

# Legacy Game Systems Demonstration of the Wand System

Dragon Con  
September 1-5, 2016

Survey Results  
October 11, 2016

Legacy Game Systems, L.L.C.  
Ford Ivey, CEO  
Sidney Fisher, CFO  
21 Battery Park Avenue, #302  
Asheville, NC 28801  
(703) 459-8424

## **Contents**

Background

Equipment

The Players

Ratings

Favorite Aspects

Suggestions

Summary and Implications

The Survey

# Dragon Con Survey Results

## Background

Legacy Game Systems LLC (LGS) is developing several electronic devices to enable foam weapons, such as wands, swords, and guns, to communicate with an app on a cell phone, which will keep score of various game statistics. Statistics include health, ammunition, and the like, similar to the statistics that are tracked in video games. The goal is to make game play with foam weapons equivalent to playing a video game in real life. Live Action Role-Playing games (LARPs) are likely to be the initial market for these weapons, but it is expected that the market will expand to include people who play video games, laser tag, tabletop games, paintball, Airsoft, and the like.

LGS introduced electronic wands at Dragon Con, "The world's largest fantasy/SF convention, held annually in Atlanta, GA, on Labor Day weekend" ([www.dragoncon.com](http://www.dragoncon.com)) on September 1 – 5, 2016. Players were drawn from convention attendees that visited the display room for approximately 30 activity vendors, including five LARPs. Play commenced with two teams of two players casting spells (fireball, freeze, and heal). Approximately 20-25 people went through the demonstration.

## Equipment

The equipment was bench-made especially for the convention, and included, for each player:

- One wand with an infrared emitter,
- One yoke with four ID tags/sensors,
- One hub that received signals from the wands and ID tags and translated it for transmission to a cell phone by way of a USB connection, and
- One Android cell phone with the LGS app installed.

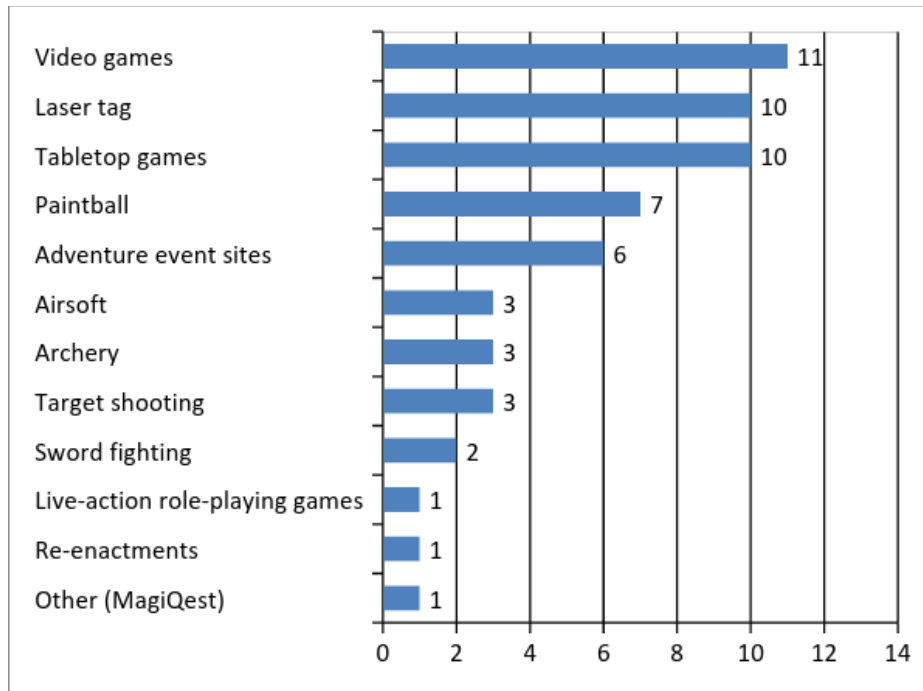
Following their participation, participants were asked to fill out surveys rating the experience, describing what they liked best about the experience and equipment, describing what they would like to change, and listing gaming activities they participate in.

## The Players

A sample of 17 players was provided with a list of 12 activities that could conceivably use LGS equipment, including an "Other" option. Each respondent was encouraged to mark as many activities as he or she participated in. Figure 1 shows the activities and the number of respondents that chose them.

