

We recruited 8 individuals from a screener, designed tasks, and conducted usability tests with them

1. Screener Survey

Sampling individuals from screener survey respondents

As requested, a good mix of both genders and their preferences in gaming

Novice

- (Favorite RPG) Years of experience and other engagement levels · metrics
- A balanced mix of both genders and preferences in gaming

Advanced

- (Mabinogi) Years of experience and other engagement levels · metrics
- A balanced mix of both genders and preferences in gaming

2. Task Design

Designing tasks that represent basic features in Mabinogi

For example, to evaluate the inventory, we assessed the navigability of items

Features	Task
1. Menu	Set the skill shortcut appearing above to appear smaller Change the UI color theme to 'Neon Green'
2. Messenger	Initiate a one-on-one conversation with 'MabiHuman1' Send a letter to a player named 'MabiHuman1'
11. Market	Go to the feature where players can trade items Register one 'Health Potion' for sale in Market

3. Usability Test

Conducting usability tests with selected individuals

We observed how participants completing tasks and interviewed them afterward

