**LESSONS LEARNED REPORT**

|  |  |
| --- | --- |
| **PROJECT TITLE** | **DATE OF REPORT** |
| Climate Change Beta Test occurred on May 9, 2024, with S24 VarLab students | May 2024 |
| **VENDOR** |  |
| Xpan | |

**GOALS**

|  |  |
| --- | --- |
| What were our goals in this project? | Were those goals achieved? ( Y / N ) |
| * As part of your onboarding we’re going to be having you beta test a bunch of our various sims. Each will have different goals for what we want to you do, look for, try etc. For this Climate Change DLX we need to organize into groups of 4 to play the multiplayer version. VARLab designed this sim with our content experts, but it has been developed by a third party. * Testing Network Protocol Document used | [text here] |

|  |
| --- |
| What new goals were added and achieved by the project’s end? |
| [text here] |

**LESSONS LEARNED**

|  |  |  |
| --- | --- | --- |
| What went well on this project? | How would you improve these processes for next time,  if applicable? | Assigned To |
| [text here] | Testing protocols need to be vetted internally in advance | [text here] |
| [text here] | Students need proper preparation for the testing (instructions as well as software installation) | [text here] |
| [text here] | [text here] | [text here] |

|  |  |  |
| --- | --- | --- |
| What did not go well on this project? | How would you improve these processes for next time,  if applicable? | Assigned To |
| Some network testing objectives were not reachable | We need experts to evaluate if objectives are possible | [text here] |
| Some network testing objectives were introduced too late to be actionable | We need time to lay groundwork for some kinds of network testing...   * need information from the vendor like server addresses * need time to figure out measurement tooling and how to implement on tester computers   We could potentially reduce the scope of information / access / tooling requests by hosting online infrastructure components of multiplayer sims ourselves. | [text here] |
| There was not enough time to plan, or validate the testing document | For the next time, after a (new) testing document is presented, ALL team members involved (e.g., Russ, Cam, Sana, Kat, Cris) need to meet to discuss the plan and documents. |  |
| Qualitative experience was not evaluated | We need a vibe-check questionnaire, ascertaining whether the game performance in general was satisfactory:  Could students join their teammates in a lobby?  Could students join a lobby at all?  If students were able to join and play with others in a lobby, were other players’ movement smooth and natural (for a game) as expected?  If students were able to join and play with others in a lobby, were other players’ actions (spending decisions etc) reflected without delay in the game environment? |  |
|  |  |  |

|  |  |
| --- | --- |
| Further Comments | * Who is the target audience to test this? Both IT Ops and Devs |