Session 6 – Playtesting

Cory Arnett-O’Brien

ID:20158721

# Evaluate and assessment of players

Ehen evaluating player experience it is better to get ether a positive or negative response so that it is possible to discern what works and what does not about the game. To achieve this using a questionnaire it is possible too use values like 1-6 so that they cannot choose the middle value.

# Approaches used

The main approach used by the team was quantitate questions such as how long a player intends to spend playing the game. Using these questions in our questionnaire allowed the team to gather more data as people were more willing to answer an easy tick box question rather than a question where they were required to write a short paragraph this is evidenced by the fact that some user skipped the formative questions set out in the questionnaire.

The team was not able to get a great quantity of responses to the questionnaire so the data may not be representative of accurate findings.

# The future

In the future in order to get better data more time could be allocated to the questionnaire so that more people would have a chance to respond this would improve the validity of the data gathered

It also would be advisable in the future to do test feedback questionnaires with small groups of people in order to see if the questions being asked provide enough data and how best to word the questions to get more informative answers .