ABSTRACT

The purpose of this project is to design a table-free Yu-Gi-Oh! Card Game product that will make the transition of said game from table to user more fluid and intuitive, improving on past designs in the process. Despite there currently being many similar products in the market, there has yet been one that adequately fulfills game requirements and comfortably adapts to the range of players associated with the game. Taking ergonomic and human factor considerations into account during the development of the design, a prototype was created as part of this project that was subsequently tested against a past product to see if improvement in game tasks were produced. The data collected yielded statistically significant results in terms of the placement of cards into Spell/Trap Zone areas of the device. Surveys conducted displayed by and large an inclination towards the new prototype's design features and use. Despite the need for manufacturing cost estimates, future enthusiasts are recommended to reduce the weight of future designs before mass production.