Figure 1: Main Characters (Considine, 2024).

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ST10179092
Tyrique Forbes
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HEART

OF

HEARING

GADS7321 Final POE

Table of Contents

Playtest Goals and Objectives

The primary objectives of the playtest are to:

Evaluate Fun and Engagement:

- Determine how engaging and enjoyable the game is for players.
- Identify which aspects of the game are the most and least enjoyable.

Assess Educational Impact:

- Evaluate how much players learn about the challenges and experiences of raising a deaf child.
- Assess players' awareness and understanding of deaf culture and communication methods.

Playtest Questions

Engagement:

- What did you find the most enjoyable part of the game?
- Was there any part of the game that felt boring or frustrating?
- How would you rate the overall fun of the game on a scale of 1 to 10?

Educational Impact:

- What did you learn about the experiences of raising a deaf child?
- Did any part of the game change your perception of deafness or deaf culture?
- How well did the game communicate the importance of early intervention and communication methods?

Gameplay and Mechanics:

- Were the choices presented in the game clear and meaningful?
- Did you find the game mechanics easy to understand and use?
- Were there any parts of the game that were confusing or difficult to navigate?

Emotional Connection:

- Did you feel an emotional connection to the characters and their story?
- Which character's perspective did you find most engaging and why?
- How did the game's narrative affect your feelings about the challenges the family faced?

Signed Informed Consent Forms

Participant 1:

Participant Consent Form for Heart of Hearing Playtesting

I, Matthew de Villiers, agree to participate in the playtesting of the game "Heart of Hearing." I understand that my feedback will be used to improve the game. I give my consent to be observed and for my feedback to be recorded.

Signature:　　　　　　　　　　　Date: 03/06/2024

Participant 2:

Participant Consent Form for Heart of Hearing Playtesting

I, Gabriel Alexander Camara, agree to participate in the playtesting of the game "Heart of Hearing." I understand that my feedback will be used to improve the game. I give my consent to be observed and for my feedback to be recorded.

Signature:　　　　　　　　　　　Date: 03/06/2024

Participant 3

Participant Consent Form for Heart of Hearing Playtesting

I, ___Tristan Klomp_____, agree to participate in the playtesting of the game "Heart of Hearing." I understand that my feedback will be used to improve the game. I give my consent to be observed and for my feedback to be recorded.

Signature:　　　　　　　　　　　Date: 03/06/2024

Participant 4

Participant Consent Form for Heart of Hearing Playtesting

I, Corbin Kruger, agree to participate in the playtesting of the game "Heart of Hearing." I understand that my feedback will be used to improve the game. I give my consent to be observed and for my feedback to be recorded.
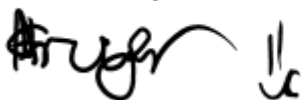
Signature:　　　　　　　　　　　Date: 03/06/2024

Participant 5

Participant Consent Form for Heart of Hearing Playtesting

miguel

I, _____ _____, agree to participate in the playtesting of the game "Heart of Hearing." I understand that my feedback will be used to improve the game. I give my consent to be observed and for my feedback to be recorded.

Signature: Date: 03/06/2024

Playtest Notes and Observations

Participant 1:
Engagement:

- Enjoyed the narrative and felt an emotional connection to the family.
- Found the choices meaningful and impactful.

Educational Impact:

- Learned about the importance of early intervention and sign language.

Gameplay and Mechanics:

- Suggested improving the clarity of some game mechanics.

Emotional Connection:

- Strong connection to the baby's perspective.

Participant 2:
Engagement:

- Found the game engaging and educational.
- Highlighted emotional engagement with the family's story.

Educational Impact:

- Noted increased awareness of deaf culture.

Gameplay and Mechanics:

- Experienced confusion with the interface during sign language interactions.
- Suggested adding more visual cues to help understand the choices.

