

## Scaventure Interview Plan by Anthony D'Amato:

### Research goals:

- Find out what drives people to play games in general
- Identify what people do for fun/entertainment in the context of their phones, and why
- Understand what features of specific games people are attracted to in order to find out what game elements should be considered in this app

### Questions:

- What do you do on your phone most and why?
- Do you play any games on your phone that you downloaded? What games? What do you like?
- Are you familiar with the games you can play on iMessage - through Game Pigeon? Do you play?
- Did you or use or play HQ Trivia / Pokemon Go / Houseparty app games
- What do you like about the games you play or have played? What made you keep playing for how long you did?
- Do you like to gamble or bet on sports? How about making bets with your friends or doing friendly wagers? No I'm terrible at gambling.
- Are you now or have you ever been a part of a group that plans events or activities (ie greek life, clubs), were you involved with any school clubs or campus organizations or events?
- When organizing, what, if anything, have you used to organize events? Any apps, products or programs?
- Thinking back, what activities were popular that people liked being a part of? Whether it was a game or event or anything. Or what would you have liked to see more of?