User Testing Procedure

*In this document, I present the procedure for conducting user tests as part of our game project, Lullaby. With the current situation most, if not all tests will be conducted remotely, using different software tools.*

**General pointers:**

* The testing sessions are ideally recorded and conducted in English. I will be using a mix of Zoom, Discord, and OBS (Open Broadcasting System) to record the sessions.
  + Written or oral consent is of course required to start recording.
  + The team may or may not have an interest in watching and rewatching playtest sessions. In any case, it allows me to focus on watching/interacting with the participant, rather than constantly making notes mid-session.
* Insights gained from interviews will be consolidated and presented for the team.
* The participants will be asked to ensure access to a controller and headset with sufficient volume beforehand.
* A link to the current testing build can be found here: https://easyupload.io/nqwcme

**The procedure**

1. After receiving consent, I will start the recording. In case of receiving no consent, no recording will be made but the procedure will otherwise continue. At this point, the participant has not launched the game.
2. I will brief the participant on the scope and motivation for the test. I will stress that nothing is expected of the participant and that they can do no wrong in this situation. I will explain how we hope to learn something about our game by watching them play a version of it.
   1. I will not point out any bugs or glitches beforehand, nor emphasize the unfinished state of the game.
3. I briefly present the idea and overall goal of the game and player. I will not mention actual controls or tasks yet. What I will say is something along the lines of:
   1. *“We are making a game about navigating a dungeon through the use of sound. We would like you to play it and tell us what you think.”*

**Part 1: Introduction and first playthrough**

1. At this point, the participant is asked to launch the game. I will remain quiet for some time and allow them to get their bearings. I will encourage the participant to “think out loud.”

*At this point, the procedure may deviate significantly depending on what build of the game is being tested. The instructions here were written with our most recent prototype build (version 2, as of November 13) in mind.*

1. After some time, I will ask if the participant has any idea of what to do.
   1. I will instruct them on how to bring forth the wheel.
   2. I will not immediately instruct them on how to sing but let them toy around with the wheel navigation for a bit.
   3. If necessary, I will point out how to sing.
      1. I will not mention the pressure sensitivity yet.
2. Allowing the player some time to experiment with the wheel, I will see how far they can progress without further instructions.
3. I will make further notes and questions relating to the individual puzzles. They can be found in greater detail further down in this document.
4. Upon reaching/finishing the game, the first part of the playtest will have been conducted.

**Part 2: Specific tasks and tests**

1. At this point, I will ask the player to restart the game by pressing ‘R’ on the keyboard.
2. Repeating step 7 to some extent, I will inquire further into how players understand (or don’t) the different puzzles. I will encourage them to play around with the systems a bit.
3. Having exhausted the different puzzles, I will ask the participant to perform a series of different tasks. Subject to change, these are at time of writing:

*Wheel navigation and one-note singing:*

* 1. Can you identify the colors? Which ones are difficult to tell apart?
  2. Can you produce a specific note (red, green, whatever).
  3. Can you identify how the notes relate to each other?
  4. Can you sing while cycling through notes?
  5. Can you jump while singing?

*Wheel navigation and chord-singing:*

* 1. Can you hold one note and then another?
  2. Can you hold one note, sing it, and then sing another?
  3. Can you produce a specific chord (red and green and yellow, whatever).
  4. Changing the hold function with ‘Q’. Repeat tasks.

*Pressure sensitivity:*

* 1. Does applying different pressure produce different results? What are they? What kind of feedback are you noticing?
  2. Can you sing quietly?
  3. Can you sing loudly?
  4. How do you find the relation between pressure and sound?
  5. Changing the pressure feedback with ‘W’, can you see the difference?

1. Having completed the above tasks, the specific test section is concluded.

**Part 3: Interview and general discussion**

1. At this point, I will ask the participant to verbalize the impressions of the game. Possible questions include:
   1. “”””What do you think of our game?””””
   2. What was your impression of the puzzles? Did they make sense? How did you interpret the signifiers of the game world?
   3. Was there anything that seemed unclear or unintuitive? Did something happen where you expected something else to happen?
   4. What do you think of the sound wheel? What is your experience of navigating it?
   5. Which of the hold functions do you prefer? Why?
   6. Which of the pressure feedback functions do you prefer? Why?
   7. Bringing the wheel up and letting go of the stick - how does the transition seem?

* **Puzzle #1: Horizontal platform movement.**
* **Puzzle #2: The first chandelier.**
* **Puzzle #3: The floating box.**
* **Puzzle #4: The final chandelier.**