

A diary study & in-depth interviews were conducted with dedicated fighting games players

Diary 23.3.27 ~ 23.4.9 (2wks)

Interview 23.4.18 ~ 23.4.21 (4 Times)

Diary Study

Understand players' onboarding experience over time

11 Participants, 2 weeks in duration

Participant Recruitment

4 Participants were selected from the diary study

Recruitment Criteria (participation, commitment)

P2	(Past) Tekken, Street Fighter
P3	(Past) Tekken, Guilty Gear
P4	(Past) Street Fighter, The King of Fighters
P10	(Past) Guilty Gear, The King of Fighters

In-depth Interview

Identify player's pain points in relation to skills mastery

Open-ended questions, 90 minutes in duration