

Play Testing

Play Testers – Designer

- Most frequent play tester
 - Every time you run your Project/press the Play button in Unity
- Your job
 - Game is heading toward the kind of experience you want to create?
- Most useful in the very early stages of prototyping
- However, you eventually need to show your game to others

Play Testers – Others

- Testing is frightening
 - Ask people to point out **everything bad** about your game
- **But** every feedback will make your game better
- Need honest feedback
 - Some people will try to not hurt your feelings
 - Schell suggests saying: "I need your help. This game has some real problems, but we're not sure what they are. Please, if there is anything at all you don't like about this game, it will be a great help to me if you let me know."

Most Difficult Part – Ignore Your Ego

- Listen without responding to every point
- Fight overpowering urge to become defensive.
 - Criticizing your baby will make it better

Conducting a Session

- Welcome play tester(s)
- Remind them not test of their skill, but test of game.
- Any difficulties in playing the game will help you to improve the game.
- Ask them to talk out loud.
- Write down or record what they are saying
- If possible make a video of them playing (handy is enough)
 - Helps to fix were exactle the problem was
- When they are finished playing, interview them.
- Thank them

Being a Great Play Tester

- Think out loud
 - Tell what you're thinking as you play
 - Especially important on first play
- Reveal your biases
 - Skills, familiarity with genre, likes, dislikes
 - Associations to other games, films, books, experiences, ...

Being a Great Play Tester – Self-analyze

- Help the investigators understand your reactions to the game
- Don't just say "I feel happy." or "This is shit!"
- It's better to say "I feel happy because the jumping mechanic makes me feel powerful and joyful."

Being a Great Play Tester – Analyze Game

- First overall feedback
- Judge art, game mechanics, game feel, sound, music, etc. as individual elements
- Helps to narrow down problems
 - “The jumping mechanic is hard to control”, vs. “I didn't like that game.”

Catergorize Game – Play Matrix

	Skill	Chance
Mental Calculation	Go Civilization Chess Warcraft Starcraft Tetris	Poker Backgammon Blackjack Chutes and Ladders
Physical Dexterity	Unreal Halo Devil Dice Basketball Football Dance Dance Revolution	Operation Kerplunk Pin the Tail on the Donkey Whack-a-mole Tag Twister

Being a Great Play Tester

- Don't worry if they don't like your ideas
 - Tell any ideas to make their game better but
 - Don't be offended if they don't use them
 - Both **game design** and **play testing** are about checking your ego at the door