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## Graphical Playtest Feedback Form

Over a series of playtests recently I realised that the most useful and easily actioned piece of feedback, was asking players to answer ***"How well was the game taught to you?"***

If players are not confident in how the game works, then to some extent they are not actually playtesting your game.

Yet I don't think I have ever seen such a question on a feedback form.

As I sat down to add this to my form I started thinking about how to make my feedback form more engaging.

THIS FORM HAS NOT BEEN PLAYTESTED! So take it with a large pinch of salt.




















I look forward to testing it myself and hearing from other playtesters how it can be improved. Feel free to email me (the address is on the bottom of the form).

Clicking the images below will give you access to a PDF of one version of the form. If you have access to MS Publisher then you can also download the Publisher files and edit them to suit your game.

If you download the ZIP folder then you will find various 'modules' as PNG images so you should be able to build your own form in whatever software you have available.

## Graphical Playtest Feedback Form Downloads

- [The Games People Graphical Playtest Feedback Form v1 .PDF](#)
  - 2 page PDF of a basic form with some of my preferred questions.
- [The Games People Graphical Playtest Feedback Form v2 .PDF](#)
  - 2 page PDF of a basic form with alternative questions and scales and blank back page for your own questions.
- [The Games People Graphical Playtest Feedback Form MS Publisher \(ZIP folder\)](#)
  - The original document in MS Publisher. If you have access to that then this is the easiest way to customise your own forms.
- [The Games People Graphical Playtest Feedback Form image modules \(ZIP folder\)](#)
  - PNG images of each of the modular elements (including blanks) allowing you to build your own form.

<p><b>Playtest Feedback Form</b></p> <p><b>Game</b></p> <p><b>Date</b>      <b>#players</b></p> <p><i>Thank you for playtesting our games. We want your feedback. Please be honest and do not be afraid of hurting our feelings. We playtest to hear from players how to make our games better.</i></p>	<p><b>How did you learn?</b> (What could have been explained better? Or earlier?)</p> <p>Demo / Read Rules / Blind (circle one)</p>	<p><b>On which turn did the light come on?</b> (When did you understand what you were doing?)</p> <p>          </p>
<p><b>How long did the game feel? (circle 1)</b></p> <p>  too short         about right     too long </p>	<p>actual time</p> <p>MINUTES</p>	<p><b>How much luck was there in the game?</b> Shade in the dots—from 2 (no luck) to 12 (too much luck)</p> <p>   </p>
<p><b>How fast did the game play? (circle 1)</b></p> <p>  too slow         about right     very quick </p>	<p> <a href="http://thegamespeople.co.uk">http://thegamespeople.co.uk</a></p>	
<p><b>Tick the boxes if you agree...</b> <input checked="" type="checkbox"/></p> <p>The game mechanics fit the theme <input type="checkbox"/></p> <p>The rules made sense &amp; reflected the theme <input type="checkbox"/></p> <p>I was able to make a plan and execute it <input type="checkbox"/></p> <p>I would play better next time <input type="checkbox"/></p> <p>The winner was the player who played best <input type="checkbox"/></p>	<p><b>How many turns ahead did you plan? (circle 1)</b></p> <p> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> </p>	<p><b>What was the best part of the game? What did you like?</b></p>
<p>Tell me when this game is available. My email address is;</p>	<p><b>What would you change? What would you reduce or take out altogether?</b></p>	

Please continue overleaf if you have more feedback to give.

ian@thegamespeople.co.uk

*If you wish to give further feedback then we would love to receive it. Please use any of the questions below to expand your answers.*

What did you like?

What could be improved? What would you remove altogether?

*Please try and expand with any of the questions below, or wherever the designer would like feedback.*

Did the mechanisms work together well? Were the decisions meaningful? Do you feel like you have enough control to affect your outcome? When did you know who was going to win? Do you feel that you could play better next time?

What were the fun moments? What didn't work for you? Was the game the right length of time? What was the most interesting part of the game?

*Please continue on another sheet if you have more feedback to give.*

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A large, empty rectangular box with rounded corners, intended for providing feedback.A large, empty rectangular box with rounded corners, intended for providing feedback.

*Please try and expand wherever the designer would like feedback.*

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*Please continue on another sheet if you have more feedback to give.*