

Appendix

Test 1 Results

Inventory Management Test

1. Time taken: 28.8 seconds
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 1
4. If the worst inventory system you have ever used is a 1, and the best a 10, where would you place this system? 7

Fast Travel Test

1. Time taken: 10.4 seconds
2. Was fast travel an intuitive process to learn? Why or why not?
 - Yes, the globe button being used to open the world map is fairly intuitive.
3. Was it difficult to discern which location was the port? Why or why not?
 - No, anchor = port is fairly straightforward.
4. On a scale of 1 to 10, how easy was it to both open and traverse the map?
9

Inventory Movement Test

1. Time taken: 34.3
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 10
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 1
4. On a scale of 1 to 10, how simple to perform did you find the tasks? 9

Settings Test

1. Time taken: 23.7
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 1
4. On a scale of 1 to 10, how easy was it to find the settings menu? Once found, was it easy to utilize? 9

General Post Test Questions

1. Did you find the interface intuitive as a whole? Why or why not?
 - Yes, it uses conventions from numerous video games such that I am familiar and can perform actions with relative ease.
2. Can you explain what you believe to measure health and mana on the screen? Why do you think they do this?
 - Heart for health, potion thing for mana. Red = health, blue = mana, really. Even without the heart shaped meter I wouldve guessed that.
3. Did you have any difficulty in finding the map, inventory, or settings? What could have made this experience easier?
 - No, everything was intuitive
4. Is it easy to identify the players location? Is it easy to identify the location of enemies relative to the players location?
 - Yes on both counts.
5. If you could add or remove anything from the interface, what would it be and why?
 - There should probably be a save settings button so I know my changes went through, also a close button on the map.

Test 2 Results

Inventory Management Test

1. Time taken: 27.5 seconds
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 1
4. If the worst inventory system you have ever used is a 1, and the best a 10, where would you place this system? 8

Fast Travel Test

1. Time taken: 5.7 seconds
2. Was fast travel an intuitive process to learn? Why or why not?
 - Yes. You just open the map and click where you would like to go.
3. Was it difficult to discern which location was the port? Why or why not?
 - No. The anchor made it pretty obvious.

4. On a scale of 1 to 10, how easy was it to both open and traverse the map?
9

Inventory Movement Test

1. Time taken: 24.7
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how simple to perform did you find the tasks? 9

Settings Test

1. Time taken: 20.5
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how easy was it to find the settings menu? Once found, was it easy to utilize? 8

General Post Test Questions

1. Did you find the interface intuitive as a whole? Why or why not?
 - Yes. Everything is straightforward.
2. Can you explain what you believe to measure health and mana on the screen? Why do you think they do this?
 - The heart and the flask measure health and mana respectively. They do this because it is straightforward.
3. Did you have any difficulty in finding the map, inventory, or settings? What could have made this experience easier?
 - Little to no difficulty. I think there should be a back button or a text box saying Press Esc to close, etc.
4. Is it easy to identify the players location? Is it easy to identify the location of enemies relative to the players location?
 - Nope
5. If you could add or remove anything from the interface, what would it be and why?
 - Nope

Test 3 Results

Inventory Management Test

1. Time taken: 39.4 seconds
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 3
4. If the worst inventory system you have ever used is a 1, and the best a 10, where would you place this system? 7

Fast Travel Test

1. Time taken: 10.9 seconds
2. Was fast travel an intuitive process to learn? Why or why not?
 - No, did not say I was fast travelling.
3. Was it difficult to discern which location was the port? Why or why not?
 - No, not labeled
4. On a scale of 1 to 10, how easy was it to both open and traverse the map?
10

Inventory Movement Test

1. Time taken: 33.3
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how simple to perform did you find the tasks? 10

Settings Test

1. Time taken: 23.2
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 8
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how easy was it to find the settings menu? Once found, was it easy to utilize? 7

