

Testing Plan for Utopolis

Educational Gamification – IN4302TU Building Serious Games

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1 Target Group

The target group for the game is composed of Dutch students in the last years of their high school education. The target group for this test is then the same as the game. The size of the test group is planned to be approximately 15 students. This size will allow for adequate diversity in game player types as well as demographics. Larger tests will be carried out by the commissioner of this project after the project has been completed for the course.

2 Goal of test

Testing whether the game in fact does increase motivation in students is not possible on the time scale of this course. In order to test this level of the game, the commissioner of the project will test the game for a full ten weeks.

At the stage of the first beta. The testing will focus on the goal of determining player engagement. Basically: *will students like the game enough to want to play?*

3 Process

In order to test the game, first students in the target group will be found. This will be done through contacting relatives and friends who fit the profile. While the selection will be bias, the time constraints dictate this method.

Once test students are identified. They will be given a link to the game and a questionnaire. The email sent to the test students is below.

Dear Student,

We are a team of TU Delft students working on a project which involves gamifying the classroom. This means making your experiences at school include games. Our particular game is aimed at motivating you to do well in school, whether this be academically, socially or sport related.

The game is a multi-player city building game with both individual and collective incentives. You need to decide how to build your city, which together with other cities composes a province. The choices you make lead to higher achievement scores (of the city and the province).

In this test, we are hoping to determine the effectiveness of the game, not in motivation, but in player engagement.

To test the game, please go to [insert link when ready]. Then spend 10 minutes playing the game, and build at least three buildings.

For gameplay, the basic instructions are:

- movement: [to be filled in]
- building: to build a building click on the building you want to build on the left hand side and then place it on the terrain. The building will be green when it can be placed somewhere and red when it cannot.

After playing, please fill in the questionnaire attached.

Thank you for your help.

Kind regards,

Anika Rose

on behalf of the Utopolis game design team

4 Questionnaire

4.1 Demographic information

Date of Birth

Gender

Current level of schooling

Nationality

4.2 Previous gaming experience

Do you have previous experience gaming?

About how many hours do you play computer games per week?

How much do you know about computer games?

What types of games do you like to play?

4.3 Game Related Questions

How many buildings did you build?

Which types did you build most?

How did you find the game overall?

How easy did you think it was to get started playing the game?

Did you understand how to play the game?

Do you think the game is suitable for students like you?

How well did you feel the game responded to your actions?

4.4 Game Appeal

Did you find the visuals appealing?

Did you like the music in the game?

Did you like the flamingos?

Did you like the “iron age” theme of the game?

4.5 Final Questions

Would you play the game again?

What did you like best in the game?

In what ways do you think the game could be improved?