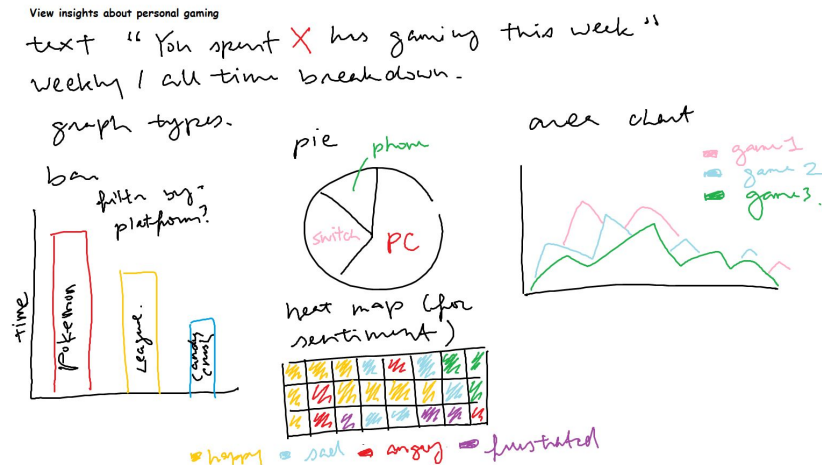
1. Do you use any personal tracker applications or any other methods of tracking personal time (e.g. a diet tracking app, a journal/diary)? If so, which ones?
2. How important is playing games as a hobby for you? Would you consider yourself a casual/hardcore player of games?
3. When you play games, what are some motivators for you? (e.g. [decompressing](#) after work/school, socializing with friends, deeply analyzing games as a work of art, competition, completing achievements)
4. What factors lead you to start a new game, or to continue playing one in your library? (e.g. a medium for social interaction, improving competitive performance, finishing the story)
5. How do you feel about the amount of time you already spend playing games? What existing

Interview protocol

# Step 2: Sketching

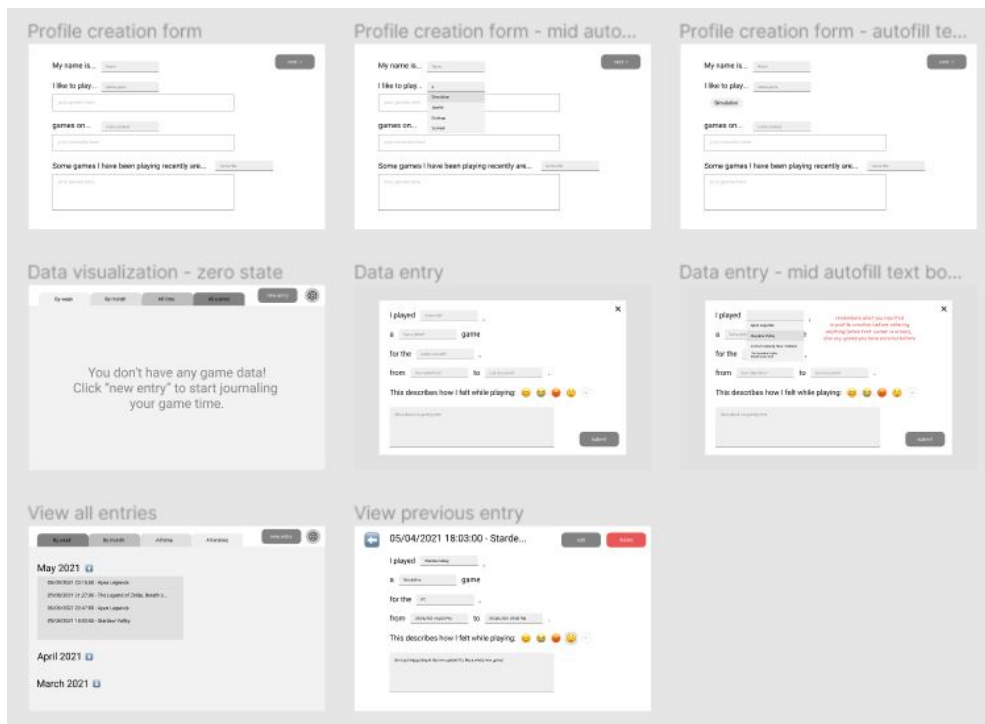


Data entry concepts



Data visualization concepts

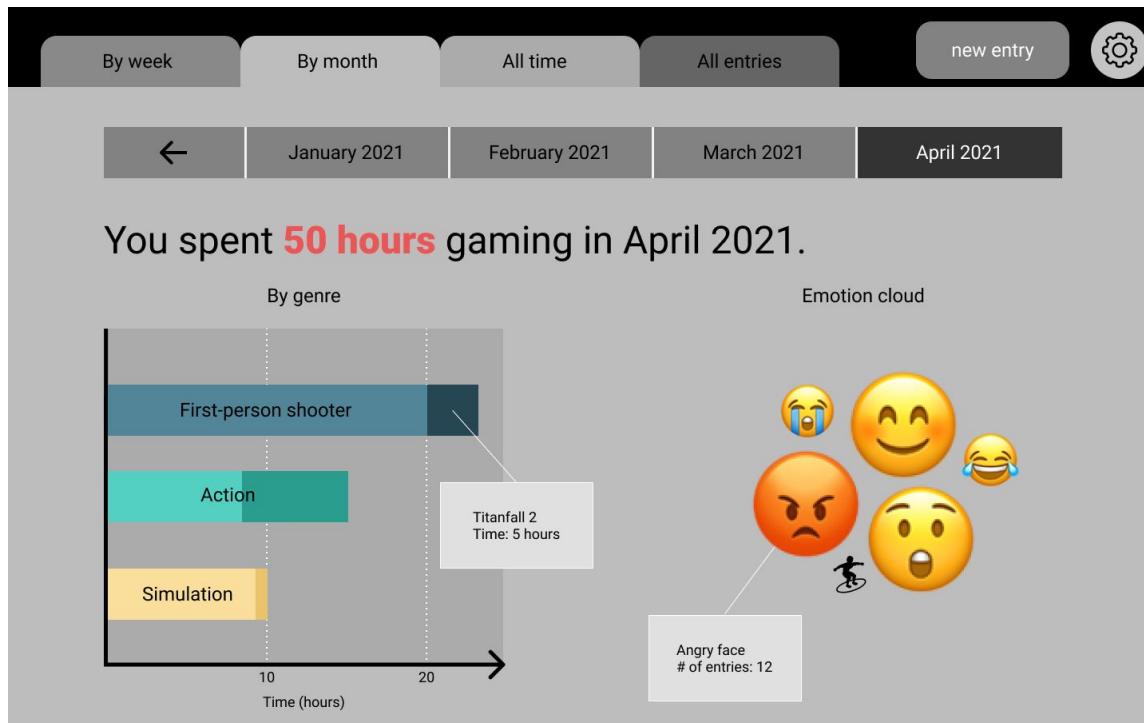
# Step 3: Lo-fi wireframe and usability testing



- Usability testing recommendations:
- Customize data visualization color schemes
  - Dark mode
  - Font for dyslexic users
  - More descriptive tracker entry titles
  - Customize types of graphs e.g. choosing between pie and bar charts

Some of my wireframe slides

# Step 4: Mid-fidelity prototype



One of many prototype frames

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## Lessons learned

- Keep accessibility in mind when designing interfaces and data visualizations
  - Design for the target audience - just because I like it doesn't mean my users will
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## Next steps

- Add this project to my portfolio website
  - Finish my grad school program
  - Get hired (if you know someone looking for a powerful non-binary junior UX researcher, let me know 😊)
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