

# **User Evaluation**

**Group Name:** Group 11

**Group Number:** 11

**Group Members:**

Zubair Shaik, Dom Decicco, Damian Myszko, Yousif  
Zuhair, Elijah Jones, Charlie Somerscales, Tawfig  
Osman

## RECRUITMENT

7 Participants were recruited based on criteria relevant to the target audience of the game, individuals who are university students.

## DATA COLLECTION TOOLS

1) [Observation Form Template](#), with the following components:

- Task Description: Clearly defined tasks with expected actions and objectives.
- Expected Pathway: Outlined expected steps and navigation pathway to complete the task.
- Success Checkboxes: Boxes provided next to each step to indicate successful completion.
- Comments Section: Space next to each step for participants to provide comments or feedback.
- Rating Scale: Included a 1-4 rating scale after each task to quantitatively assess task success and user satisfaction.

2) [Ethical Forms](#) that clearly outlines the purpose of the user evaluation, procedures involved, confidentiality measures and participant rights.

3) [Windows Laptop](#), to run the game on.

## PROCEDURE

Each participant was assigned specific tasks representative of real-game scenarios to perform while user interactions and experiences are evaluated. Relevant questions were asked during task completion while detailed observations were being recorded on an observation form template to gather user perceptions and challenges. No clear step-by-step instructions were provided on how to complete tasks to see when users understood and completed the task easily and when they found difficulties in doing so. Several users facing the same difficulty suggests an issue that needs fixing. Using a rating scale (1-4) to assess the success rate of task completion, where 1 indicates successful completion without issues and no alternative pathway taken and 4 denotes inability to complete the task. We are not only testing the users ability to do tasks, we are also looking out for engagement and hence we also take notes of any positive or negative comments/expressions. For our final step in user evaluation, we use a table to summarise and present our data to show findings across our participants and to help us judge the overall impression. We then group the data into 3 parts; issues that people have most severe problems with (using rating scale), issues that most people encounter and the most important issues (ones that contradict our user requirements)

<b>Usability Problem</b>	<b>Description</b>	<b>Severity Rating (1-4)</b>
Lack of clarity on character confirmation at the start	Users were unclear on how to confirm their character selection at the beginning of the game.	1
Unclear confirmation of working out completion after interacting in gym.	Users encountered a lack of guidance in the gym, highlighting the need for confirmation after interacting.	2
Absence of instructions when entering buildings	Users struggled to know what to do when entering buildings due to the absence of instructions, leading to confusion.	2
No instructions on how to play Fruit Ninja minigame	Users didn't know what to do in the Fruit Ninja mini game at first, however they managed to figure it out quickly.	1
No instructions on how to play shooting minigame	Users panicked during the shooting minigame due to not knowing how to shoot, managed to figure it out halfway through.	2
Unclear confirmation of sleep after interacting with bed.	Users were not aware new day started after sleeping causing to interact multiple times in a row and ending game	3
Lack of guidance for next task	Users suggested displaying the next task on the screen for better guidance, highlighting a need for improved user direction.	2
Absence of "Go sleep" reminder at day's end	Users suggested a "Go sleep" reminder at the end of the day, indicating a need for improved player guidance.	2