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| **Data Extraction Form** | | | | | | | | | | | | | | | | | | | | | | | |
| **Title** | Mobile Game Testing: Case Study of A Puzzle Game Genre | | | | | | | | | | **Authors(s)** | | Arlinta Christy Barus, Roy Deddy Hasiholan Tobing, Dani Novita Pratiwi, Siska Adelina Damanik, Jenny Pasaribu | | | | | | | | | | |
| **Year** | 2016 | | | | | | | | | | **Venue** | | * **Journal** | | * Conference | | | | | * Other \_\_\_\_\_\_\_\_\_\_ | | | |
| **Quality Assessment criteria** | | | | * **QC1** | | | | * QC2 | | | | | * **QC3** | | * QC4 | | | | | * **QC5** | | | * **QC6** |
| **Inclusion Criteria** | | | | * IC1 | | | | * IC2 | | | | | * **IC3** | | | * **IC4** | | | | * IC5 | | | |
| **Exclusion Criteria** | | | | * EC1 | | | * EC2 | | * EC3 | | | | * EC4 | * EC5 | | | | | * EC6 | | * EC7 | | |
| **Approach Used**   * Tested an awards-winning mobile game using an available testing tool, named Unity Test Tool. The tool is explored during this study and then applied to test the game that of puzzle genre | | | | | | | | | | **Type of Solution** | | | | | | | | **Yes** | | **No** | | **Unclear** | |
| Novel Technique (Method, Tool, Technique) | | | | | | | | Check mark, Wingdings font, character code 252 decimal. | |  | |  | |
| Evaluation of existing techniques  (Evaluation framework, tool, platform) | | | | | | | | Check mark, Wingdings font, character code 252 decimal. | |  | |  | |
| Supporting techniques | | | | | | | |  | |  | | Check mark, Wingdings font, character code 252 decimal. | |
| **Review dataset** | | **Total number of apps** | | | | XYZ game | | | | **Evaluation Method Used** | | | | | | | | An empirical study of the game reviews | | | | | |
| **Total number of crawled reviews** | | | | N/A | | | |
| **Year** | | | | 2016 | | | |
| **Research Type Facet**   * Validation Research * **Evaluation Research** * Solution Proposal * Philosophical Papers * Opinion Papers * **Experience Papers** | | | | | **Solution Type**   * **Single** * Hybrid/Integrated | | | | | | | **Contribution**   * Technique * **Tool** * Comparison * Model * Framework * Prototype * Taxonomy | | | | | **Evaluation Strategy**   * Case Study * **Controlled Experiment** * Survey * Questionnaire | | | | | | |
| **Features used**   * Categorical * **Textual** * Both | | | | | | |
| **Factors Considered** | | | Numbers and complexity of reviews | | | | | | | | | | | | | | | | | | | | | |
| **Notes** | | |  | | | | | | | | | | | | | | | | | | | | | |
| **Limitations** | | | * merely explored unit testing of mobile application which is included as a functional testing method * Only tested for application which is developed on unity engine | | | | | | | | | | | | | | | | | | | | | |
| **Description / Summary** | | | This study performs an empirical study of the reviews of 6224 games on the Steam platform, one of the most popular digital game delivery platforms, to better understand if game reviews share similar characteristics with mobile app reviews, and thereby understand whether the conclusions and tools from mobile app review studies can be leveraged by game developers. In addition, new insights from game reviews could possibly open up new research directions for research of mobile app reviews. | | | | | | | | | | | | | | | | | | | | | |