

POV statement and HMW questions

Why am I doing this?

I created a POV statement and HMW questions to clearly define the design challenge based on our user's wants and needs we need to solve as a group. It will help me focus on creating a user-friendly party game. It will help us solve real user problems.

How am I doing this?

I used the main insights from the research and persona to make a POV statement . Then I made 5 HMW questions that will help us guide us through the design process. Being able to answer these questions with out solutions means that we've created a user-friendly party game.

User	Needs	Insights
18+ players who like to play easy, competitive party games	A fast paced game party game that keeps everyone involved and laughing without it being too complicated to follow.	The user prefers fast paced party games that are simple to understand, play and explain. The game has to contain humour to make everyone feel engaged
	Needs to	Because

POV

"18+ players who enjoys social, fast-paced environments, needs a simple, engaging party game that keeps everyone involved and laughing, without overwhelming complexity."

HMW

How Might We

How might we add humor into the game without making it complicated?

How Might We

make a fast paced party game?

How Might We

make a rulebook that is easy to understand and explain?

How Might We

create a 18+ party game that is competitive?

How Might We

make sure that every player feels included without it getting boring?

So?

Making a POV statement and HMW questions, something I wasn't familiar with at first, helped me stay focused on solving user's problems to create a party game that is user-friendly and fun to play. These questions helped me to make clear what problems I need to solve. For example, on of their problems was complex and long rulebooks. This HMW questions helped me make a rulebook that solves all their problems (complicated, lengthy rulebooks).