**Game Usability Heuristics**

**Based on a paper co-authored by Heather Desurvire & Charlotte Wiberg**

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**Abstract:**

Game developers have begun applying formal human-computer interaction (HCI) principles in design. Desurvire et al [2] adapted a set of Heuristics for productivity software to games. The resulting set, presented at CHI 2004, was Heuristics to Evaluate Playability (HEP). Generalization of these heuristics is required to make them applicable to a multiple of game genres and game deliveries. This follow-up study focused on the refined list, Heuristics of Playability (PLAY), that can be applied earlier in game development as well as aiding developers between formal usability/playability research during the development cycle. Heuristics were formed based on their efficacious scores on the popular game review website, metacritic.com. Fiftyfour gamers rated High and Low ranked games on 116 potential heuristics. Implications for how these Heuristics will help developers improve game quality are discussed. PLAY has been found useful in design evaluation and elfreport survey format

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<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.588.2260&rep=rep1&type=pdf>

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| Category 1: Game Play |

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| **Heuristic** | Notes |
| **A. Heuristic: Enduring Play** | Fun, liked it |
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| **B. Challenge, Strategy and Pace** | Challenging, Go your own pace once you start its fast paced. |
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| **C. Consistency in Game**  **World** | Consistent |
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| **Heuristic** | Notes |
| **D. Goals** | To escape the lab. |
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| **E: Variety of Players and Game Styles** | No variety |
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| **F. Players Perception of Control** | No idea of the controls, apart from the basics, apart from unity input screen. |
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| Category 2: Coolness/Entertainment/Humour/Emotional Immersion |

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| **Heuristic** | Notes |
| **A. Emotional Connection** | No connection |
| **B: Coolness/Entertainment** | Cool |
| **C: Humour** | No humor |
| **D. Immersion** | Immersed on hard levels. |

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| Category 3: Usability & Game Mechanics |

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| **Heuristic** | Notes |
| **A. Documentation/Tutorial** | No tutorial, Double jump works weirdly |
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| **B: Status and Score** | Death meter and light meter. Stars at the end |
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| **C. Game Provides Feedback** | Gives you stars to improve your score |
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| **Heuristic** | Notes |
| **D. Terminology** | No confusing terminology |
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| **E: Burden On Player** | Didn’t tell the player there was a double jump, Needs skipable cutscenes |
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| **F. Screen Layout** | Fine |
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| **Heuristic** | Notes |
| **G. Navigation** | Navigation, Menus made sense |
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| **H: Error Prevention** | R to restart |
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| **I. Game Story Immersion** | No idea what the story was |
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