Each playtest start with the observation. The following guidelines will be strictly followed to ensure research validity throughout the playtest-sessions.

**Guidelines**

Start by telling the playtester the following: “Welkom. Leuk dat je onze game wilt testen. Je mag nu als eerste beginnen met het spelen van ons spel. Ik ga zometeen naast jou zitten. Het is de bedoeling dat jij gewoon het spelletje speelt maar daarbij wel hard-op na denkt. Bijvoorbeeld, “hé, deze knop doet blijkbaar dit” of “volgens mij kan ik daar naar toe springen”. Doe maar alsof ik er eigenlijk niet ben. Ik zal ook regelmatig iets opschrijven, trek daar maar niks van aan en het is niet is negatiefs! Eigenlijk ben ik er gewoon niet, ik mag jou dus ook niet helpen of vragen beantwoorden. Focus vooral op het spel, veel plezier!”

After the introduction, the observer will take a seat next to the player but outside of the playtesters direct line of sight. The monitor and the players face should be clearly visible for the observer.

During the play-time, the observer writes every interesting thing down. The main focus of the observation is on seeing if the player adapts to the enemy’s attacks (learning how to counter the attacks after multiple encounters). In other words we will look at the player and judge to what degree a player learns the moves of the enemies and possible reasons for this. For example, when the player counters a move for the first time, does he/she keeps using that method? Or does the player experiment with how to counter or react to a certain attack? The second focus will be the emotional reactions of the player after completing small objectives in the game, such as defeating an enemy and reaching checkpoints, we do this to determine the (dis)satisfaction the player receives from the game.For example, the player might express frustration when losing or a sigh of tension when finally winning a battle.

The observations will be written down in the following format:

Type of observation - Description - In-game section

For example:

Learning enemies - The player tried jumping over Zato’s drill and found out that it is a good way to avoid it. He keeps jumping over the drill every time Zato uses it. - Battle with Zato