Detailed Evaluation Plan

In order for “the source” to be successful it must meet two criteria. One, it must be engaging to the user and provide an overall pleasant playing experience. Second, upon completion of the game the user must learn general facts about where power comes from and how power is generated. In order to discover if the game was successful two participant groups are needed, one group to test the above criteria and one group to test the mechanics of the game. Each group is discussed in more detail below.

**Group 1: Mechanic Testers**

This groups purpose is to discover mechanical flaws in the system, find tasks or options that are too easy or difficult and to discover general bugs in the system. This group has potential to be small only 5 – 8 members and no knowledge is required in specific areas prior to testing. With the questions below answered a more enjoyable and pleasant playing experience can be created for future users.

Specific pieces of information that will need to be collected from this group include

1) the number of advertisements that were not used and which ones they were

2) the number of public services that were not used and which ones they were

3) if there were any power sources that were not built and why not

4) was there any piece of information that you would have wanted that was not displayed to you

5) was keeping up with the power demand a challenge

6) was the pace of the game too fast/slow

7) were some items too expensive or cheap making the game too easy or hard

8) did the user ever run out of building options for any power source

9) in addition to the items listed above I will also need stats as to how the user is doing thought the game. For example the user should not have 1000$ five minutes into the game. To analyze this the user will fill out a small table during the game and record some quick numbers like how much money he/she has, how many blackouts have happened ect.

10) did the user use the fast forward button

**Group 2: The Leaning Testers**

This group is responsible for testing the two criteria that the game must fulfill. That the user must have a pleasant playing experience and that upon completing the game the user learn about power sources and generation. This group would primarily be contained of a mixture of people having base knowledge in energy. This group should roughly be able 15 – 20 people. In theory the people who know nothing should learn a lot, the people who know a little should only learn a little as the game only covers power at a general level and the people who are knowledgable should learn almost nothing. In order to know if a user has learn anything he/she will be required to complete a short knowledge test before and after completion of the game. This way we will be able to compare results and discover if the user has learn anything.

Specific things that the user will have to do is to give a brief understanding of each kind of power for example

**Hydro:**

1) What is source of energy for a hydro-electric dam?

2) Explain how a hydro-electric damn uses the energy source to create power.

3) List 3 pros and 3 cons of the hydro-electric dam.

These same three questions will be repeated for each kind of power and answers to each are within the game. By comparing answers before and after we will be able to see if the user has learnt anything. In the test after completion of the game the user will also be asked some questions referring to their experience playing the game. Some questions include

1) Did you ever become frustrated playing the game?

2) Would you rate your experience playing the game as positive?

3) Do you feel that you have learnt a little more about how the world you live in operates?

4) Any Comments

**Conclusion:**

With all of these questions answered I will be able to discover if my game was successful in its two criteria of being a positive playing experience and teaching users general facts about where power comes from and how power is generated.