General Post Test Questions

1. Did you find the interface intuitive as a whole? Why or why not?
 - Yes, it felt like it followed RPG interface standards
2. Can you explain what you believe to measure health and mana on the screen? Why do you think they do this?
 - Health is the coloured percentage of the heart and the mana is the coloured percentage of the potion bottle, I think those are relatable
3. Did you have any difficulty in finding the map, inventory, or settings? What could have made this experience easier?
 - No problems, settings gear could be in another location, might be misunderstood as a spell, locations on the map need labels
4. Is it easy to identify the players location? Is it easy to identify the location of enemies relative to the players location?
 - Not really, nothing is labelled, didnt even know there were enemies on the map
5. If you could add or remove anything from the interface, what would it be and why?
 - I would possibly add more transition buttons that allow me to move from screen to screen

Test 4 Results

Inventory Management Test

1. Time taken: 34.5 seconds
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. If the worst inventory system you have ever used is a 1, and the best a 10, where would you place this system? 7

Fast Travel Test

1. Time taken: 8.2 seconds
2. Was fast travel an intuitive process to learn? Why or why not?
 - Not really, nothing to show you can click on the anchor. But had previous experience

3. Was it difficult to discern which location was the port? Why or why not?
 - Anchor makes sense for port, but could be confusing if many similar icons, also why is the port not adjacent to the river
4. On a scale of 1 to 10, how easy was it to both open and traverse the map? 7

Inventory Movement Test

1. Time taken: 22.5
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 9
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how simple to perform did you find the tasks? 9

Settings Test

1. Time taken: 32.5
2. On a scale of 1 to 10, how intuitive did you find the tasks presented? 7
3. On a scale of 1 to 10, how frustrating did you find the tasks presented? 2
4. On a scale of 1 to 10, how easy was it to find the settings menu? Once found, was it easy to utilize? 5

General Post Test Questions

1. Did you find the interface intuitive as a whole? Why or why not?
 - Yes, it just feels like the basic stuff, standard, like minecraft
2. Can you explain what you believe to measure health and mana on the screen? Why do you think they do this?
 - Heart for life, and potion for magic (mana)
3. Did you have any difficulty in finding the map, inventory, or settings? What could have made this experience easier?
 - Inventory could have used I to open, map M, but they were easy to find icon, settings had escape, but was harder to find icon (it looked like a spell/quickslot)
4. Is it easy to identify the players location? Is it easy to identify the location of enemies relative to the players location?

- The yellow arrow (player) actually looks more like a path rather than a player, red dots are pretty standard for enemies, red lines I'm assuming are roads, but not sure
5. If you could add or remove anything from the interface, what would it be and why?
- It's relatively standard, not really much to change

