User Evaluation

Group 12

Team 12

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User Evaluation

Report

The method selected for user evaluation was a questionnaire. This was chosen as it is simple to understand and distribute, as well as to collect data from. Each team member asked someone they knew inside of the Computer Science department to complete said questionnaire and submit their answers.

The questionnaire was designed with both qualitative and quantitative data collection in mind, with questions about understandability, graphics, controls etc. We also aimed to determine if the user was satisfied with the overall product and their previous experience with games.

These questionnaires were provided alongside brief play testing sessions provided to each user so they could evaluate the game at the same time as their initial experience with it.

The play testing sessions were observed by each of our team members. This was to encourage players to think aloud while playing the game, while the team member noted down any thought they shared. This would mean that information gathered from these observations would also be coming straight off the top of the players head as they engaged with the game. We would have these observations in addition to the answers from the questionnaire to gather information from the users.

This provided our basis for collecting data and how we would receive feedback and integrate it into the game, ideally taking input from people completely new to games to people with plenty of experience.

We also created an informed consent form and an information sheet to be filled out before the play testing session to be transparent and in line with ethical procedures in accordance with the GDPR. To check these, they were sent to our supervisor for approval.

We chose google forms to collect the data as it is easy to create a questionnaire and easy to share with people who would be asked to complete it. Additionally, the functionality to easily link the results to a google sheet was beneficial as the data was simply transferred to a spreadsheet and was more easily accessible and formattable.

Once all the data was collected, a table was created to show the issues that players had and how severe they were in relation to their impact on their experience with the game. This was done so it was more easily readable and the fixes that needed to be implemented more immediately would take priority.

Usability Problems

Problem	Severity ((min) 0 - 5 (max))
Collisions are slightly off, player would get stuck or bump into things they didn't want to	3
Movement was too fast	1
Navigation was slightly difficult as the map may have been too big or unclear	3
Objective was sometimes unclear	2
Interactivity was sometimes an issue, didn't know what was interactable or where to go for an interaction to be available	3
Character selection was not clear on how to switch between them	1
Day counter was not clear	1
Scoring could be easier to understand	1
Pressing ENTER during the popup for interaction caused the event to happen again	2
Doors of non interactable buildings were open so it appeared they could be interacted with when they couldn't	1
Camera is a little too zoomed out	1