

# 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 the answers.

The questionnaire was designed with both qualitative and quantitative data collection in mind, with questions about understandability, graphics, controls etc. as well as determining if the user was satisfied with the overall product, and their experience with games.

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

The playtesting sessions were observed by each team member to encourage players to think aloud while playing the game, while the team member noted this, this would mean that information gathered would also be coming straight off the top of the players head as well as information gathered afterward in the questionnaire with them having more time to think.

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 playtesting 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 to people who would be asked to complete it, another reason was the functionality to easily link the results to a google sheet so 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

[illegible]