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BARCELONATECH

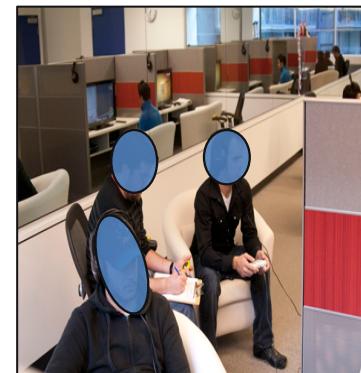
Centre de la Imatge i la Tecnologia Multimèdia

T.6 Playtesting

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2019-2020

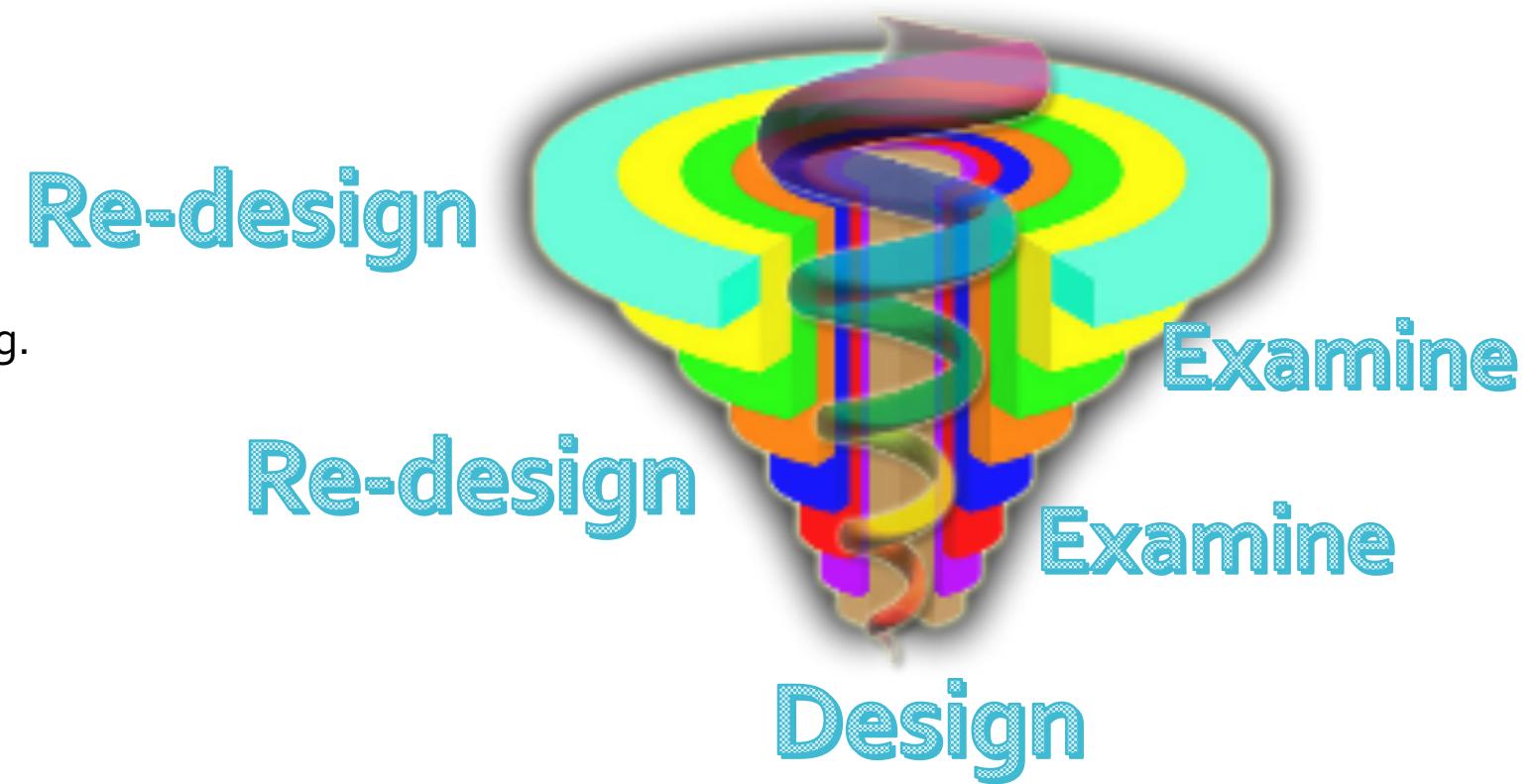
What is playtesting?

