

Survey Analysis Holy Dead

Post Production User Testing

2025-05-01

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#Introduction This report presents a descriptive analysis of data collected from two sessions of user testing that were conducted with the mixed audience who played our game HolyDead and answered questions through a feedback form.

We use basic statistics and visualizations to explore relationships between variables and identify patterns.

1 1. Dataset Overview

We begin by exploring the structure of the dataset.

2 1.1 Preview of the Data

2.1 1.2 Dataset Structure

3 2. Descriptive Statistics

Here we summarize numerical variables using measures like

4 2.1 Summary of Key Variables

Age_group	Gameplay_Time
19 - 22: 7	Less than 3 Minutes:11
23 - 26: 2	Up to 10 minutes : 5
NA's :15	Up to 7 Minutes : 8

on_a_scale_of_1_5_how_enjoyable_was_the_game	Difficulty
Min. :3.000	Just right:11
1st Qu.:4.000	Too easy :13
Median :4.000	
Mean :4.292	
3rd Qu.:5.000	
Max. :5.000	
how_responsive_did_the_controls_feel_1_laggy_5_very_responsive	
Min. :1.000	

```
1st Qu.:3.750
Median :5.000
Mean   :4.208
3rd Qu.:5.000
Max.   :5.000
```

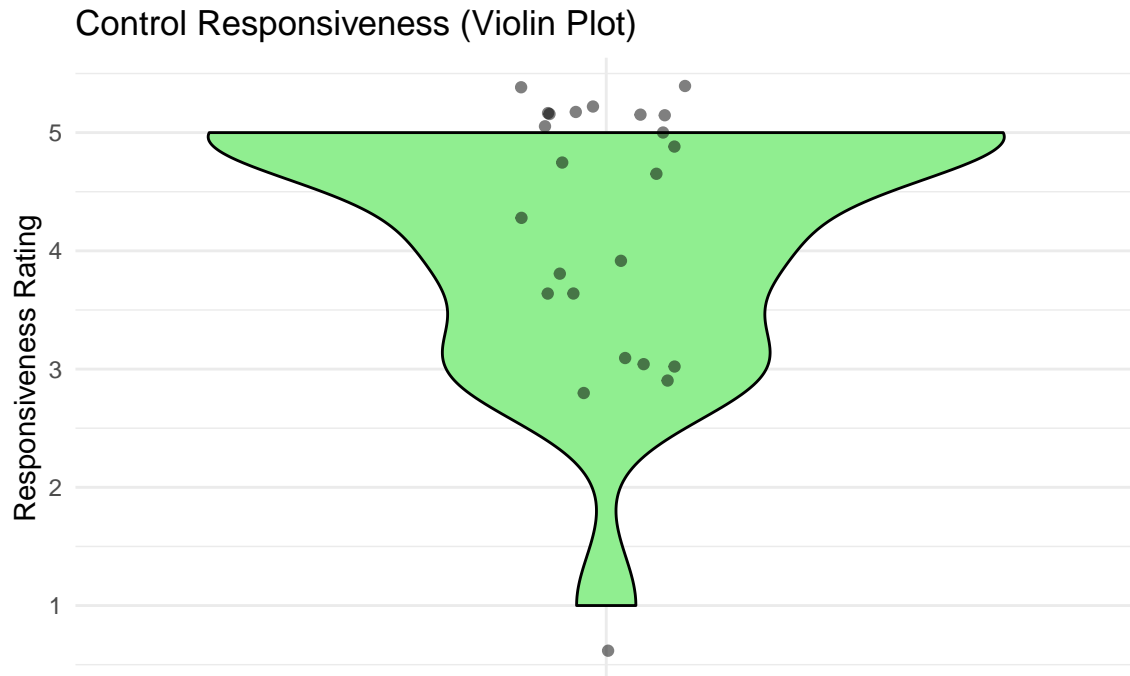
5 2.2 Control Responsiveness

```
how_responsive_did_the_controls_feel_1_laggy_5_very_responsive
Min.   :1.000
1st Qu.:3.750
Median :5.000
Mean   :4.208
3rd Qu.:5.000
Max.   :5.000
```

