Introduction:

This document will act as a checklist for the aspects of my prototype I wish to test during a playtesting environment to receive feedback and further ideation towards my design. My product is a collectable card game with the goal for the user to build up a collection of cards that represent and add a little to the areas they have visited from small mundane places to exiting locations. It is meant to promote exploration outside.

Research Questions:

This are the questions that I would ask the user during the playtesting to gather feedback and open discussion:

- Do you go out of your way to explore/travel around?
- Do you find opportunities to find new places to visit/eat/socialise etc?
- How regularly would you take out and use your phone in public/walking around?
- Does this product interest you?
- Is the UI Clear?
- Are the card layouts clear?
- Are you a hoarder?
- Do you like to share info about the places you would go?
- Are you sentimental?
- Would you meet up with other people and help each other collect cards or would you be competitive and work to try and get the rarer cards yourself? A bit of both?
- What frustrates you the most (n relation to the app)
- What feature would you want the most?

Play Testing Plan:

The playtesting part would take place in week 10 of the semester and the users would be my fellow iMedia and Game dev students in the class, Below is how I would structure the playtest..

1. Explain to the users why they are here and ask them if they mind trying out my prototype
2. Observe without me interrupting, there initial thoughts and interacts with the prototype
3. Discuss about the functionalities that they have have missed in their initial testing
4. Ask for feedback and criticisms about the the game itself as well as the app it is portrayed (UI and Conceptual feedback) while running through the prototype a few more times - using the above research questions as references
5. Repeat this with as many users I can within the timeframe
6. Gather and write the feedback given which I will then use to go back to the design of the game

Evaluation of first user testings of Cardography application.
Michael Danford 14136619

The Session:
I performed a user test with several of my colleagues from interactive media and games development on the 12th of April. The goal of this user testing session was to receive feedback and get further ideation to help with the process of my app.

For this session I prepared the first iteration of my wireframe which showcased a draft idea of the app and some if its basic functions. I used figma to create this wireframe and will continue to use figma to finish the final wireframe.
A link to the wireframe I used during testing can be found here:
https://www.figma.com/file/VaqweGae89b6p5sSpcV88Rsn/Cardography?node-id=0%3A1

The session lasted for just over an hour and I had four users in total test my app, two were from iMedia while two others were from game development. As shown in my playtesting document, I created a list of questions to ask the participants after their initial handling of the mock up. I asked them to think aloud while playing around with the UI, in general the two iMedia students were more critical and talked aloud during the process than the two game development students. I had paper and a pen with me and made sure to write down notes, mostly in bullet point form.

The Feedback:
The questions I asked the participants started with background and interest details. Would they be interested in the application? Feedback I found interesting was they cared more for its use as promoting locations rather than the actual mechanics of the card and how the cards we would played/collected.

While I did at first mention games like Pokemon Go, both iMedia students wanted to see it develop more towards focusing on the travel companion side when I asked them about where they would like to see features added on. The game dev students were more conservative in their feedback when I asked them questions like, did any bit frustrate you or what feature you would like the most? Both iMedia students also talked a lot more compared to the game dev students. I feel looking back this is helpful since they do study more when it comes to interfaces, however since of how small a sample size that was in this user testing the feedback I feel will had a certain limitation regardless of the expertises some of the users had.

Below is of the main aspects of feedback I obtained from the test users during the session in relation in the limited aspect of the app as well as when I asked them what features they would like to see.

- *UI Needs work/Menu needs to be clearer* - This means I will need to improve the current android style assets I am using and add all the buttons functions that still need to be added, in a much more crisp style
- *Different types of cards* - more variants, as I only had one card in the user testing, I will continue to use adobe illustrator and photoshop for this
- *Zoom in/out of ma*p - This along with more changes to help to make it clear where you are and that you are looking at a interactable map.
- *Text needs to be bigger* - This was mentioned more than once, especially for the menu text
- *Different notification for the cards* - I found this feedback interesting, the design of I used for the notification didn't make it clear that the user saw a new card and thus needs to be improved
- *How close to the place to collect the card?/remove range needed to collect cards* - this was feedback given by the iMedia students as they cared more for the traveling and location aspect rather than mechanics of collecting the cards. They didn't want to see the same function that is in Pokemon where you need to be really close to the card in this case to collect it.
- *Put card stats that make sense - information not bars* - This feedback is another example I have gotten where the location is more important (to the users I tested) than the mechanics of the card and thus they wanted more information about the place on the card rather than stats
- *Have a basic tutorial/help section* - this will be need at the start of the app to example how to use it, since I wont be there to explain it. This will be opened right after the landing page.
- *Create route based on card locations* - This idea was given by one of the users to make it you can map out a route based on the cards you want to collect and follow it.

With this feedback obtained the next stage is to go back to the wireframe, expand the full application and work on hard coding an interactable aspect of the app.