Diary 5

When constructing evaluations and assessments on games and players, there are thing that you need to consider. You would have to consider who the target audience of the game is and who is not so that you can get feedback from people who play the game and who haven’t even heard of the game. This makes playtesting fair as you would get unbiased opinions and feedbacks that could help you in improving your game and try to widen the target audience of the game. You would ask questions to the person testing and these questions should be about how the tester feels when they play the game and what they like about the game so that you know what areas you have done good in the production of the game. You would also ask the play tester questions about the weaknesses of the game. These questions are just as important as the strengths as you can see which areas of the game need more focus on and you could potentially get ideas of how to improve those areas from the play tester. An example of a question for strengths of the game could be “On a scale of 1 to 10, how much did you enjoy this game?”. This will let you see how much people enjoy the game as it is. An example of a question for weakness could be “What would you like to improve with this game?” and give them a list of options that they could choose. This will let you see how many people have found issues with certain areas of the game that are listed.

The approach that I used was asking questions about how the play tester felt when they played the game and how much they enjoyed the game. This was important because it let me see how much they enjoyed the game and what areas of the game they enjoyed the most because if the game is not enjoyable, then the game will not be played as much. The limitations that I have with only asking questions about how the play tester felt when the played the game is that they may not come across any issues or bugs deep within the game that could be improved on to improve the players experience. In the future, I will ask more in-depth questions to the play tester so that they can give more accurate answers that can be used with game improvements.