#3 Data Visualizations

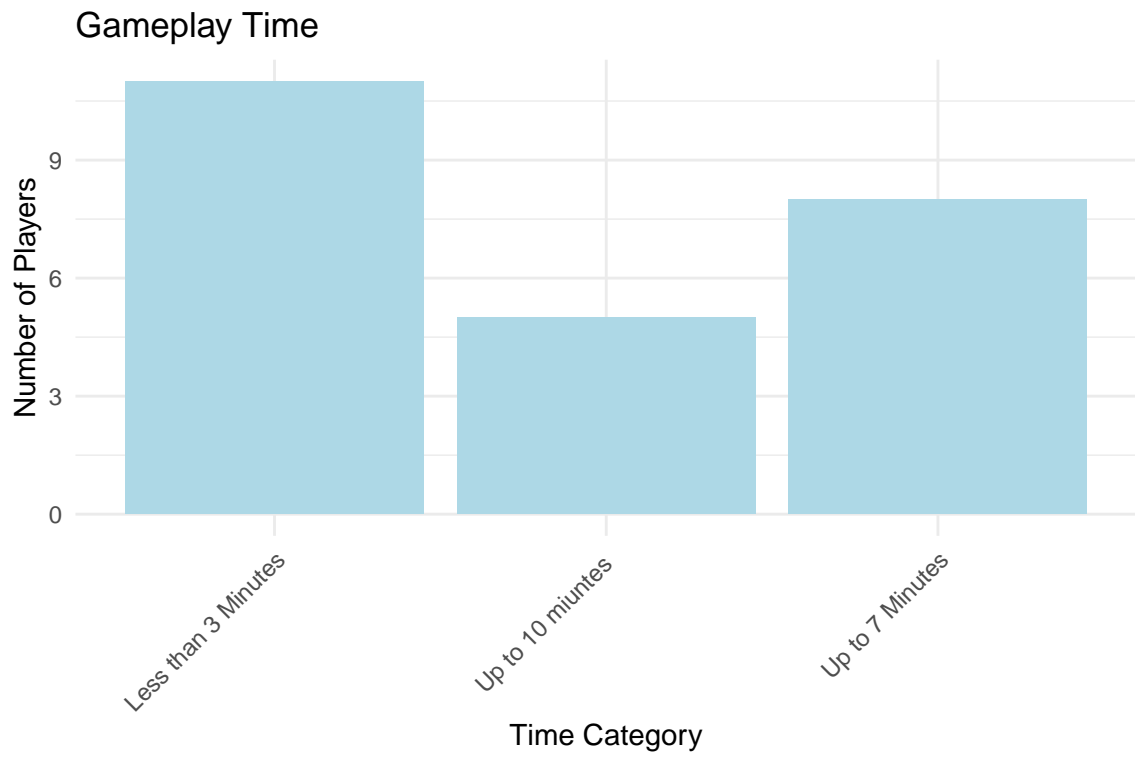
6 3.1 Control Responsiveness (Histogram)