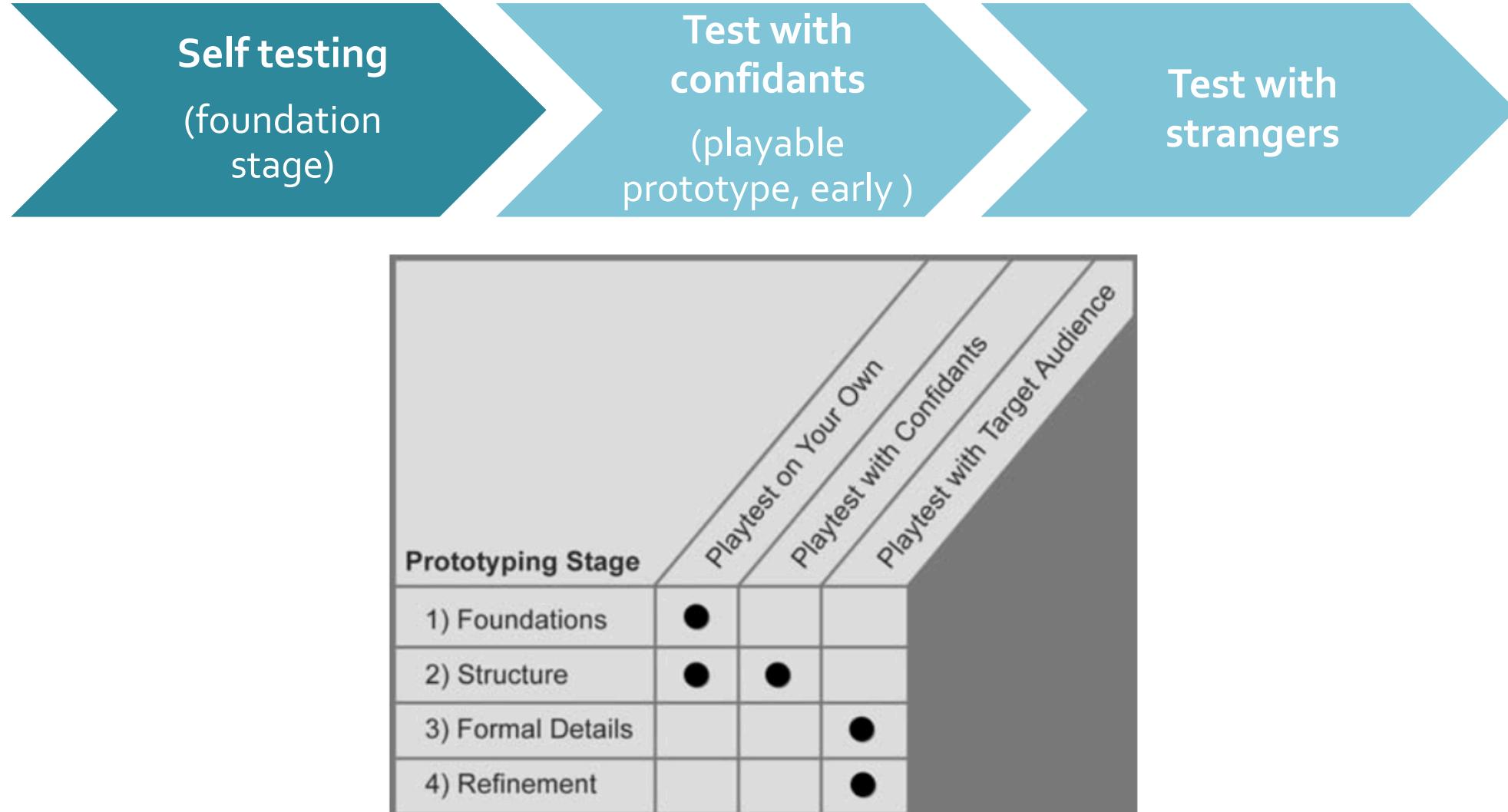


- ❑ Objective: Improve the PX.
- ❑ More than play the game ...
selection → recruitment →
preparation → control → analysis.
- ❑ Play testers with a prototype are
observed & recorded.
- ❑ The less you talk the better. Combine
with questionnaires & interviews.
- ❑ Thinking aloud technique.
- ❑ Team: identify individual & shared
features among play testers.

