

Everybody Fits In

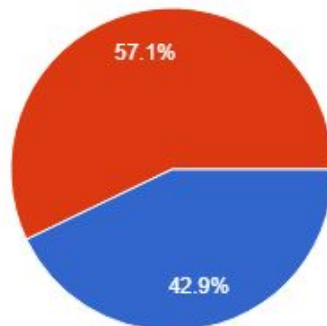
Team Meat Sweats

QA Results and Feedback by Tim Carbone

Results

Overall, do you think this game portrays the message of Autism awareness well enough?

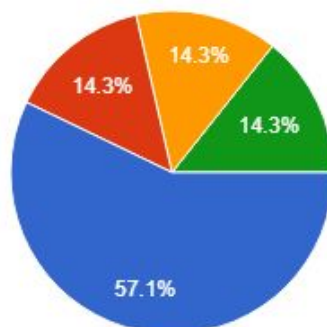
7 responses



- It does a really good job
- It does a decent job, but could be better
- It doesn't do a good enough job

Are there any parts of the game you personally see as offensive to those with Autism Spectrum Disorder (the writi...meplay, etc.) If so, tell us in "Other".

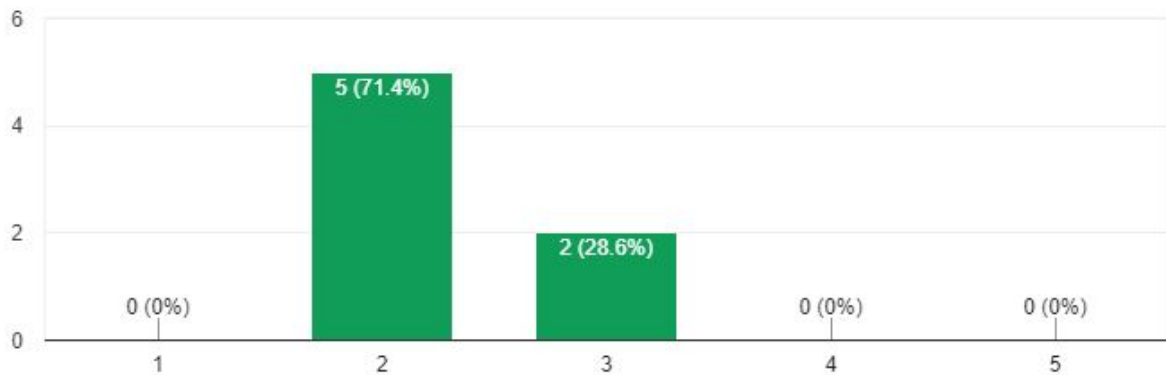
7 responses



- No problems
- Not to me, but some people might have a problem with saying "difficult to work with" games about things like this and that are educational - langu...
- Definitely just have research to back up your designs. I don't see anything that immediately strikes me as offen...
- it doesn't seem offensive but I didn't feel like it really connected

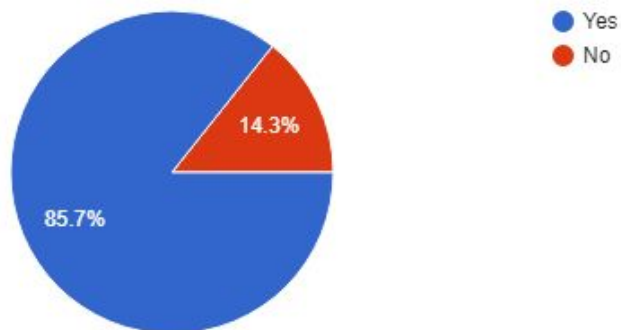
How do you feel about the difficulty of the puzzles, in terms of children of this age range?

7 responses



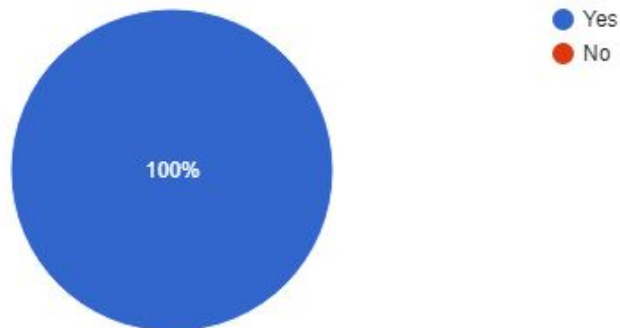
Do you think the current structure of the game would work as a teaching tool to 6-9 year olds if it included a lesson plan?

7 responses



Do you think children of this age range would enjoy art in a style inspired by a mix of the following two art pieces?

7 responses



The Good

General reception about the game was positive. Testers seemed to think it was a good idea as long as it was paired with a lesson plan, and were happy to hear about the plans we had to further the relation to Autism. In addition, players thought the art style would work well and that our current direction we are taking the game doesn't seem offensive or insensitive, which is something we worried about.

The Not-As-Good

Our main issue, as we expected, was that the lesson of the game wasn't very easily seen. This can be attributed to the fact that the level introductions, the art for the students, and the spatial puzzles related to a certain student's needs weren't in the current build. People seemed to understand based on the description, so we'll have to test it more when all of those are in the game. It's difficult to pitch something like this to players and only have a quick proof of concept to show them.

Reaction to Results

For the most part, these results are completely reasonable. Testers were interested, but cautious. It's difficult to just speak about the game and only give them a little bit to actually interact with, but reactions were positive. We will be working in the coming week on implementing the systems that were promised.

Future Plans

Implementation

As previously discussed, implementing all of the promised mechanics is the highest of priorities. It is impossible to truly test whether what we're doing is working without the systems in place, and with the positive feedback from the testing, we think it will do well.

More Into The Message

As previously stated, we want to portray our message in the clearest way possible to students while making the game fun for younger students. With the addition of situational puzzles and introduction storyboards, we think the game is getting closer and closer to really being useful for teachers.