

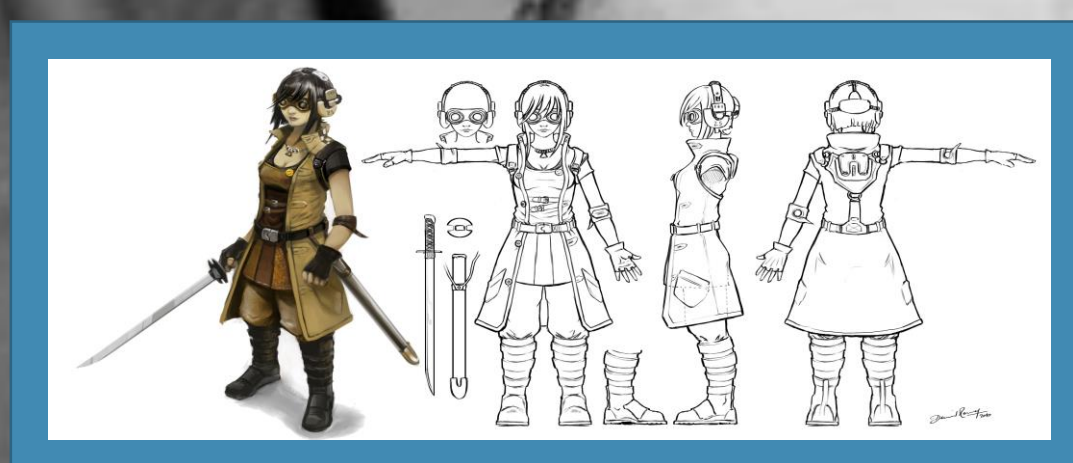
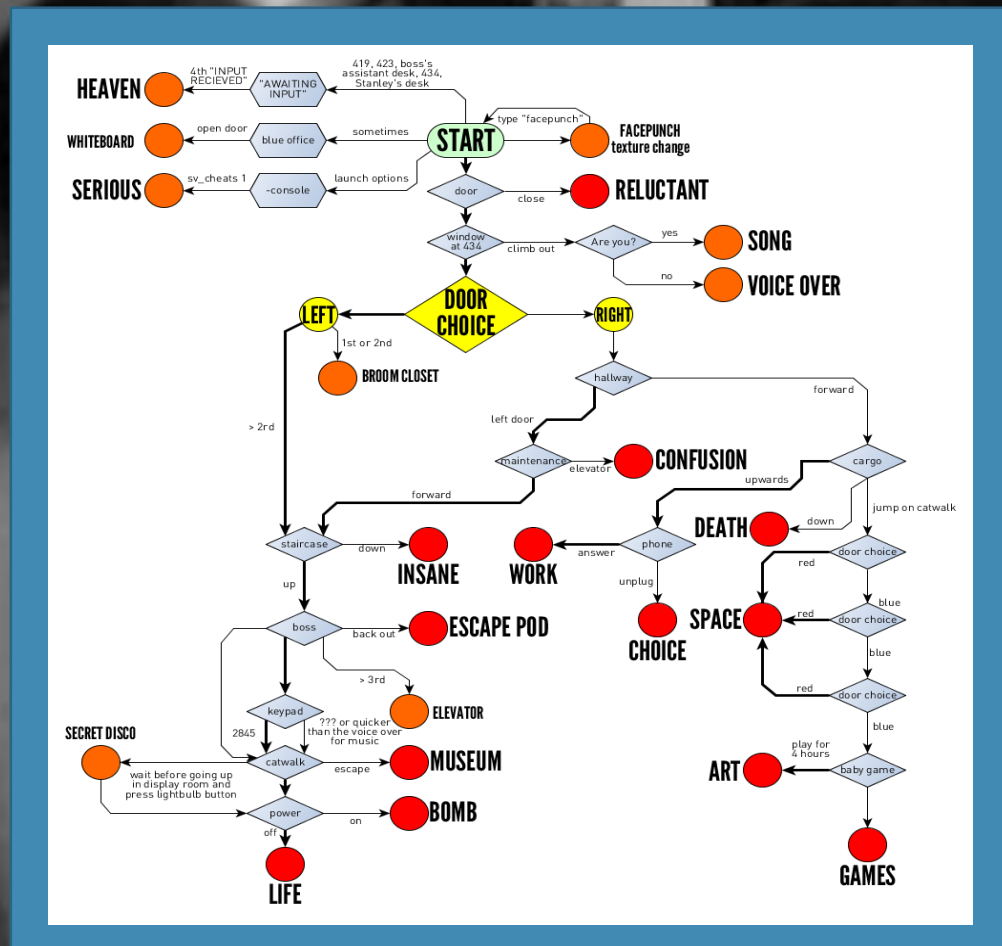
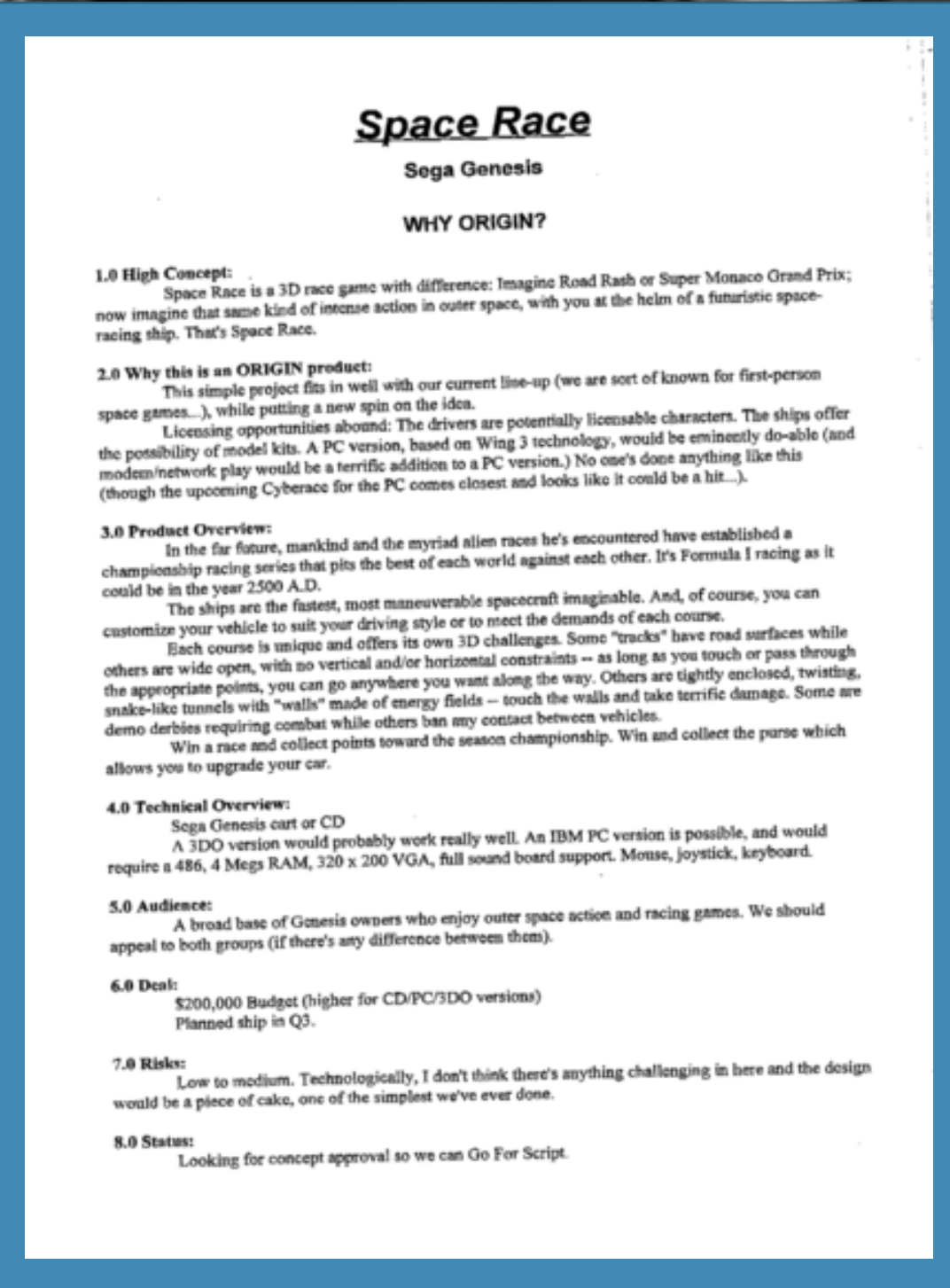
Game Development Documents