Playtesting can be implemented **at any moment of the production**, with different types of prototypes:

- from the sooner ones, e.g. testing some basic game mechanics
- to the most advanced prototypes, e.g. testing tutorials or new player's behaviors.
- We can also test games that are already operatives, e.g. with the objective of analyzing similar games or improve to future versions of the game.







Do not forget your target group

Playtesters

Videogame or prototype

Representative playtesters of the target players



Representative, but diverse!

We're inventors of the game

Playtesters shouldn't be friends, family, colleagues

We're NOT inventors of the game

Playtesters can be friends, family, colleagues

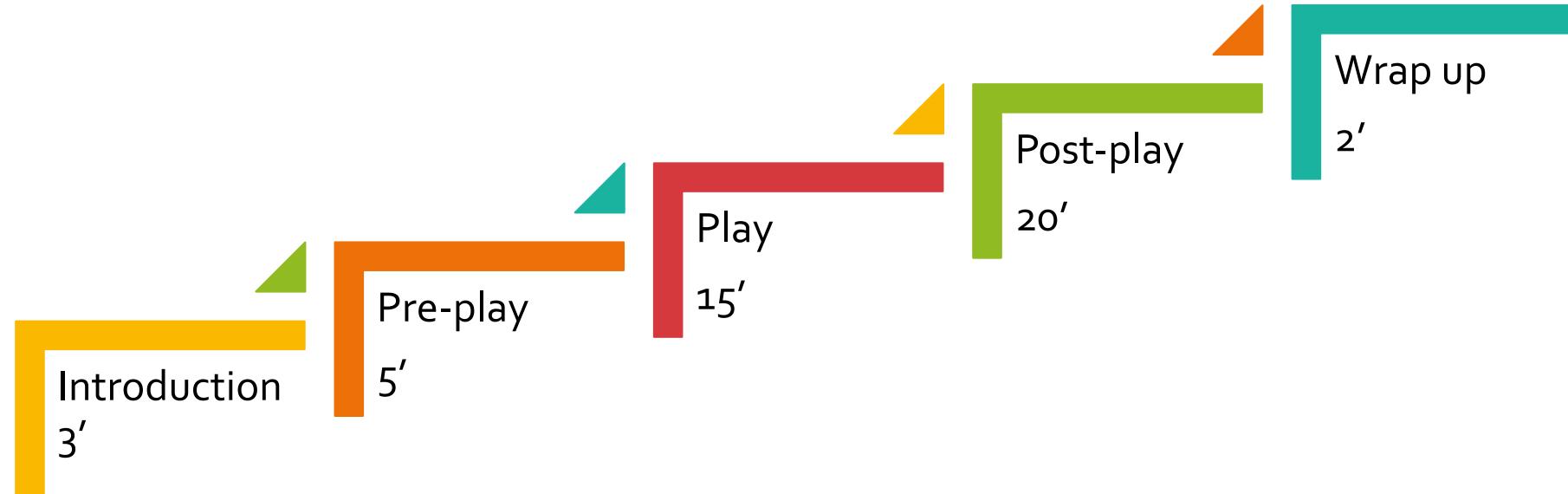
Researcher vs. designer

- Testing a **prototype** (incomplete in structure) → be present to **explain** the game.
 - *The goal is to get a version that people can play without much intervention from you.*
- Common **mistake** → Telling players about your game, how it works, your plans for future, etc..
- Role as an **investigator/ observer, not as a designer.**
- **Let them play** with no or minimal explanation. Let them make mistakes.
- The best solution to help **control your impulse** to talk too much is to create a test script.

