We conducted task-based usability tests
with both novice and advanced players of Mabinogi

1	Objectives	❑ Identify player pain points for Mabinogi's overall UX revamp
		❑ With novice players, we looked at how (how well) they adapt to the features
		❑ With advanced players, we looked at how they use the features in a usual setting

2	Methods	❑ Task-Based Usability Test
	Participants	**Novice** — Inexperienced Players of Mabinogi (RPG Enthusiasts), 4 Individuals
		Advanced — Experienced Players of Mabinogi, 4 Individuals

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Screener Survey	Usability Test
October	11/20 (Mon)– 11/23 (Thu)