TEST REPORT

Previous prototype tests

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1. Test methodology

I had players play through the Energy Game prototype from beginning to end, encouraging comments throughout. After which, I had them fill out a questionnaire and gave them the opportunity for any comments.
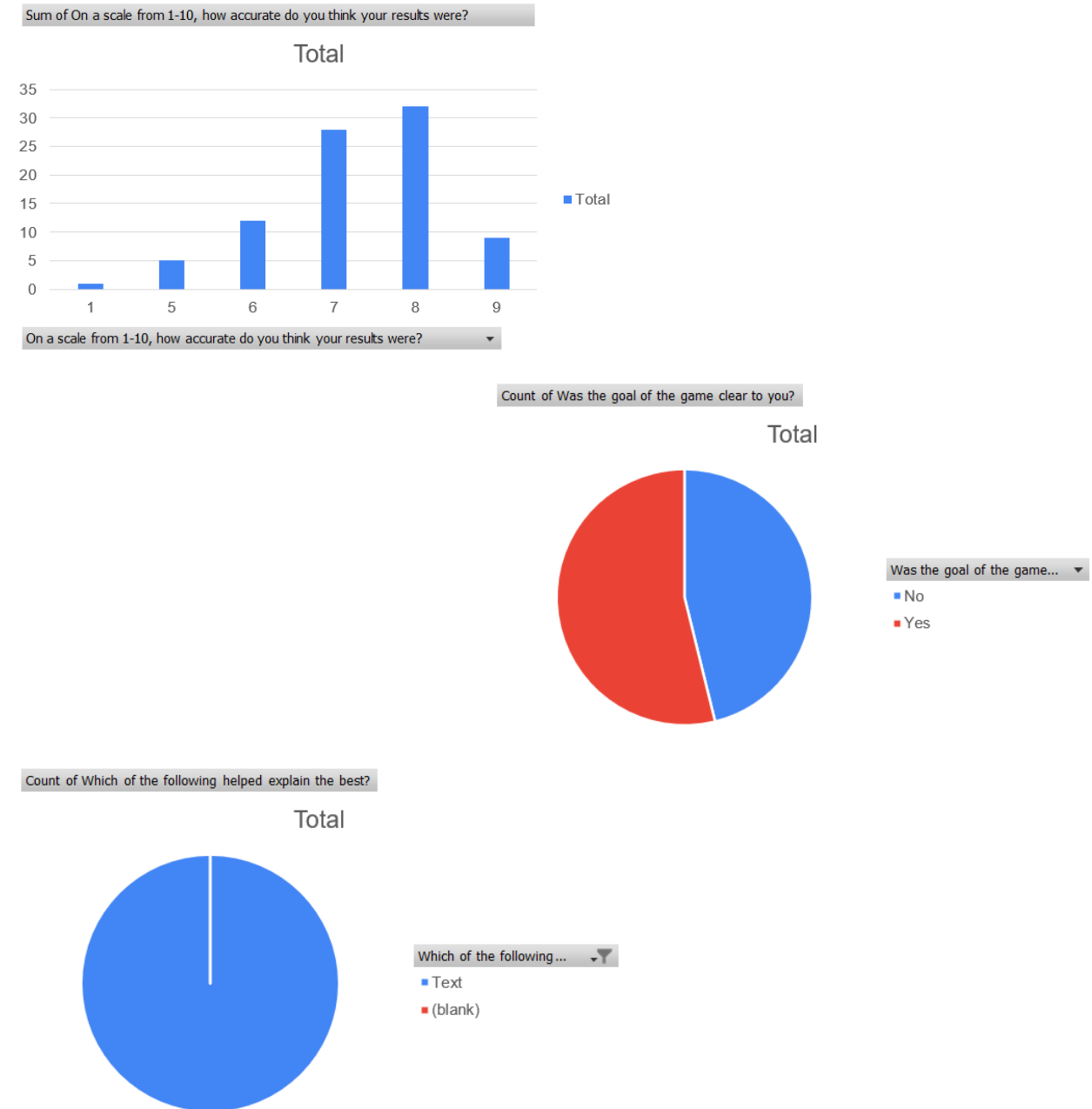
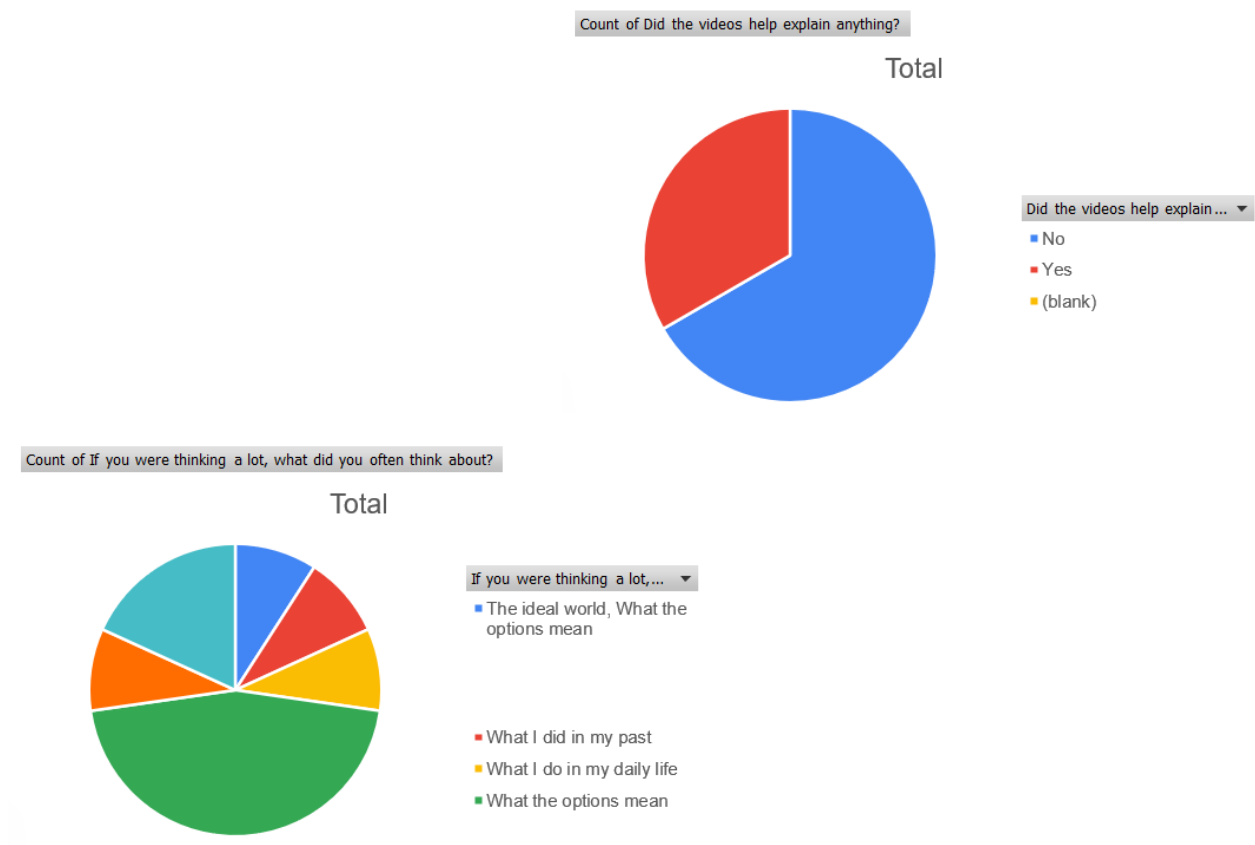The questionnaire results have been compiled into a spreadsheet, while any comments have been written down.