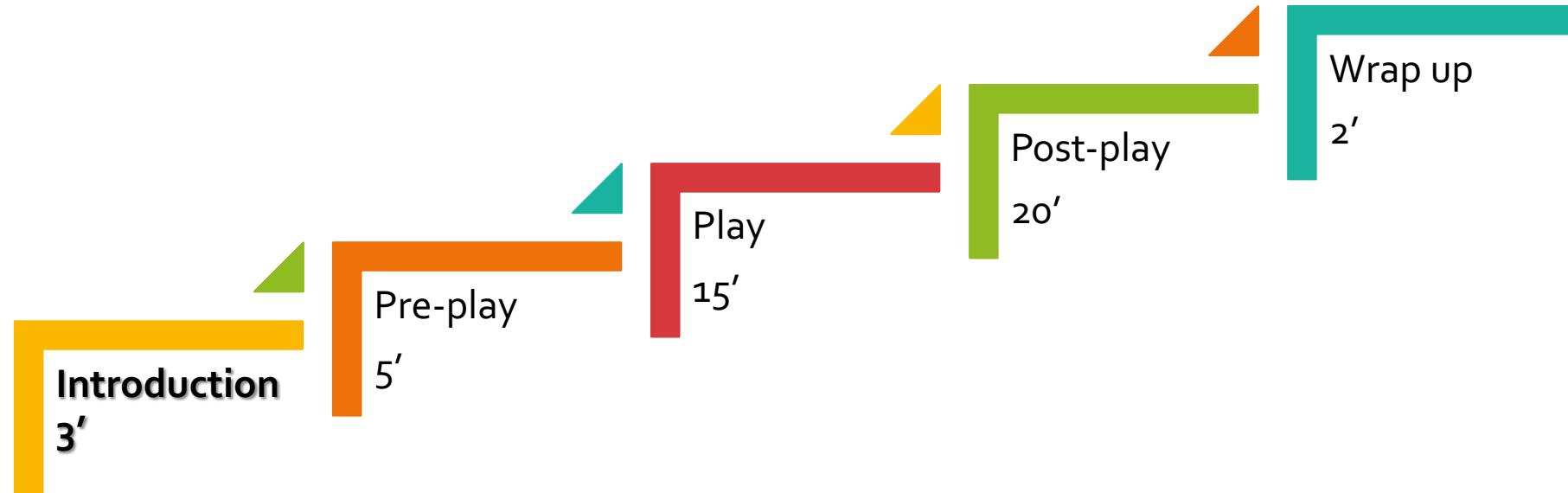


You don't come in the box

Script

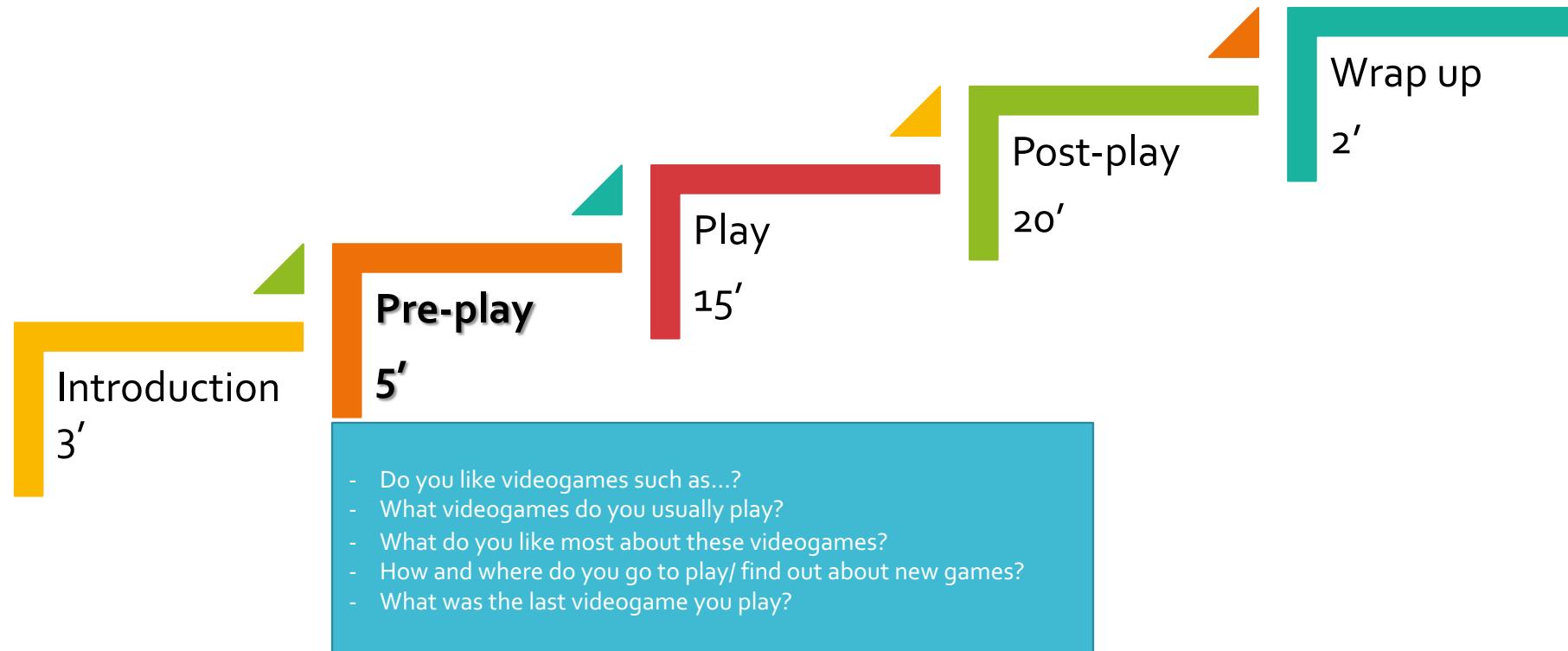


Script

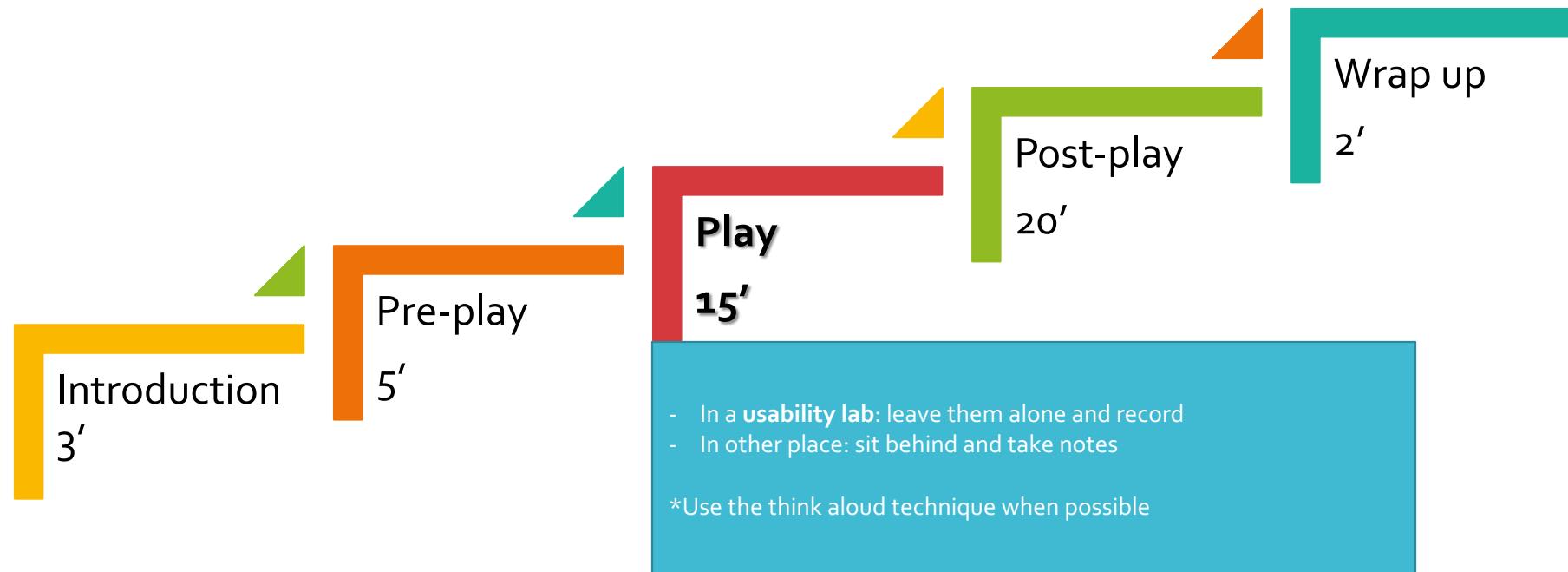


- Welcome
- Introduce yourself
- Describe the playtesting process
- Usefulness of the information
- Inform about the audio or videotaping and ask them if they agree or disagree.