Emotional Connection:

- Felt a strong connection to the parents' perspectives and their challenges.
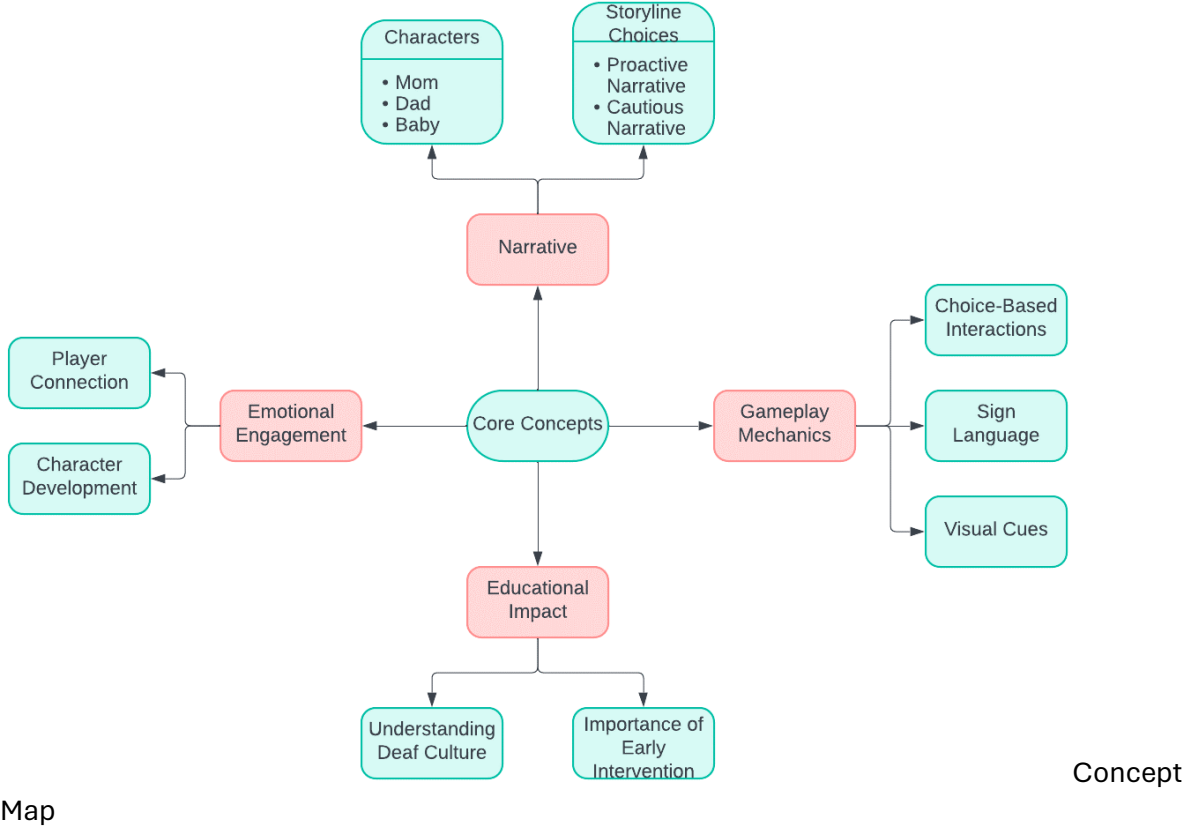
Evidence of Data Analysis

Concept Map

Figure 2: Concept Map (Considine, 2024).

Affinity Diagram

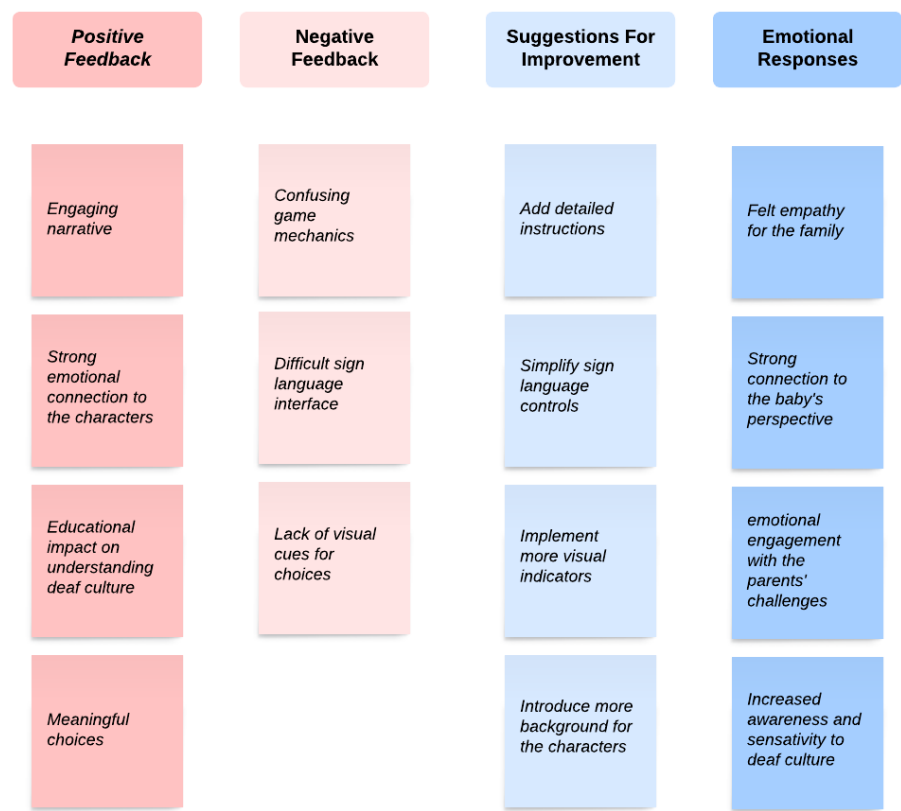| Positive Feedback	Negative Feedback	Suggestions For Improvement	Emotional Responses
Engaging narrative	Confusing game mechanics	Add detailed instructions	Felt empathy for the family
Strong emotional connection to the characters	Difficult sign language interface	Simplify sign language controls	Strong connection to the baby's perspective
Educational impact on understanding deaf culture	Lack of visual cues for choices	Implement more visual indicators	emotional engagement with the parents' challenges
Meaningful choices		Introduce more background for the characters	Increased awareness and sensitivity to deaf culture