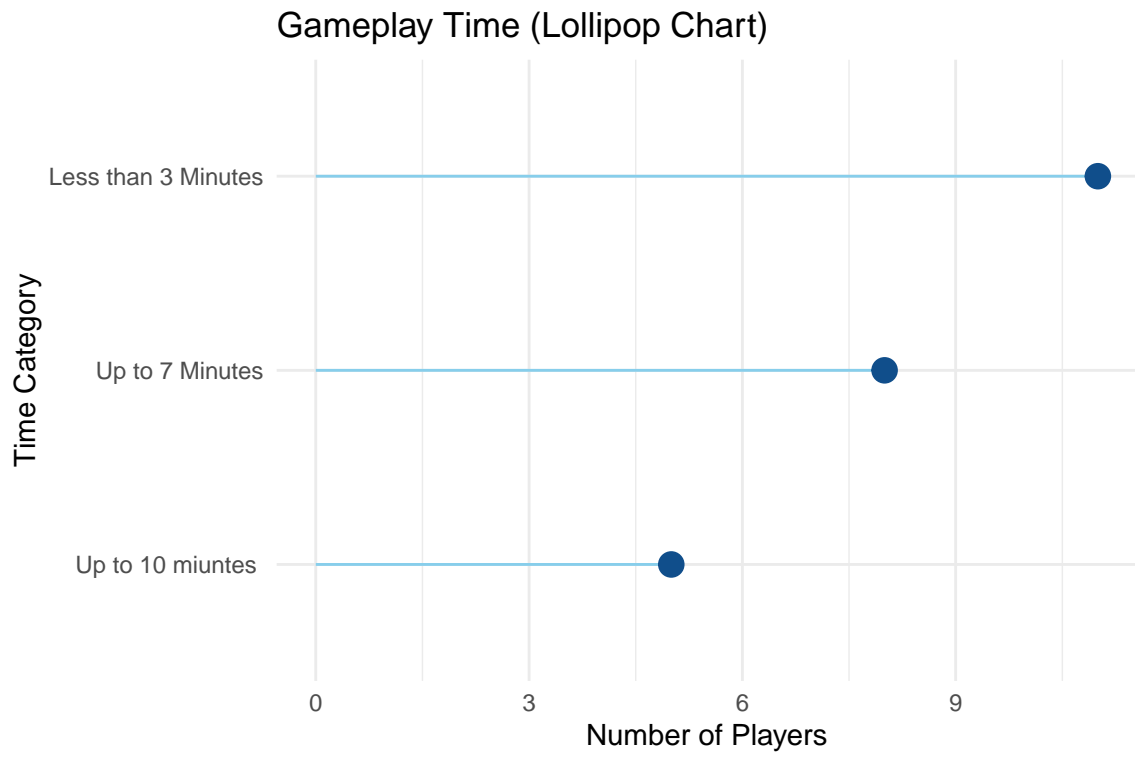
Here we are visualising the controls responsiveness in the violin plot. we found out that most of the users rated controls being very much responsive for example each designated key responds to the actions binded to it. However, some users have rated 3/5 which makes us to deep dive in this matter and find out more information from the users.



#3.2 Gameplay Time Barplot and lollypop chart

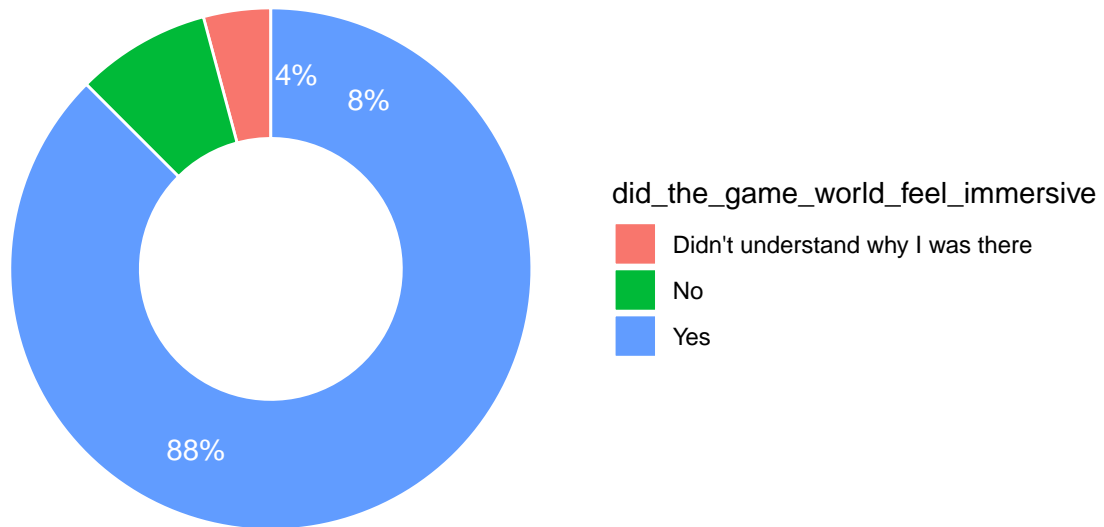
We realized from the bar plot below that most of the players have played the game for more than 3 minutes which means they have played the level more than once. A typical gameplay of completing the level is on average 2 minutes.