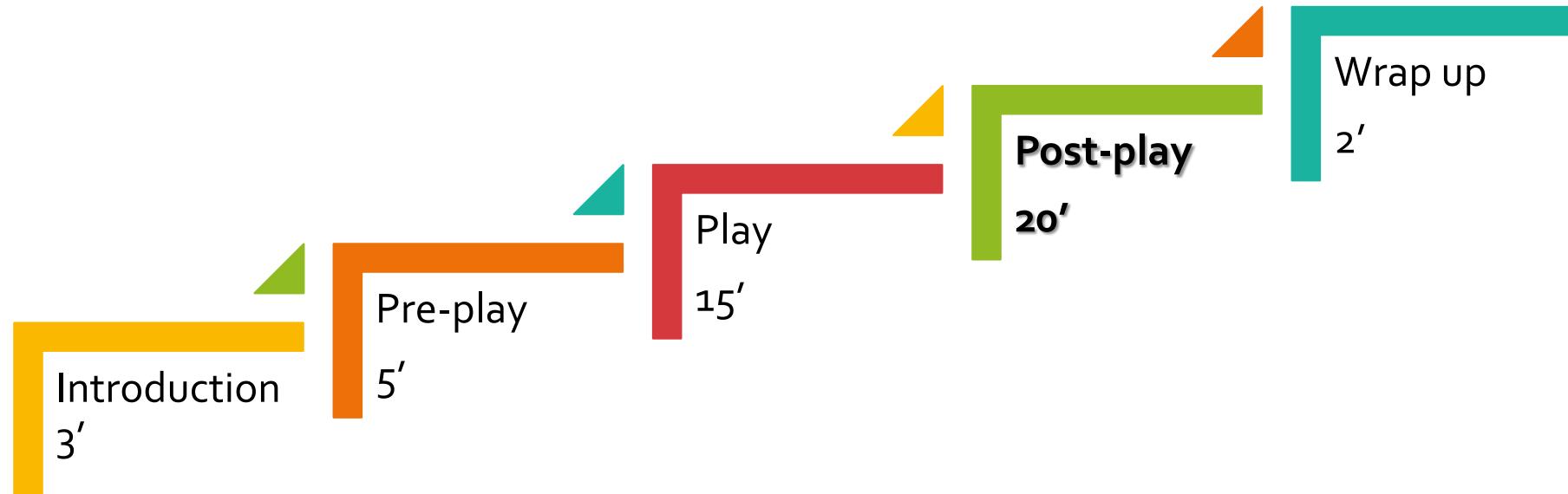
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Script



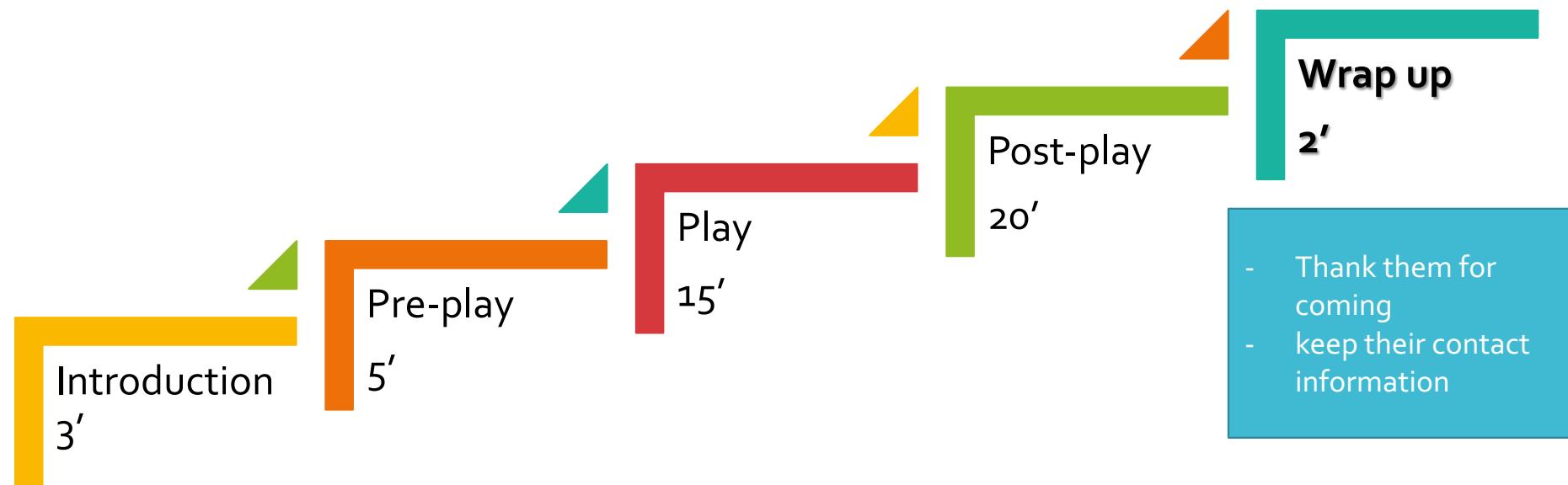
Script



Post play interview

- Overall, what were your **thoughts** about the game?
- What were your **thoughts** about the gameplay?
- Were you able to **learn** how to play quickly?
- What is the **objective** of the game?
- How would you describe this game to someone who has never played it before? What would you tell them?
- Now that you have had a chance to play the game, is there any information that would have been useful before starting?
- Is there anything that you did **not like** about the game? If so, what?
- Was anything **confusing**? Please, take me through what you found to be confusing.

