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GIMM 375

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UX Testing Results

For my UX testing I was able to have five people test my game. I wanted to test more people as more feedback is always better however life got in the way as it usually does. What I did for my UX testing was have each tester play the game then answer six questions after they played through it. I also observed if they were able to locate certain items such as the canvas located to the immediate right of the player when they load into the world.

Feedback given on the questionnaire was helpful, as most of it was stuff, I was already thinking however some suggestions were a surprise and something I did not think of. One of the questions I asked was, *what do you think of the current way you interact with and place objects?* I asked this question because I wanted to revamp this system because it limits the user on what they can do with objects. Surprisingly, everyone liked the way they interacted with objects.

As far as observing each playthrough of each tester, it went well. There was only one issue where one person had to be told what to do. If the person play testing was able to interact with one of the objects that got a one. If they were unable to than they got a zero. Here is the graph:

I will attach the questionnaire I had players fill out in in a separate document.