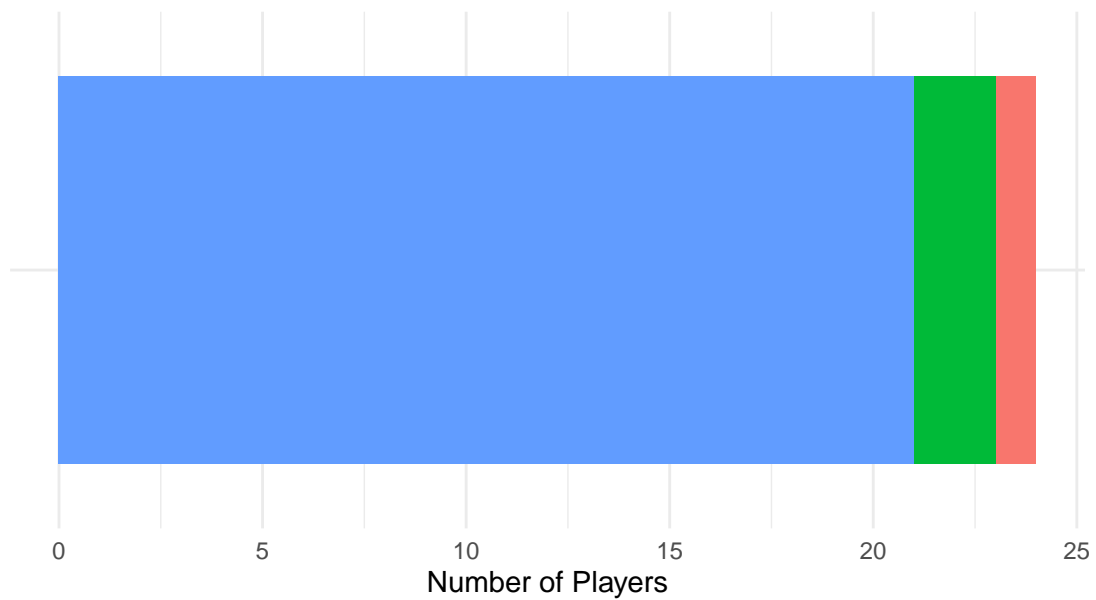


7 3.3 Immersion Feedback (Pie Chart)

Immersion Feedback (Donut Chart)



