

Stakeholder Interview:

Questions:

1. Do you want us to create a board game from scratch or enhance the gameplay of an existing one?
2. Should the game be educational, entertaining, or both?
3. Would you like AI-driven features, such as chatbots or virtual assistants?
4. Would you prefer QR codes or NFC tags for digital interactions?
5. How important is portability for the game?
6. Should the game teach ICT-related concepts?
7. Should the game be developed for multiple platforms?
8. What programming languages or frameworks should be used?

First Phase:

As I scheduled the meeting with Petra and Maikel (in person), I started preparing questions for their interviews. While I was working on them, Tamer, another group member, also reviewed them. After discussing the questions as a group and reaching an agreement, we proceeded with the interviews.

Second Phase:

Interviewer: Kourosh

Note taker: Tamer

Before starting the interview, I first asked both Petra and Maikel if they were okay with me recording it, and they agreed. When I began, I confirmed once again that the interview was being recorded. I also explained that I would use open-ended questions to gather valuable insights as much as possible. At the end, I let them know they could ask us any questions if they had any.



To open the voice files please double-click on it and then choose a multi-media player to listen to it if it is not working please let me know via [email](#) and will send it to you.

Third Phase:

After we asked the stakeholders our questions, they also asked us theirs. Then, as a group, we had a quick discussion about what we should do next. We also looked at our notes and discussed them again.

What as a group we achieved?

As a group, we decided to create a completely new board game. We realized that we have the freedom to choose our target audience and the concept of the game. Then, we came up with the idea of using NFC technology, which we think is better than QR codes and other alternatives. The stakeholder also liked the idea of including AI in the game, as long as it doesn't cause any issues. They want the game to be portable and accessible for everyone, including people with color blindness. Lastly, they mentioned that it doesn't matter which framework we use, as long as it works properly.

Reflection:

In my opinion, interviews are one of the best research methods that a group or an individual can use. They provide a lot of insight into how to approach a project based on the needs of stakeholders or the target audience. Next, as a group, we will define our research on the target audience we choose. After that, we will conduct interviews with them to understand their requirements and other important details.

Notes from Petra and Maikel:

Note (Petra):

From scratch.

We get to choose depending on the target audience if the game is educational or entertaining. Make it fun an accessible. If ai needed, do use (chatbot etc.) NFC tag is preferred over qr but she does not mind. Make the game portable. Not necessary to make it ICT related. Just make it work, Petra does not care what programming language we use. Web app would be smart cuz playable on all devices.

Could focus on accessibility for users with impairments. Think about the difficulty level relative to the target audience.

Note (Maikel):

Not necessary to invent a complete new game. Taking inspiration and changing it is a good idea. Make the target audience and the goal clear. Its up to us to make it educational, entertaining etc. Ai chatbots could be helpful. It comes with risks of ai not understanding the game well. Creativity or thinking games could have ai. Qr code is cool because it is recognizable. Nfc is a more logical action that lets the digital thing happen. Game should be somehow portable. Some installation (set up) time is ok to have. No requirements for a programming language. The game should be easy to access and play. Someone who does not have any ict knowledge should easily be able to play it.