Reflection on Evaluations and assessments of games

To be able to construct an evaluation which has meaning, it must be backed up by sufficient and relevant data to prove that the evaluation is true. For the data to be sufficient and relevant it must have a big enough sample size, as if the sample size is too small it cannot properly represent what people think about the idea.

Before sending out a questionnaire to a big amount of people to get data for how good the game is, send out the questionnaire to a smaller group of people as this will allow you to see how effective the questionnaire is ,and will allow you to see if you get responses you were looking for. By sending out a test questionnaire first it allows you to change the questions to word them better if the answers you are getting back are not what expected. By sending out a test it may also allow you to see what peoples responses are to certain questions so that you can change the questionnaire to have options that reflect the answers you were given.

When trying to gain information about a game you can use a questionnaire and let the users of your game answer he questions to gain insight on what they think.

One way to get responses to a questionnaire would be by posting it online. This will have a massive reach and will have the opportunity to get a lot of responses, but you tend to not get as many responses as you may have originally thought that you would get.

When trying to get responses for a questionnaire you can also create paper copies, this would mean that you would have to try and find people on the street to try and answer your questionnaire. By going out and directly asking people to fill out a questionnaire you may be able to get more responses. A major downside to giving out paper questionnaires is that there is a low probability that the people you survey have actually played or heard of the game that you are wanting answers on, but in an online survey if the participants have not played the game before you would be able to link the game right at the start so that they can play it before completing the survey.

Knowing this I would use both online and paper methods to be able to try and gain the best understanding of what people think. I would start by making a simple questionnaire and directly giving it to a minimum of 10 people. I would then make any changes I seem are necessary to the questionnaire and give it to the same people, by doing this I can also check the integrity of the questionnaire as their responses should be the same or very similar to the first time they answered. The second questionnaire would also allow me to see if the changes I made were sufficient and worked. I would then post the questionnaire on social media and survey sights as well as asking more people directly to fill it out. I would then use the data I get from the questionnaire to create an evaluation on the game.