Figure 3: Affinity Diagram (Considine, 2024).

Positive Feedback:

- Engaging narrative.
- Emotional connection to characters.
- Educational impact on understanding deaf culture.

Negative Feedback:

- Confusion with game mechanics.
- Difficulty with sign language interface.
- Need for clearer visual cues for choices.

Summary of Findings

The playtesting highlighted the strengths of "Heart of Hearing," particularly its narrative and educational impact. Players felt a strong emotional connection to the characters and gained a better understanding of the challenges faced by families with a deaf child. The narrative choices and perspective shifts were well-received, providing a meaningful engagement with the story. However, some areas needed improvement, especially in making the game mechanics more

intuitive and enhancing the interface for sign language interactions. Feedback emphasized the need for clearer instructions and more visual cues to aid players in making informed choices.

List of Proposed Changes

Improve Game Mechanics Clarity:

Reason: Some players found certain mechanics confusing.

Change: Add more detailed instructions and visual cues for interactions.

Enhance Interface for Sign Language Interactions:

Reason: Players had difficulty navigating the sign language components.

Change: Simplify the interface and provide more intuitive controls for signing.

Add More Visual Cues for Choices:

Reason: Players suggested that additional visual cues would help in understanding choices.

Change: Implement visual indicators that highlight the consequences of each choice.

Increase Emotional Engagement:

Reason: While the emotional connection was strong, further engagement could be beneficial.

Change: Introduce more narrative depth and background stories for the parents and mentors

Motivation and Explanation of Changes

Detailed Instructions and Visual Cues:

Motivation: To improve player understanding and reduce confusion.

Theory: Clearer instructions and visual aids enhance learning and engagement in serious games.

Simplified Interface for Sign Language:

Motivation: To make the sign language components more accessible and user-friendly.

Theory: Intuitive controls are crucial for maintaining player engagement and reducing frustration.

Visual Indicators for Choices:

Motivation: To help players understand the impact of their decisions.

Theory: Visual indicators support better decision-making and increase the educational value of serious games.

Enhanced Narrative Depth:

Motivation: To deepen the emotional connection and provide a richer experience.

Theory: A compelling narrative fosters empathy and engagement, enhancing the educational impact.

List of Figures

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Appendix A

Playtests information

Gabe

Need more tutorial

      -no instruction to follow dialogue

need more dialogue for each scene

after each scene tell

options for mouse not going off screen

engagement

1. enjoyed artstyle and sprite placement

2. joke dialogue ends

      general bugs

3. 8/10

educational

1. learnt about practices

2. No

3. Very well

gameplay

1. Yes, add different endings

2. Yes, point and click. Lots of freedome to wander off and not play game

3.Nope

Emotions

1. Yes

2. Babies POV was most engaging, interesting seeing things differently

3. little understanding, family was dealing with the challenges too well

Tristan

More tutorial

Simple gameplay

Better mouse controls

Engagement

1.enjoyed artstyle

5/10

Educational

1. Learnt new things
2. Yes
3. Well

Gameplay

1.yes

2. yes

3. lack of direction in some areas

Appendix B

GitHub link:

https://github.com/TGFo/GADS3AGame