

User Evaluation

Group Name:
Cohort 1, Group 4

Group Number:
Cohort 1, Group 4

Members:
Jude Hall
Rosie Hogg
Ishraan Ismail
Sam Wildgust
Ruby Hanson
Tom Devany
Tomas Asllani

User Evaluation Report

We used hallway testing to get 3 participants from other teams in our cohort. These participants were representative of our target audience, which is 16-22 year olds (around university age). We chose not to use remote user evaluation and instead did our evaluation in person, because we had a representative sample in the cohort and therefore were able to evaluate them in person. We also gave participants an information sheet to read and an informed consent form to sign before they participated in the user evaluation.

To collect data from participants, we gave them a series of tasks to perform in the game.

| | | |
|---|---|---|
| Go to the room with the table, interact with the mouse hole using the E key | Would not know that there was an event there if tasks did not say | Took a while to find mouse hole for event |
| A row from the table, with the task, participant comments, and team observations(left to right) | | |

This ensured that they tested all parts of the game. We began with easier tasks, such as 'Start the game, and use the WASD keys to move around'. This meant the participant was able to

understand the basic mechanics of the game and use the controls before moving on to the other tasks. The participants were also told to say what they were thinking throughout the tasks, and members of the team recorded what they were saying on a table, with any comments made recorded for each task. We chose to use a task based user evaluation because it ensured that each participant tested every part of the game, ensuring that any issues would be found

I thought the keyboard controls for the game made sense and were easy to use *

1
 2
 3
 4
 5

If you have any comments about the answer you gave to the question above, such as what was wrong or how we could improve the game, please write them here

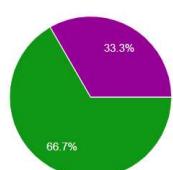
Long-answer text

One of the questions in the questionnaire

After the participants had completed all of the tasks, they were given an online questionnaire to complete. This presented them with a series of statements about the game, and they ranked their agreement with the statements from 1 to 5, 1 being strongly disagree with the statement, and 5 being strongly agreeing. There was then another question below each of these asking for any comments the user had on this part of the game. This questionnaire was used to find out users' biggest issues with the system, and provide quantitative data about elements of the system.

I was aware of the timer while playing the game
3 responses

[Copy chart](#)



- 1
- 2
- 3
- 4
- 5

If you have any comments about the answer you gave to the question above, such as what was wrong or how we could improve the game, please write them here

1 response

the UI for it was very small, when in full screen

The answers to a question in the questionnaire

| Usability Problem | Severity Rating (?:/5) | Actions Taken to Fix |
|---|-------------------------------|---|
| There is currently no audio for the game | 1 | Added music to the game for ambience |
| There is no way to see the current score for the game until the game ends | 3 | Ensured current score was now shown on screen at all times during the game |
| Did not understand how the score works | 3 | Simplified how points are scored, now they are gotten from hidden events, positive events, and score drops from negative events and time going down |
| You would expect spikes to do something if user steps on them, not just block movement | 2 | Moving onto the tile with the spikes now returns the user to the start of the game and takes 30 seconds from their remaining time |
| When typing in pi for one of the hidden events, typing p pauses the game | 4 | Changed the event from using pi to using telnet, therefore do not need to type p |
| Can walk through the wall blocking the room with the lever in | 4 | Fixed this, user can no longer walk through the wall |
| It is too difficult to find some of the hidden events - would not have found them without guidance | 2 | Made it so that there is a hint telling the user that there is a strange quacking coming from the wall - this is for the longboi event |
| Hidden events don't appear to do anything, only work as easter eggs | 2 | Added a score bonus of 100 if the user finds longboi. If the user finds Bob, 30 seconds is added to their timer |
| No way to interact with the dean other than invisibility - would be good to have other things to stop his effects | 2 | Added assignments, if one is picked up, the dean is stunned for 5 seconds |