Games Testing for Beta Test Stage

Ross Brown

2017

Things to Consider when planning your testing:

* **Who** – usability and gameplay testing will be managed by one team member, make sure that person is ready to go. Who else is going to take notes, and record specific events, setup videos, audio etc?
* **When** – agree on a time that you are able to devote a couple of people to run the sessions. It will need more than one person. Make sure the latest build is ready on that date – GITHub comes in handy here.
* **Tester Recruitment** – how are you going to get testers? This is an open question. Target tech. has strengths/weaknesses here – iPhone is mobile, Unity is web deliverable. Chocolate rewards etc? Getting deep and naïve testers is a different process.
* **Location** – you cannot setup a full usability laboratory (see textbooks), but you can move towards a space that is usable for testing. The Games studio tutorial time on Wednesdays is still free I believe.
* **Reporting** – what are you going to tell the supervision team each week? We need to be convinced that you have performed a thorough session. We DO NOT need to see all details, just the prioritized issues that show you have tested and thought through the results. This is all part of your process grade. Gamasutra link below has a nice **internal** reporting presentation.
* **Test Methods** - are you testing usability or gameplay? Each type is different, with different results. Are you using think aloud or video, or both? Does your game log information? Think it through. Is it a full game from the start, have you neglected a level in previous tests? Make sure you chart a course through the entire game, especially with your deep testers. Allocate resources appropriately, you cannot spend all your time on testing, but it needs to be made a priority now, **every** week.
* **Information for Testers** – remember that they should be able to exit the test session at any time, and have their information anonymised, including videos and audio. You need to remember you are working with people who have rights of privacy and free will, enforced by community laws.

Some Useful Textbooks (Available Electronically at QUT Library)

* Schultz, Charles P (01/01/2005). Game testing all in one http://site.ebrary.com.ezp01.library.qut.edu.au/lib/qut/docDetail.action?docID=10082068
* Secrets of the game business / edited by François Dominic Laramée, Hingham, MA: Charles River Media, c2005 http://site.ebrary.com.ezp01.library.qut.edu.au/lib/qut/docDetail.action?docID=10061200

Games Usability Testing Links

* <http://www.gamasutra.com/view/feature/2333/better_games_through_usability_.php>
* <http://www.gamasutra.com/view/feature/6130/usability_breakthroughs_four_.php>
* <http://www.slideshare.net/austinupa/video-game-usability-testing-answering-the-why>
* <http://www.slideshare.net/francisrowlanduk/usability-testing-is-easy>