Figure 1

Which of the following do you participate in?



One person selected the "Other" option in addition to two other options.

Players were invited to circle their favorite activities. Because only about half of them did this, these results are not reported.

## Ratings

Players were asked to rate the experience of using the LGS equipment. Responses are summarized below:

Overall, how did you like using the LGS equipment?

Response options	Number of Responses
Loved it! Can I go again?	7
It was good	6
Meh, it was OK	1
Hated it, boo	0

Overall, giving a score of 4 to a top rating and a score of 1 to a bottom rating, the mean rating was 3.43.

## Favorite Aspects

When asked, "What did you like best, and why?" these were the responses:

- Fun
- Intuitive, works well
- No need to keep track of points/stats. More accountability. Good to have distance.
- The Physical aspect
- Creative and fun. Like laser tag but more imaginative.
- I loved the free roam laser tag aspect. It got me excited and curious about the sword fighting aspect.
- System was generally receptive
- The freezing mechanic is cool
- Lazer tag with sensors & mobile app
- Communication with phone for damage, healing, status, etc.
- How interactive the whole system was. Being able to move around with the range was great.
- The accuracy was pretty good.
- I liked how it brought magic to a real world & made it tangible.
- Very competitive, loved that there were multiple spells!

Responses have been reproduced as accurately as possible, and have not been edited for grammar or spelling.

## Suggestions

When asked, "What would you change, and how would you change it?" these were the responses:

- More spells, characters
- More sensors maybe? Overall great
- Nothing - it's awesome! Understanding it is a phone app. Would be better to have sound louder and/or different for each user to avoid confusion.
- Bigger targets to hit.
- System could have been more receptive.
- I would maybe add a vibration feature and maybe labels on the wand.
- No change
- Maybe add headphones so you can heal w/o alerting your presence. Unless that's on purpose
- more sensors - placement - strap on glove - use my phone - pricing
- Vest & Arme guard change. Like to demo sword hits
- I had trouble with aiming too high, maybe more sensors or a different explanation of how to do this better
- The "fireball/freeze" could specify the person playing. When 2 people were in proximity and it said "freeze" it was hard to tell if I should freeze or my friend.
- More space/more emersive invironment
- A winning score, a way to win, and depleting mana.

Responses have been reproduced as accurately as possible, and have not been edited for grammar or spelling.

3

Several of the suggestions relate to features that were not included in the bench-made equipment used at the convention, but which have been incorporated into the current design, or are planned for future updates. The app will include an opportunity for players to choose from a larger assortment of spells, for instance, and LGS has always planned to make additional ID tags/sensors available for an additional fee.

## **Summary and Implications**

The equipment worked well in play, and players were enthusiastic about it. Several asked how soon they could buy their own.

The diversity in activities that players enjoy indicates that the market for the equipment may be quite broad. It was especially interesting that only one person marked LARPing as one of his or her activities. That person also marked seven other activities.

Several of the wands stopped working at the last run of the convention. It was determined that the failure was due to the USB connection between the hub and the cell phone, that it had worked loose during play. LGS has addressed this failure by accelerating development of a Bluetooth connection to replace the USB connection.

Given the positive responses of the players and the improved functionality and dependability of the equipment, we believe that we are ready to proceed to final preparations to produce and sell the equipment, and expect to start taking pre-orders within a month.

## The Survey

### Legacy Game Systems

Event: Dragon Con, 2016

Day: \_\_\_\_\_

Start time: \_\_\_\_\_

*Please tell us about your experience with the Legacy Game Systems equipment demonstration.*

1. Overall, how did you like using the LGS equipment?

- a. Loved it! Can I go again?
- b. It was good
- c. Meh, it was OK
- d. Hated it, boo

2. What did you like best, and why?

3. What would you change, and how would you change it?

4. Which of the following do you participate in?

- Adventure event sites (like escape rooms, Conundrum, etc.)
- Airsoft
- Archery
- Laser tag
- Live-action role-playing games [including SCA]
- Paintball
- Re-enactments
- Sword fighting
- Tabletop games
- Target shooting
- Video games
- Other (Please list) \_\_\_\_\_

5. Please circle your three favorites in the list above.