User Evaluation

Group 1
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Recruitment method

While recruiting for this task we decided to base it on the persona that the stakeholder had defined within the initial interview. Accordingly, we chose 3 computer science students that are currently studying in a University to be participants. Deciding how we were going to recruit them was simple as we had a session where we could perform the user evaluations and collect data for this document. We had a sample size of 3 participants as the number was sufficient to identify usability issues and gather feedback from the study.

Data collection and data

Before going into the session, a set of hypotheses were developed that could guide the testing process as the participants play our agme. In the end we ended up with 7 hypotheses that we tested against our participants to gain data. Furthermore, we also collected data on the problems that the participants faced and the severity of them. Thus with both of these data collection methods we gained quite a lot of useful information that can be used to make changes to the game. The data we collected were the participants name, the problem encountered and the rating of the severity of the problem.

Procedures

When we recruited the participants we made sure that they had read and understood the consent form as well as signing it. They also had to read the information sheet and one of our group members also verbally informed them what they will be asked to do and how the data is to be collected.

Table of usability problems

Name	Problem	Rating
Lewis	The user struggled to make turns in the path when the speed was increased.	7
Lewis	The user needed to be informed of where to view the check in code.	3
Lewis	The user struggled to differentiate between tasks that have been completed and tasks that haven't.	3

Lily	The user needed to be informed of where to view the check in code	2
Lily	The user pointed out that there was not a button to leave the screen to input the check in code.	3
Giulia	The user struggled to make the turns on the paths as the paths' hitboxes were too narrow.	6