# Schooled Playtesting Survey

# Name: Age: Gender:

# In-­‐game Questions

[Questions you ask the testers as they play]

1. Why did you make that choice?
2. Does that rule/control/action seem confusing/
3. What did you think that would do?
4. What is confusing you?

# Postgame Questions

[Questions you ask the tester after they have played]

1. What was your first impression?
2. How did that first impression change as you played?
3. Was there anything that you found frustrating?
4. Did the game drag at any point?
5. Were there particular aspects that you found satisfying?
6. What was the most exciting moment of the game?
7. Did the game feel too long, short, or just right?

# Formal Elements

1. Describe the objectives of the game.
2. Was the objective clear at all times?
3. What types of choices did you make during the game?
4. What was the most important decision you made?
5. What was your strategy for winning?
6. Did you find any loopholes in the system?
7. How would you describe the conflict?
8. In what way did you interact with other players?
9. What elements do you think could be improved?

# Procedures, rules, interface and controls

1. Were the procedures and rules easy to understand
2. How did the controls feel? Did they make sense?
3. Could you find the information you needed on the interface?
4. Was there anything about the interface you would change?
5. Did anything feel awkward, clunky, or confusing?
6. Are there any controls or interface features you would like to see added?

# End of Session

1. Overall, how would you describe this game’s appeal?
2. Would you purchase this game?
3. What elements of the game attracted you?
4. What was missing from the game?
5. If you could change just one thing, what would it be?
6. Who do you think is the target audience for this game?
7. If you were to give this game as a gift, who would you give it to?

# Revision Ideas

[Ideas you have for improving the game.]