



**KTH Computer Science
and Communication**

**Lorem ipsum dolor sit amet, sed diam
nonummy nibh eui mod tincidunt ut
laoreet dol**

Duis autem vel eum iruire dolor in hendrerit in vulputate velit esse molestie
consequat, vel illum dolore eu feugiat null

ANGELINA VON GEGERFELT
KASHMIR KLINGESTEDT

Degree Project in Computer Science, DD143X
Supervisor: Arvind Kumar
Examiner: Örjan Ekeberg

Stockholm, Sweden April 12, 2016

Abstract

This is a skeleton for KTH theses. More documentation regarding the KTH thesis class file can be found in the package documentation.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris purus. Fusce tempor. Nulla facilisi. Sed at turpis. Phasellus eu ipsum. Nam porttitor laoreet nulla. Phasellus massa massa, auctor rutrum, vehicula ut, porttitor a, massa. Pellentesque fringilla. Duis nibh risus, venenatis ac, tempor sed, vestibulum at, tellus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos.

Referat

**Lorem ipsum dolor sit amet, sed
diam nonummy nibh eu mod
tincidunt ut laoreet dol**

Denna fil ger ett avhandlingsskelett. Mer information om L^AT_EX-mallen finns i dokumentationen till paketet.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris purus. Fusce tempor. Nulla facilisi. Sed at turpis. Phasellus eu ipsum. Nam porttitor laoreet nulla. Phasellus massa massa, auctor rutrum, vehicula ut, porttitor a, massa. Pellentesque fringilla. Duis nibh risus, venenatis ac, tempor sed, vestibulum at, tellus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos.

Contents

1	Introduction	1
2	Background	3
2.1	bla	3
2.1.1	toodles	3
3	Method	5
3.1	The Game	5
3.2	Testing	5
3.3	System Usability Scale	6
4	Results	7
5	Discussion	9
6	Conclusion	11
	Bilagor	11
A	RDF	13

Chapter 1

Introduction

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Mauris purus. Fusce tempor. Nulla facilisi. Sed at turpis. Phasellus eu ipsum. Nam porttitor laoreet nulla. Phasellus massa massa, auctor rutrum, vehicula ut, porttitor a, massa. Pellentesque fringilla. Duis nibh risus, venenatis ac, tempor sed, vestibulum at, tellus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Aliquam ligula lectus, volutpat in, rutrum sit amet, ultrices at, elit. Aenean consequat facilisis sapien. Nulla auctor, wisi vel semper ornare, augue augue facilisis turpis, a laoreet quam libero quis erat. Vestibulum sagittis. Duis blandit laoreet tortor. Nulla mattis. Morbi eget turpis. Praesent mi. Nunc enim leo, blandit ut, sagittis at, pharetra sit amet, dui. Praesent porta tortor a ligula rutrum dapibus.

Integer pellentesque, orci consequat suscipit pharetra, sem eros tempor orci, non ultricies massa justo vitae nunc. Nunc sagittis. Vestibulum egestas quam at eros. Curabitur consectetur, magna vel gravida varius, tortor augue congue tellus, quis gravida nulla risus nec diam. Aliquam commodo dapibus risus. Vestibulum lacinia lectus sed nisl. Sed libero purus, tincidunt non, sagittis nec, sodales quis, nulla. Sed tortor tortor, viverra et, hendrerit eu, accumsan sollicitudin, mi. Suspendisse potenti. Maecenas non wisi sed urna mollis dignissim. Aenean at ligula. Vestibulum porta. Donec mauris. Donec scelerisque rutrum elit. Aenean ultrices, eros vel sollicitudin semper, dui lacus hendrerit metus, id ultricies arcu arcu id mi. In eget sapien sed lorem cursus eleifend.

Chapter 2

Background

Aliquam et ante. Vivamus ultricies, neque eget iaculis interdum, lacus quam hendrerit sapien, vel posuere justo nulla vitae arcu. Morbi magna. Aliquam erat volutpat. Aenean mattis consequat nibh. Donec lobortis sapien a enim. Cras mattis ultricies mi. Quisque venenatis. Phasellus risus justo, vulputate non, tristique in, tristique vel, neque.

2.1 bla

Phasellus pretium, dui nec dapibus laoreet, ligula enim laoreet eros, tempus interdum massa turpis quis dolor. Etiam ultricies condimentum neque. Maecenas pellentesque. Duis tortor. Aliquam ac dolor.

2.1.1 toodles

Vestibulum nisl. Nunc facilisis tincidunt mi. Morbi feugiat velit vitae velit. Suspendisse potenti. Maecenas eget ante. Maecenas blandit, urna at varius lacinia, lorem purus ullamcorper risus, non pretium arcu libero at odio.

Chapter 3

Method

3.1 The Game

The game that we develop will be inspired by the previously mentioned ZORK. It will consist of a few rooms and tasks to be performed before reaching a victory scenario. There are two games with different story and environments which requires the user to input different commands in order to win. One of the games uses typing to control the game and the other uses speech. We decided to create two games so that an user who has used one control-scheme could still play the other without having the benefit of knowing what is required to win. The game mechanic is the same between the different games.

3.2 Testing

We let users test both of the systems in order to compare them. First we explain the basics of a text-adventure: there is a description of the room you are in, you type or say simple commands in order to do things. Sometimes you need to interact with something in order to be able to move on further. Then the user gets to play one of the games and upon completion they will answer a short form that will be expanded upon in the following section: “System Usability Scale”. We record various data, such as amount of tries, time and if there were anything specific that the user failed on multiple times (such as failing to understand a certain part). This is in case we require the users to say a certain word or phrase at one part but the game has a hard time parsing the command for every user. This is done in an attempt to filter out bad programming and game design on our part. After the user has played one version and answered the form the user will play the other version and fill in the form again but with regard to the new control scheme. We will do

multiple tests with different users and we will alter which game gets played first.

3.3 System Usability Scale

“[...] the usability of any tool or system has to be viewed in terms of the context in which it is used, and its appropriateness to that context” (John Brooks, 1996). In 1986 John Brooks created a way to test a user interface and its usability. The idea is that a user tries out the system and after which they answer a form. The user should not think for a long period of time or discuss their opinion with anyone before answering the questions, it should be the user’s first thought and own experience that is recorded. The form consists of 10 statements and the user must rank each statement by a scale of 1-5, where 1 is “strongly disagree” and 5 is “strongly agree”. Some examples of the statements are “I thought the system was easy to use” and “I thought there was too much inconsistency in this system”. To calculate your products score, you take all the odd numbered question’s points minus 1 and all the even numbered question’s points are converted by taking 5 minus the point. So if the user answered 2 on question 1 and 2, the final points for the questions are 1 on question 1 and 3 on question 2. Then you sum up the scores and takes the result times 2.5 in order to get a point on the scale between 0-100. A high point is better and a low score means that the interface needs some severe improvements.

Chapter 4

Results

Chapter 5

Discussion

Chapter 6

Conclusion

Appendix A

RDF

And here is a figure

Figure A.1. Several statements describing the same resource.

that we refer to here: A.1