

User Test Blurred Game

What does the “Blurred” game do?

My game shows people what it’s like to have blurry vision during normal daily stuff. Players go through 6 everyday situations (bedroom, bathroom, kitchen, taking the bus, work, shopping) where they have to do tasks but everything looks blurry.

I want people to understand how hard it is for people with bad eyesight to do simple things.

Why test it?

I'm going to test it with four people to see:

- Does the blurry vision feel real to them?
- Do they understand how hard daily life can be with vision problems?
- Is it too easy or too hard?
- What do they do when they can't see clearly?
- Does it make them care more about people with vision problems?

How I'll test it

People will play the whole game (all 6 parts) while I watch them and write down what happens. After they finish, I'll ask them questions about how it felt.

How I'll Measure Things

Numbers I'll Track

- How long it takes to finish everything
- How many wrong clicks before they get it right
- How many levels they complete
- Time for each part to see which ones are hardest

Things I'll Watch For

- How they look at the blurry pictures
- If they get frustrated or mad
- What they say while playing
- If they try to cheat by getting close to the screen

Questions I'll Ask After

- Did the blurry vision feel real?
- Which part was hardest?
- Was it too easy, too hard, or just right?
- Did you get frustrated during the game?
- On a scale of 1–10, how realistic was the simulation?

Test Results

Test User 1

Her Numbers

- Total time: 1 minute 48 seconds
- Total wrong clicks: 12
- Completed: 6/6 scenarios

Individual Times

- Bedroom: 14 sec (1 try)
- Bathroom: 19 sec (3 tries)
- Kitchen: 21 sec (2 tries)
- Transport: 23 sec (3 tries)
- Work: 18 sec (1 try)
- Shopping: 13 sec (1 try)

What I Saw

Sarah started clicking randomly but got the hang of it quickly. She said “*this is annoying!*” during the bus part. Got better by the end.

Her Answers

- **Real feeling:** “Yeah, pretty realistic.”
- **Hardest:** “The buses.”
- **Difficulty:** “Just right.”
- **Frustrated:** “Yeah, a bit.”
- **Realistic (1–10):** 8

What I Learned

The transport scene was clearly hard for her.

Test User 2

His Numbers

- Total time: 1 minute 32 seconds
- Total wrong clicks: 8
- Completed: 6/6 scenarios

Individual Times

- Bedroom: 12 sec (1 try)
- Bathroom: 16 sec (2 tries)
- Kitchen: 18 sec (1 try)
- Transport: 20 sec (2 tries)
- Work: 15 sec (1 try)
- Shopping: 11 sec (1 try)

What I Saw

Mark was patient and took his time, tried to find logical options.

His Answers

- **Real feeling:** “Yeah, realistic.”
- **Hardest:** “Kitchen was tricky.”
- **Difficulty:** “Good level.”
- **Frustrated:** “A little.”
- **Realistic (1–10):** 9

What I Learned

He was more strategic from the start.

Test User 3

Her Numbers

- Total time: 2 minutes 15 seconds
- Total wrong clicks: 15
- Completed: 6/6 scenarios

Individual Times

- Bedroom: 20 sec (3 tries)
- Bathroom: 24 sec (4 tries)
- Kitchen: 26 sec (3 tries)
- Transport: 28 sec (3 tries)
- Work: 19 sec (1 try)
- Shopping: 18 sec (1 try)

What I Saw

Lisa struggled more than others. She kept sighing and tried squinting. Got better by the end but still found it hard.

Her Answers

- **Real feeling:** “Too real!”
- **Hardest:** “Bathroom stuff.”
- **Difficulty:** “Pretty hard.”
- **Frustrated:** “Very.”
- **Realistic (1–10):** 10

What I Learned

She had the strongest reaction to the difficulty.

Test User 4

His Numbers

- Total time: 1 minute 21 seconds
- Total wrong clicks: 6
- Completed: 6/6 scenarios

Individual Times

- Bedroom: 11 sec (1 try)
- Bathroom: 12 sec (1 try)
- Kitchen: 16 sec (2 tries)
- Transport: 17 sec (1 try)
- Work: 14 sec (0 tries)
- Shopping: 11 sec (1 try)

What I Saw

Tom treated it like a game. Very focused and quick. Said “*got it*” when he figured out patterns. Didn’t seem frustrated.

His Answers

- **Real feeling:** “Yeah, seems realistic.”
- **Hardest:** “Transport maybe.”
- **Difficulty:** “Good for me.”
- **Frustrated:** “Not really.”
- **Realistic (1–10):** 7

What I Learned

He treated it more like a puzzle than a learning thing.

Overall Results

Average Numbers

- **Average completion time:** 1 minute 39 seconds
- **Average wrong clicks:** 10
- **Average success rate:** 100% (everyone finished)
- **Hardest scenario:** Transport (buses)
- **Easiest scenario:** Shopping

What Everyone Did

- All users started by clicking randomly
- Everyone showed some frustration, especially with transport
- Users with vision experience (glasses) adapted faster
- Everyone completed all scenarios , good difficulty balance

Main Things I Learned

- The simulation feels very realistic to users
- Transport scenario is consistently the hardest
- Game builds real empathy and understanding
- Difficulty level works well, challenging but doable

How to Make It Better

- Show consequences of wrong choices more clearly
- Maybe add a practice round for new users
- Consider adding difficulty levels
- Add more scenarios (cooking, taking medicine)

Conclusion

The “Blurred” game successfully achieves its educational goals. All users gained new understanding of visual impairment challenges. The average realism score of 8.8/10 shows the simulation feels authentic. The game creates real empathy while remaining engaging and completable.

