**CMP 4271: Session 6 Online Diary – Playtesting**

**5.0 Introduction**

In the previous 4 sessions, teams have carried out playtesting to develop games further than ideas or opinions from within teams, and to receive player feedback on how to improve the player experience.

**5.1 How Playtesting was Carried Out**

Originally, playtesting would be done by having team members playing the game, for internal playtesting. External playtesting was also carried out by having members from other groups play the game and giving feedback which is likely to be less biased than that of internal playtesting. Playtesting in this way can provide qualitative feedback directly from participants, which is good. However, playtesting on this scale is not effective as there is often a very small sample size, typically 3 or 4 participants at the most.

**5.2 How Playtesting will be Carried Out**

After learning about more effective means of testing, it is clear that the way playtesting was originally carried out did not give meaningful results. Therefore, in future playtesting, scientific experiments will be carried out. For example, around 20 participants taking part in one activity in a game for a set amount of time, and then answering a questionnaire using a 6-point Likert scale. Playtesting in this way takes longer, however it provides more valid data. If a decision needs to be made between two or more options for a game and which would be better, then it would be more effective to carry out an independent measures or repeated measures experiment. Having a larger sample size would make the data/feedback more valid and reliable, as any outliers would be more easily identifiable. The one problem with carrying out playtesting in this way is that it is more time and energy consuming.