**Quantitative methods**

**Individual assignment**

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Game Design and Development

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**Sound dimension**

The response options for all questions is Likert scale (agree-disagree, 1-5).

**Overall beautifulness**

1. The audio represents the feel of the game well.
2. The audio enhances the feel of the game.
3. Audio is of high quality.
4. The game is pleasant to listen to.
5. The game is interesting to listen to.

**Sound effects**

1. The sound effects sound realistic.
2. The sound effects fit the theme of the game.
3. You can distinctively hear all the important audio feedback through the other sounds in the game.
4. The sound effects don’t sound annoying when they are repeated multiple times.
5. Directional audio works well and you can clearly understand where a sound is coming from.

**Music**

1. You would listen to the soundtrack separately from the game.
2. The music fits the situation in the game.
3. The music doesn’t distract from the gameplay.
4. The audio quality of the music is sufficient.
5. The music fits the theme of the game.

**Voice**

1. Voice acting sounds natural.
2. Voices sounds clear.
3. Voice acting sounds adequately according to the situation in game.
4. Voices are pleasant to hear.
5. Voice acting is clear and can be understood.

**Concordance with visuals**

1. The audio feedback is instant.
2. The audio feedback is appropriate.
3. The music style fits well to the art style.
4. The voices fit their characters.
5. You can hear everything that happens on the screen.

**Methodological justification**

**Objective of the research**

The research will help to evaluate and improve our game. The research is answering the question of “What in our game can be improved, and how?”.

**Population, research units and respondents**

The population that will participate in the survey are gamers of age 17-25 that live in Groningen, Netherlands.

The research objects is all the audio in our game.

The playtesters that have played our game will be answering the questions.

A sample from the population will be formed by the people who agreed to take the survey after playtesting. We’ve chosen this sample, because it represents all the people that will be able to answer the questions of the survey, and we estimate there to be a small number of them, so we decided to include all of them.

**Demarcation and operationalization**



The concept for our problem is “Does the game provide an enjoyable experience?”.

In this concept we distinguished such dimensions as Gameplay, Mechanics, Usability, Sound, Audio and Story.

The indicators should be selected based on the problem and dimensions.

**Execution**

The survey will be offered to the playtesters right after playtesting, in digital form.