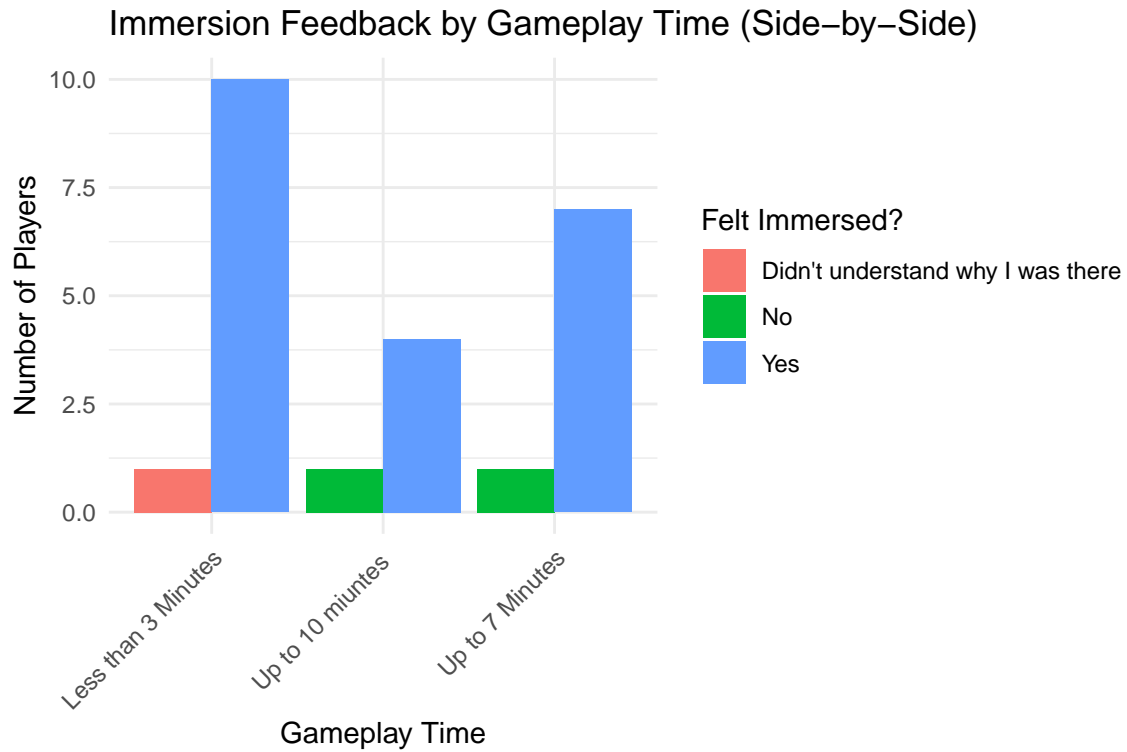
Immersion Feedback (Stacked Bar)