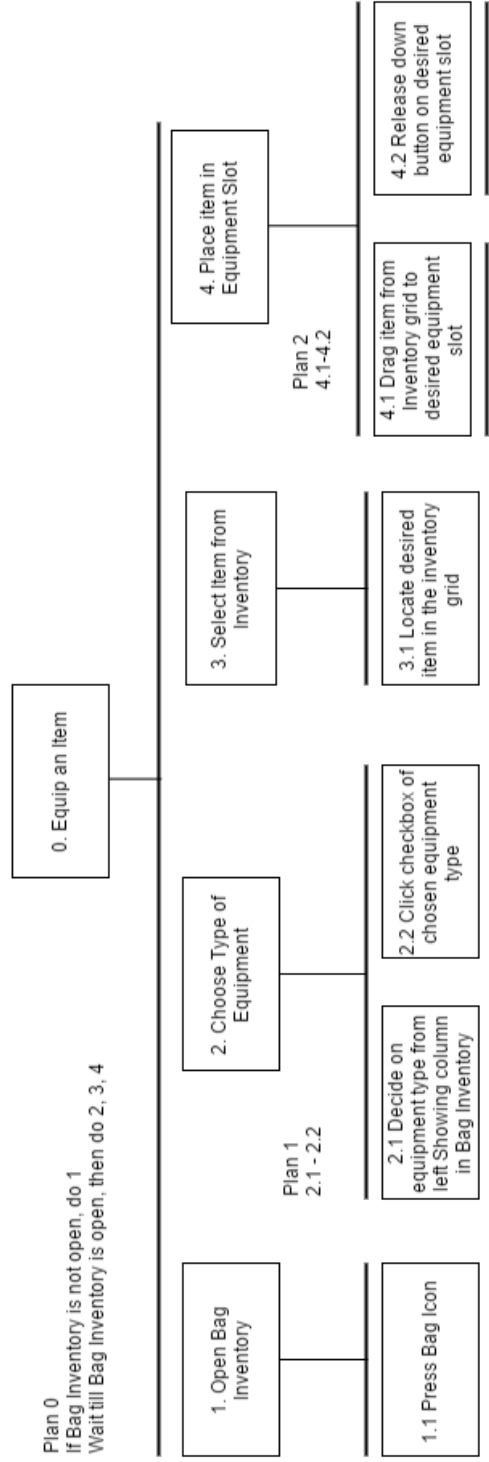


Figure 1: HTA showing the process of equipping an item

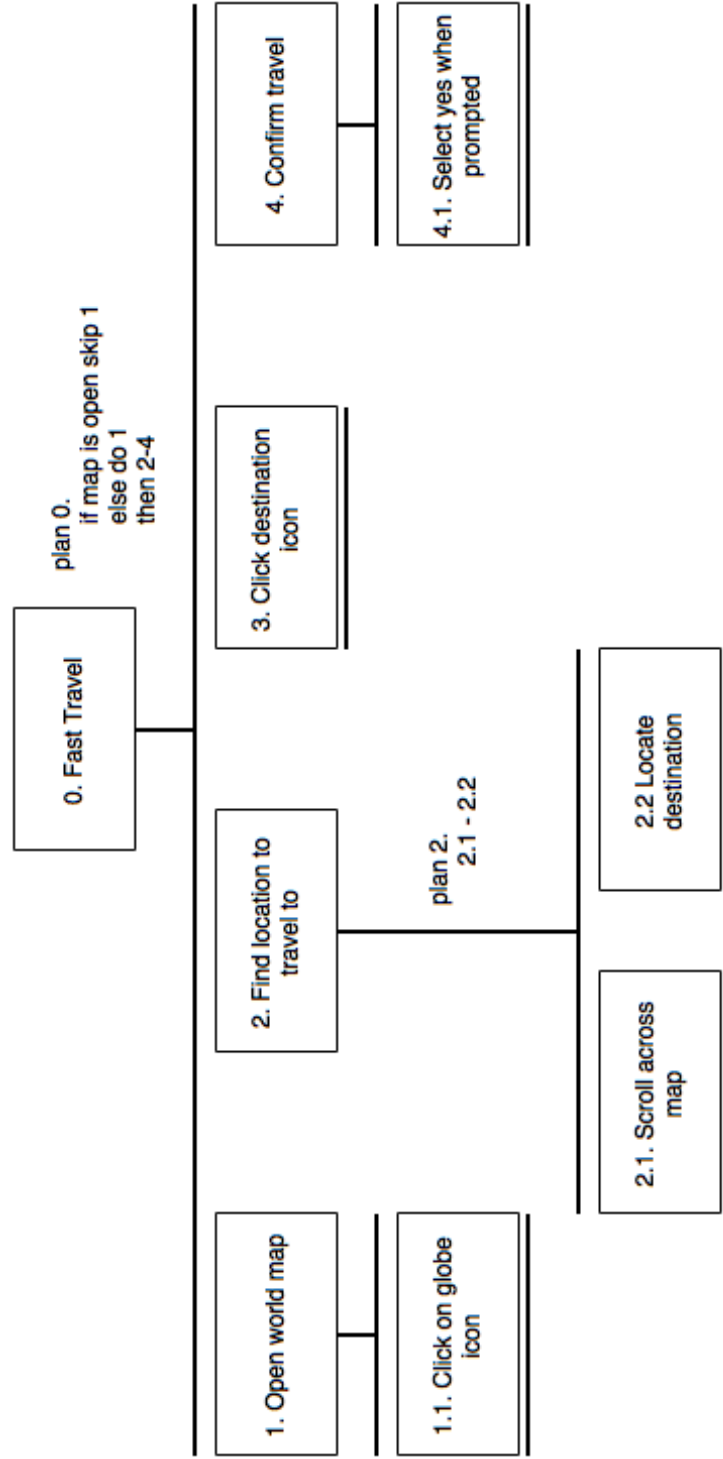


Figure 2: HTA showing the process of using the map to fast travel