

User Study #1 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.

It is advised you first complete the basic tutorial (Tutorial_UserStudy1_English.pdf).

After that, you should implement a short story of your choice as well as fill in the survey (ConText_UserStudy1_English.pdf) and submit the survey (and if possible, your Unity project folder as well) to me by Friday, June 1, 2016. The story does not need to be complex or clever. If you have troubles using the framework, please first consult the documentation (Documentation_UserStudy1_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 to find out whether the framework works as intended and how it resonates with various user types. There will be a second user study examining the changes suggested through this one as well as with a larger user group.

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.