A User Needs Assessment and Metadata Schema

Purpose: To conduct a user needs assessment and develop an initial metadata schema for groups of individuals interested in videogame development documentation.

Findings:

- Users with no industry experience were unfamiliar with industry terminology.
- Terms used for documents varied within the industry.
- User classification of documents showed disagreement at what is a development document with post mortems being written after the development process and with development blogs for crowdsourced projects commonly being produced during the development process.
- Users outside of the scholarly and media fields were less concerned with third party sources and reliability of information.



User Groups

Media	Scholars	Professionals	Educators	Users
<ul style="list-style-type: none"> • A primary concern is the accuracy and source of information. • More skeptical of third party and community information. • Expressed interest in marketing materials. • Unfamiliarity with more technical industry terms. 	<ul style="list-style-type: none"> • Concerned with the accuracy and source of information • Specific types of documents were prioritized depending on their research. • Often has experience within other user groups (educators and professionals). • Likely to approach known studios for access to development documents. 	<ul style="list-style-type: none"> • Focused on reproduction of a specific task or technique produced in game. • Thought games themselves at times could be more useful than development documents. • Used online searching and known communities to find development information. • Desired organization of documents in relation to industry disciplines. 	<ul style="list-style-type: none"> • Shared experience with the scholarly field but had separate user needs. • Source of information is a minor concern with demonstrative potential being a primary focus. • With videogame classes being interdisciplinary, interest in specific development documents is dependent on the discipline taught. 	<ul style="list-style-type: none"> • Showed a general interest in all documents but favored documents related to art, world building or narratives. • Limited use outside of personal interest. • Unfamiliarity with industry terms and document names.