

# Professionals (both developers & non-developers) were most frustrated and spent most of their time **#Navigating Resources** & **#Scripting**

In-depth Interview – 6 Participants

GROUP	PARTICIPANT	1. EXPLORING	2. PLANNING	3. NAVIGATING RESOURCES	4. SCRIPTING	5. PLACING	6. PLAYTESTING
<b>DEV</b> Developer	P1	●	●	●	●	●	●
	P2	●	●	●	●	●	●
	P3	●	●	●	●●	●	●
<b>NDEV</b> Non-Developer	P4	●	●	●●	●	●	●
	P5	●	●	●	●	●	●
	P6	●	●	●	●●	●	●

● Rated 1<sup>st</sup> in needs improvement      ● Rated 1<sup>st</sup> in most time-consuming