



IHCLab

Usability Test for Serious Games



Santana-Mancilla, P. C., Gaytán-Lugo, L. S. & Rodríguez-Ortiz, M. A. (2016). **Usability Testing of Serious Games: The Experience of the IHCLab**. In Garcia-Ruiz, M. A., *Games User Research: A Case Study Approach* (págs. 271-283). CRC Press.

Name: _____

Date: _____ Age: _____ () Male () Female

Name of the project: _____

Game heuristic questionnaire

Mark with an X when it corresponds

Heuristic		Yes	No
1	Does the game reacts in a consistent way to the player's actions?		
2	Could you customize the profile, music, video, and the game difficulty and speed?		
3	Could you find a predictable and reasonable behavior of the controls?		
4	Does the game provide information about an action to take?		
5	Can the player skip not-playable content (i.e. videos or texts) to return to the game?		
6	Are the controls intuitive and customizable?		
7	Are the game controls consistent within the game?		
8	Does the game present information about the game status?		
9	Does the game provide instructions, help and training?		
10	Are the status score indicators seamless, obvious, available and do not interfere with game play?		