

User Study #2

for ConText – A Text/Choice Adventure Game Framework

This is an orientation sheet for this user study you are participating in. ConText is a framework intended for the creation of text/choice based adventure games for mobile devices. The framework is currently work in progress and as such, missing features and bugs are to be expected. This user study does not represent the final product.

Essentially, you will be using the framework to create such a text adventure game with a short story. For starters, you will be able to play test your game inside the framework, however export to an actual mobile device (Android) is covered in the documentation if you wish to do it.

All files relevant to the study can be found here:
https://www.dropbox.com/sh/vrao65c3ym3nkhc/AAC_WXLxHcPu04Gkaxne7wh9a?dl=0

It is advised you first complete the basic tutorial (Tutorial_UserStudy2_English.pdf). This will get you started in using the framework, getting to know its features, the user interface, etc.

After that, you should implement a short story of your choice and fantasy. Once done, fill in the survey (Survey_UserStudy2_English.pdf or online at <http://goo.gl/forms/xpUYTaDGbpJWToIp2>) and submit it (and if possible, your Unity project folder as well) to me by **Saturday July 23, 2016**. The story does not need to be complex or clever. If you have troubles using the framework, please first consult the documentation (Documentation_UserStudy2_English.pdf), contacting me should be a last resort.

Your story will not be used in the thesis paper unless you explicitly grant permission. This user study primarily serves the purpose of finding out whether the framework works as intended and how it resonates with various user types (as well as to judge the improvements made since the first study).

The results of this survey will not be shared with third parties, and only be used and evaluated by the author of the thesis. If any specific individual answers are used, they will be anonymous unless otherwise specified through the survey sheet.

If you have any questions prior, during or after the user study regarding the study, you may email me at paul@preissner-muc.de.