**Online Diary – Playtesting**

For the task provided my team chose to utilise the popular game Minecraft in order to find out people’s opinion on both its enjoyability and education value. In order to gather these opinions, we decided to create a questionnaire through the use of Google Forms. The questions we included allowed us to see how much people enjoyed the game, what they would like to be improved and the types of skills they develop and learn while playing. We chose to do it like this as it gave people the chance to express their opinions in detail, while providing us with information that allowed us to make an informed decision on whether Minecraft is good at being a serious game. The questions were designed to give us an in-depth look at the game’s quality in both the way it is enjoyable and fun, but also what types of skills it could provide users with.

Most of the data we collected was qualitative, allowing the user to express their opinions on the subject of the question, which provided a diverse range of answers for us to form a consensus on Minecraft’s quality as a serious game. Through the data we collected it was concluded that Minecraft was an extremely fun game that taught important passive skills, like creativity and management skills.

The team managed to complete this task effectively while reaching the required goal, but the method we used both limited the ways we could use the information provided and also allowed people to enter random unrelated answers that do not provide any information. Following on from this point it also limited to conclusions we could reach and how we could justify those conclusions. However next time I think utilising rating scales would be extremely effective in allowing us to justify the conclusions we reach as the quantitate data we would receive from these questions would allow us to view the data provided and display it in a visual way to support the discoveries we made. Using this alongside the questions we currently use will allow is to get a clear statistical analysis of the information provided to us, while allowing us to see and receive extra information and justification through the text-based answers.