The test is all about player engagement, so any comments not about that I chose not to write down unless they were very important.

2. Test results

2.1 Questionnaire results

Below are the results of the questionnaire:

Sum of On a scale from 1-10, how accurate do you think your results were?

Total

35	
30	
25	
20	■ Total
15	
10	
5	
0	1 5 6 7 8 9

On a scale from 1-10, how accurate do you think your results were?   ▼

Count of Was the goal of the game clear to you?

Total

Was the goal of the game... ▼
■ No
■ Yes

Count of Which of the following helped explain the best?

Total

Which of the following... ▼ ▼
■ Text
■ (blank)

Count of Did the videos help explain anything?

Total

Did the videos help explain... ▼
- No
- Yes
- (blank)

Count of If you were thinking a lot, what did you often think about?

Total

If you were thinking a lot,... ▼
- The ideal world, What the options mean

- What I did in my past
- What I do in my daily life
- What the options mean

From these, we can conclude that results are more accurate than initially thought, but the players thought that their results are a little generic. Overall, the clarity of the goal of the game also needed improvement.

The biggest issue people had with the gameplay was the videos; people often wanted to skip them, and some even said the videos felt like ads.

People also found themselves thinking about their answers quite a bit, too much for our liking. Most people had the most trouble with getting into the ideal world.

2.2. Qualitative results

I also asked people to think aloud during the test, as well as talk to them about the game after the test. A lot of people felt the positive vibe of the game was too forced, and they also didn't really understand why it was called a "game." This is because it removes the stigma of other tools with similar results to this and already makes the player assume they're going to have fun.

When I would tell players how the physical game was played, people would say that "If you're having a conversation with someone it's a lot easier to get into the flow, as opposed to having to read." Someone also said that there's some sort of "social pressure" when playing the physical game, because the digital game is entirely your own discipline.

More importantly, a lot of people had a lot of issues with clarity of the game. A lot of people didn't know what the goal of the game exactly was, and that the instructions were very confusing.

A lot of these people also had issues with thinking about the soft and hard sides meant, some people could differentiate between the two sides, but not think about their answers in these two sides.

3. Conclusion

While the results are more accurate than initially thought, the players are not engaged. Players find their flow breaking with the constant switch between videos and making choices.
This isn't something a simple replacement of the videos can fix; the whole flow of the game will need to be redesigned.

Many people also didn't like the "forced positivity" and this is something we could take into the redesign, toning it down or repackaging it to make it a little more genuine.

Also, if videos are to be used, they should be used exclusively for instructions and results, since players didn't like how videos constantly interrupted the flow of the game.

We also need to make it easier for players to imagine the ideal world. Some visualization work might be required for this.