{Way of Life} user-test

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Summary

We conducted a play-test with 5 people from our class to outline any existing flaws. The test was conducted with a paper-prototype and the session lasted for approximately 12 minutes.

Main issues that were identified:
- The inability to track debt
- Unclear winning conditions
- Issue with the amount of money that you start with - £100 isn't enough
- Important expenses missed out
- Extortionate expenses
- Needs to start with an entry level job like cashier

Introduction

A usability test is a method of evaluating a product by testing it on users. It has many variations. A classic method would require usage of a usability lab with a strictly controlled environment. The work of Steve Krug (best known as the author of "Don't Make Me

Think") inspired professionals all over the world to include more spontaneous, guerrilla – like, usability testing. In this variation, the testing environment is controlled in a minimal way and any number of subjects is considered good (usually 5 – 10).

Goals

Goals of the conducted test:
1. To determine if there are any flaws with the product
2. Find out what works, what doesn't and what can be improved
3. Test conditions to see where users are feeling issues.

Task

We observed our 5 subjects playing the paper-prototype after being briefly introduced to the mechanics of the game.

Results

Key Takeaways

Results of the test showed clearly that:
1. It is too difficult for players to not become bankrupt before they go around the board once due to the lack of money given to them at the beginning
2. Starting without a job proves to be negative impact through the whole game regardless of how many job spaces there are.
3. Pricing for the spaces seemed to be extortionate.
4. No benefit to certain jobs.

5. Chance cards too generous

Feedback/Improvements

Users found themselves to have no competitive aspect therefore
getting bored quickly. Users had asked to place businesses around
the board in order to 1. gain more money, and 2. charge players upon
landing on the property much like Monopoly. Players were not
interested in the job they had, moreover the money they have, by
implementing perks for jobs would allow users to pursue a higher
career. The chance cards were proved to be generous however that was
done through a lack of shuffling.

Conclusion

The usability test of Way Of Life shows that the game needs to be
more developed. Through iterations of the product we conducted more
tests. All of the issues from every round of play testing is
included within this document.