◆ Abstract

As technology has improved, Texas Hold'em has also found a new home on the internet, offering players the chance to take on opponents around the globe. In this context, enhancing the connection and interaction between players has become a key research question. This article will explore design strategies and techniques in online Texas Hold'em games to enhance user connection and interaction, thereby increasing player engagement and satisfaction.
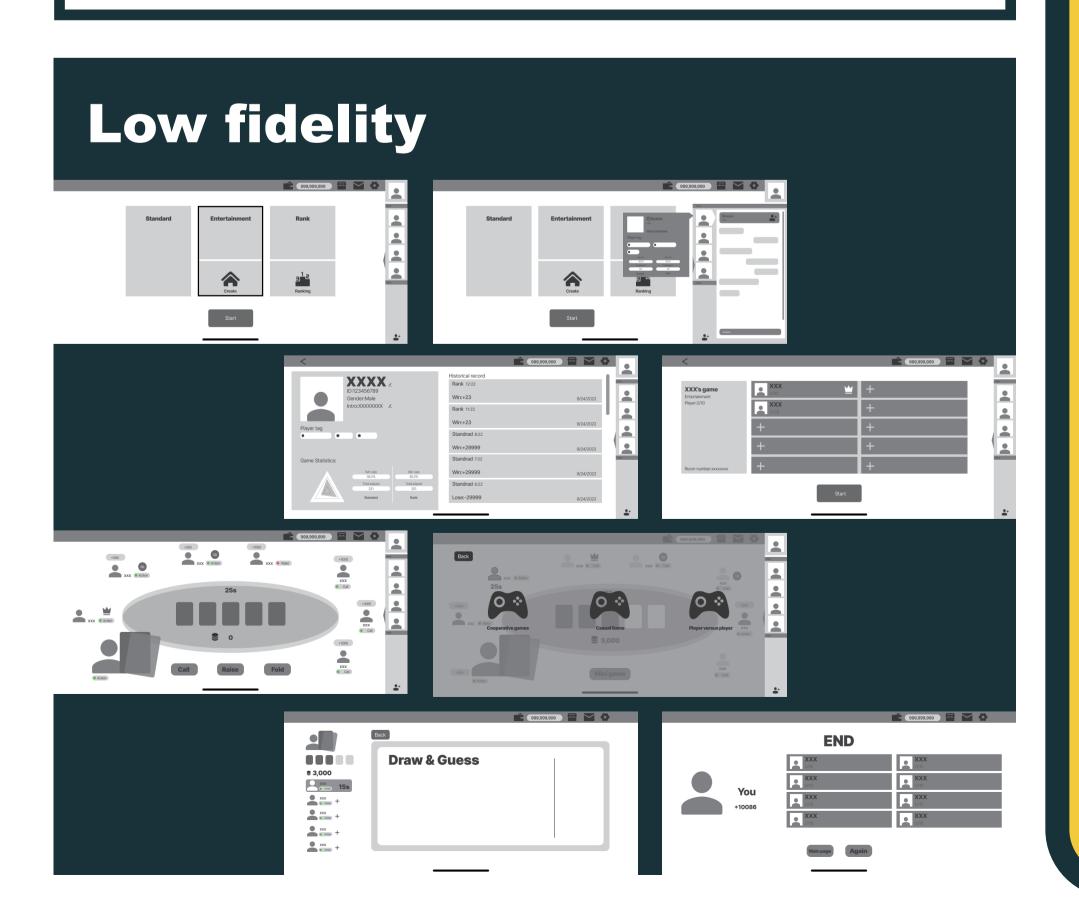
♠ Introduction & Background

Digital poker game brings richer visual effects and complex strategic elements and further strengthens its function as a social tool, enabling players to interact with global opponents in real time.

Research by Gupta and Mathur (2022) strongly supports this observation. They found that social interactivity is central to attracting and retaining players in multiplayer mobile games.

Furthermore, the research of McCormack and Griffiths (2013) also pointed out that social interaction, especially in terms of community, virtual identity and subculture, has become the primary motivation for many players to choose to participate in online poker.

In summary, the importance of social interactivity in digital poker must be considered. In order to meet this need of players, this research aims to explore how to further enhance the social interaction between players in online poker games.

Low fidelity

Enhancing User's Connection And Interaction In Poker Games

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Conclusions & Future Work

This study focuses on social interaction in online poker games and designs mini-game mechanics and various game modes to enrich the player's activity choices during the waiting period, improve player participation and satisfaction, and enhance overall interaction.

In the future, this project hopes to integrate with the mechanism of card games and find more reasonable and ingenious ways to enhance the game experience of card games.

MSc User Experience Engineering

♥ Study Methodology

Interview:
Through interviews, the problem of **long waits** faced by players in multiplayer poker games was identified.

Questionnaire:
The questionnaire survey mainly revealed that players mainly participate in games for **entertainment and social** purposes, and existing game designs do not adequately meet these needs.**86.8%** of the respondents said that they often **feel bored** during the waiting phase of the game.

♣ Testing & Evaluation

Usability testing(UXtweak, Figma)
Set tasks and invite users to participate in the test, get real data when users use the product, including success rate, completion time, etc.

Interview
In addition to the data obtained through usability testing, user interviews will also be conducted to get the most intuitive views and the most fundamental feelings of users.

High fidelity