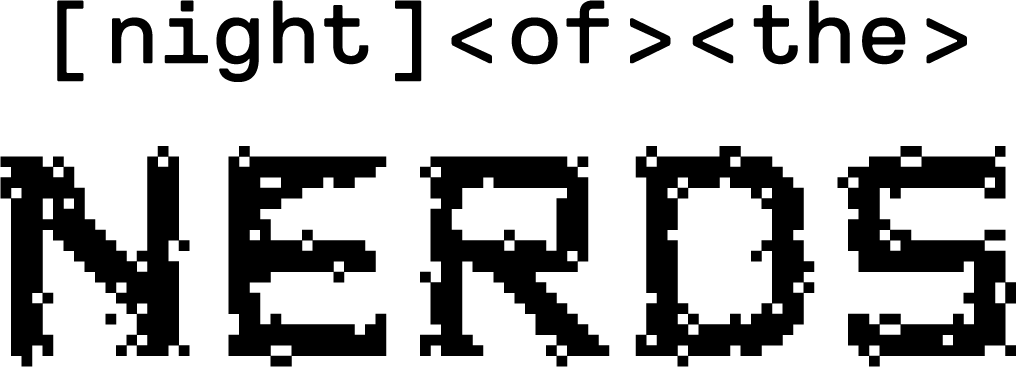
Test report night of the nerds 15/06/22



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## What did we see?

**Positive:**

* The game invoked a feeling of relaxation to testers.
* People were interested in the game when walking by and wanted to play it.
* The hoops were received as positive.
* Positive reactions on the speed change.
* Testers understood that the game was intended to be played by a younger age group, but still were immersed in the game and gave good insights.

**Negative:**

* The restriction on the movement gave testers a feeling of struggle.
* The game was too easy for the testers because they were older than our target audience.
* There was confusion because the game did not really have a “goal”.
* People had a hard time understanding what the goal of the crates was.

**Surprises:**

* Testers played the game longer than expected.
* The crates not being inviting enough even though we thought they were.
* Some testers were familiar with the currently existing set-up at De Ontdekfabriek.

**Result:**

Even though we tested the product with an audience that was older than our target audience. There were still a lot of positive responses and surprising reactions to the game. All of these responses combined with the negative responses are noted and processed into feedback so that we can improve on the game.

**Test results (in Dutch):**

Chart, Teams, bar chart

Description automatically generated

Chart

Description automatically generatedMost fun aspects of the game according to testers:

* Collectable hoops
* Very simple and relaxing game
* Speed-up of the dolphin
* The fact that the game is playable with a physical dolphin controller

Least fun aspects of the game according to testers:

* The crates being not inviting enough
* The goal of the game was unclear at the start
* Limitation on the movement even when at bigger areas

## What does this mean?

**Problem 1:** The game is too easy for an older audience leading to them getting bored/uninterested quicker. **(Severeness: LOW)**

**Problem 2:** The limitation of the movement caused frustrations because people wanted to move more in the open areas. **(Severeness: HIGH)**

**Problem 3:** The purpose of the crates was not clear because they weren’t inviting enough. **(Severeness: MEDIUM)**

## What can we do about this?

**Problem 1:** Different difficulties for the game with faster gameplay and a points system.

**Problem 2:** More freedom to move in the more open areas of the game.

**Problem 3:** Make the crates more inviting by changing its color or adding particles etc.

## Test process Reflection.

The way we tested at the night of the nerds event worked really well, because we didn’t want to overwhelm the testers by being present with 6 people. We made timeslots in which we put 2 people in our group at the stand.   
  
One of the two people at the stand explained our project to the testers and the other person observed and noted the reaction in a fly on the wall style. This led to us having good amounts of feedback because one person could focus completely on noting/listening to the feedback. While the other focussed on talking to the testers and asking them questions.

We printed a QR code which testers could scan to go to a feedback form and we also got a good number of feedback on this form.

## Recommendations.

Our recommendation for the game as far as expandability goes is that if the game needs to be exciting for an older age group(maybe in the future) then the game needs more gameplay and a faster paced gameplay.