did_the_game_world_feel_immersive ■ Didn't understand why I was there ■ No ■ Yes

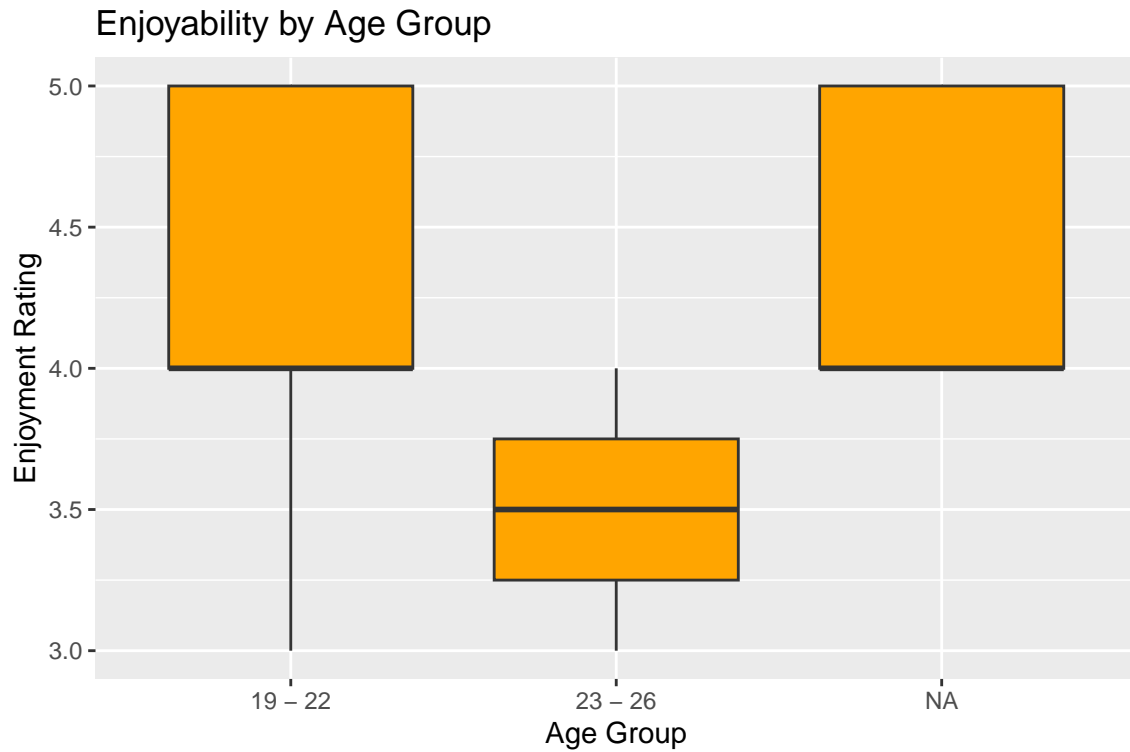
#3.4 Combine immersion and time played

Below we have combined the results from the above two visuals to find out the relation and a clear picture of the users who rated the game as being immersive or not with the time user played the game.



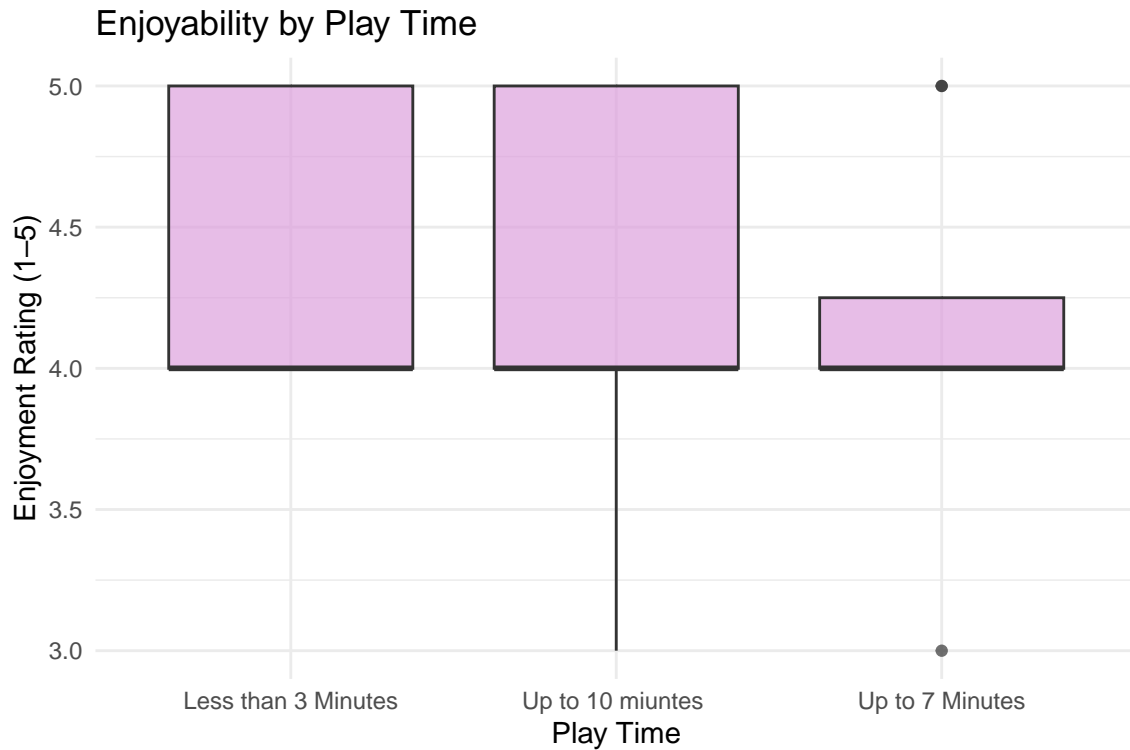
8 3.5 Enjoyability by Age Group (Boxplot)

Below we are measuring the enjoyability of the game with the age group, and we tend to realize that users 19-22 years old enjoyed more than average.