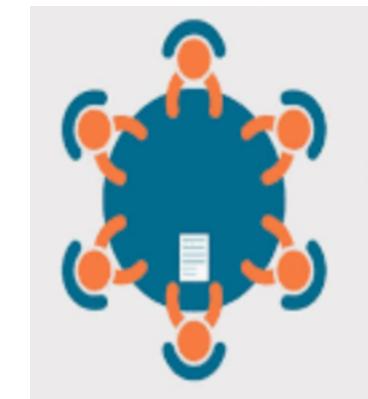
Script



The most difficult about this process will be learning to listen to the playtesters' feedback without responding to every point. Try to ignore your ego and try to take the feedback without an emotional response. Listen to them carefully, remember that your objective is to discover what these people don't like about your game or do not understand.

Methods of playtesting

- One on one testing
- Group testing (observe the group and ask them questions while playing)
- Feedback forms (standard list of questions)
- Interview
- Open discussion (one-on-one or group discussion)
- Data hooks (integrated into the game engine to collect data on player movement and actions in the game)



Play matrix

- Play matrix – a tool for stimulating discussion and analyzing gameplay.
- When conducting a playtesting session, it is something helpful to ask your testers to plot your game on the matrix.

Is the outcome of the game determined more by chance or by the skills of the players?

Is the game outcome determined more by mental skills or physical dexterity?

	Skill	Chance
Mental Calculation		
Physical Dexterity		

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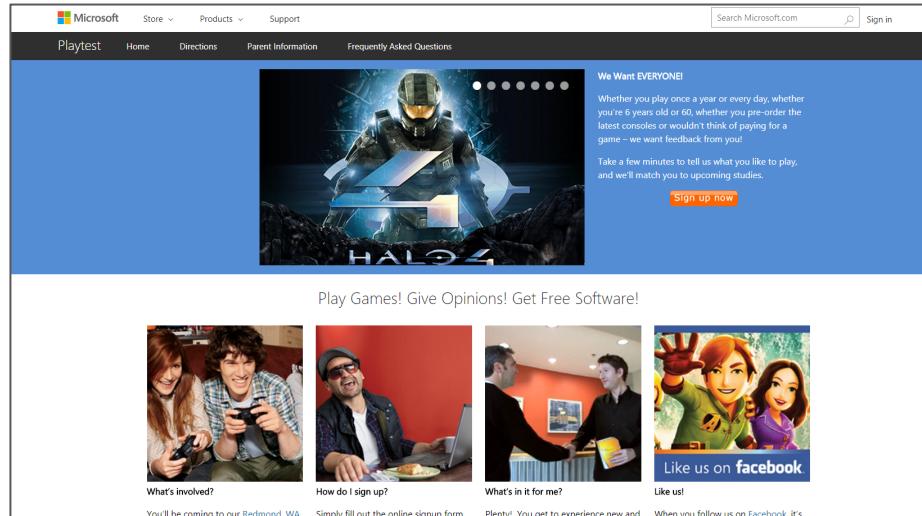
	Skill	Chance
Mental Calculation	Go Chess Warcraft Starcraft	Civilization Tetris
Physical Dexterity	Unreal Halo Basketball Football	Devil Dice Dance Dance Revolution
	Operation Ker-Plunk! Pin the Tail on the Donkey Whack-a-Mole Tag	Blackjack Chutes and Ladders Twister

Test control situations

- A tool for improving the efficiency of your playtesting session.
- Test control situations – is when you lay down parameters that force players to test a specific portion of the game mechanics.
- You do not have to have your testers start from the beginning and play the game all the way through.
- Observe what happens under **every possible condition**.

- *The end of the game*
- *A random event that rarely takes place*
- *A special situation within a game*
- *A particular level of a game*
- *New features*





Microsoft Playtest

EA Playtest

