

Game Force Usability Tester

Study Objective: Collect feedback from users who answer these questions and use the app prototype.

- What would you add to the app to improve the user experience?
- Do you think the app functions intuitively?

Target Audience: Participants are young individuals who enjoy the world of video games and regularly use social media platforms such as Instagram, Snapchat, and Discord.

Participants have mentioned that using the app reminds them of the feeling of using Instagram, but focused on video games.

Things we can add based on feedback from various individuals who have used the prototype of our app.

Change or Add Suggestions:

- Games list on each profile: It is important to know which games your friends have to play with people whenever you want.
- Add stories in the connect section, so stories can be used for more daily and spontaneous posts. For example, posting a story looking for a Warzone duo, it will be deleted after 24 hours, avoiding excess posts.
- Add a news window, including updates, release dates, etc.
- Include more advanced privacy options to allow users to control who can see certain elements of their profile and activity.

Positive Aspects:

- The interface is intuitive and easy to navigate, which is crucial for a social networking application.
- The theme centered around video games and gamers is clear from the beginning, making it great for attracting the target audience.
- The ability to share game clips and screenshots directly from the application is a welcome addition.
- The chat and messaging features are efficient and facilitate communication between users.

Prototype: <https://app.uizard.io/p/7caf15f7/preview>

Everything else is in the presentation.