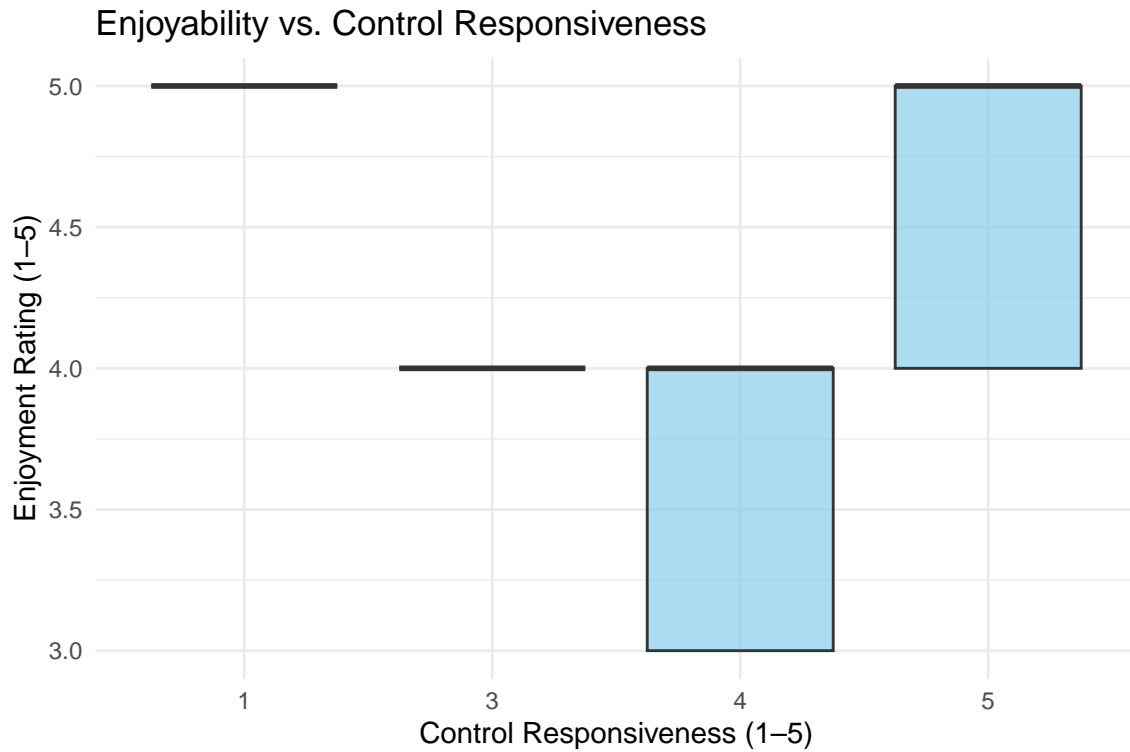
#3.6 Enjoyability and Game Duration

The plot below shows the relationship between Enjoyability and play time for users, The results show us that users have rated game being enjoyable more than average.



#3.7 Enjoyability vs Controls Responsiveness

The plot shows the relationship between the control responsiveness and enjoy ability ratings. Players who rated the controls as more responsive (scores of 4 or 5) have reported higher enjoyment levels.



9 4. Word Clouds for Open Feedback

10 4.1 Confused/Stuck Descriptions

In the word cloud below, the users have answered If they were stuck at any point in the game and what was that thing. most of the users have said being stuck on performing dash to proceed with the level.



11 4.2 Least Enjoyed Game Parts

Below we have the word cloud where users tell us about the least enjoyable parts of the game. As a result, users less enjoyed long jump and repetetive behaviour of enemies.



12 4.3 Bugs

Below from the data we have a word cloud to present some bugs that players caught.



#5.1 Corelations

In the Correlation matrix below, our data has shown that there is a slight tendency for two variables to increase together. Hence, It is a weak positive relationship being 0.23. This suggests that players who found the game enjoyable has rated the controls being responsive.

```

on_a_scale_of_1_5_how_enjoyable_was_the_game
how_responsive_did_the_controls_feel_1_laggy_5_very_responsive

on_a_scale_of_1_5_how_enjoyable_was_the_game
how_responsive_did_the_controls_feel_1_laggy_5_very_responsive

```

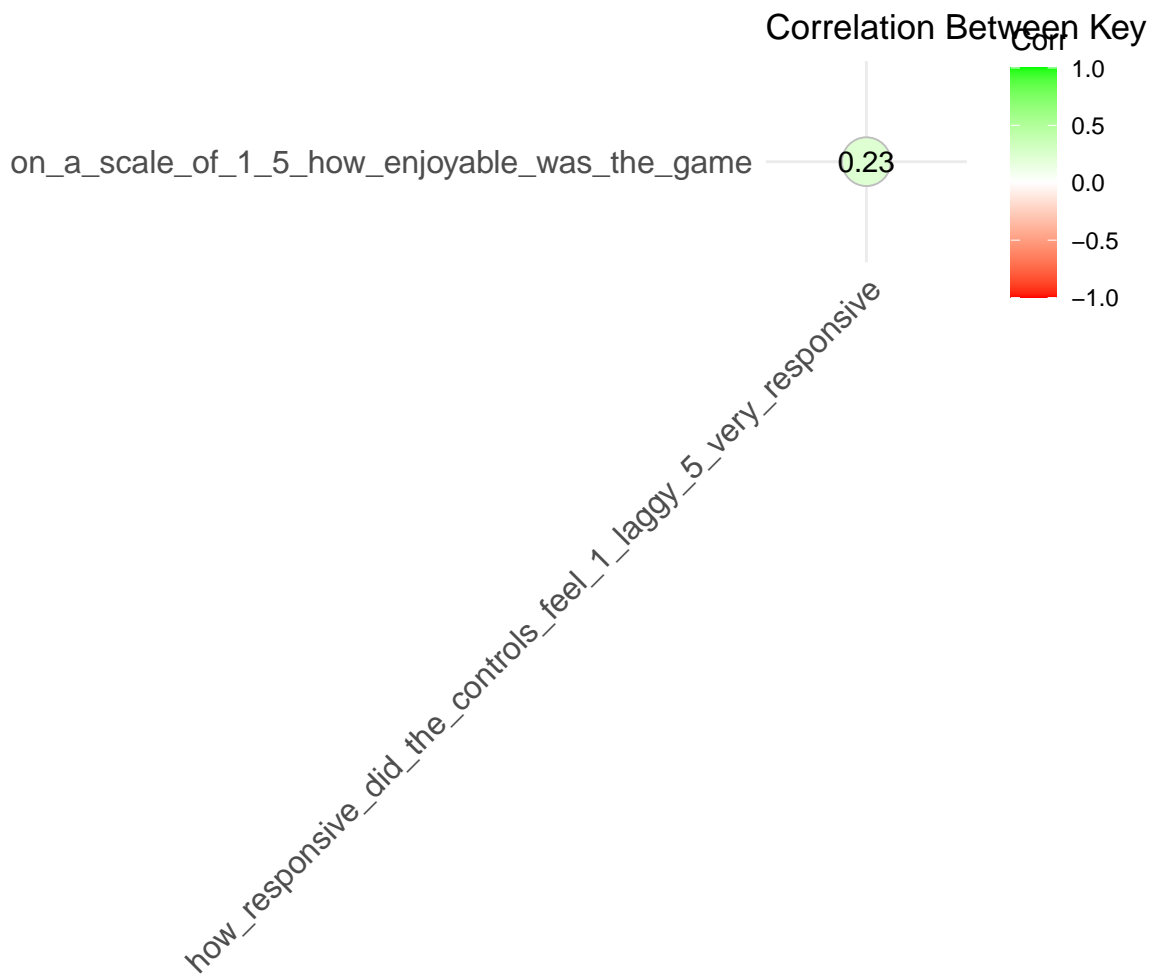


Figure 1: Correlation Between Key Variables

13 Conclusion

This analysis highlights general player sentiment and usability of the HolyDead game. Most players found the controls responsive and the game immersive, with a few areas such as clarity of feedback and minor bugs noted for improvement.