

Report

Methodology

Recruitment:

Given that our pool to get feedback from was purely the cohort of students we used opportunity sampling to get candidates. Participants were then given a consent form and information sheet as is required by the ethics committee.

Procedure for evaluation:

1. Graphics and interface:
 - 1.1. Have the user try and pause the game / open the settings menu
 - 1.2. Ask the user where they think the buttons to place the buildings are
 - 1.3. Get the user to pan around the map
 - 1.4. Ask for feedback on the "Semester style" timer
2. Game function + Informational change
 - 2.1. Get the user to place a building down. Ask them if there are any noticeable changes to the information presented to them on the screen
 - 2.2. Get the user to try and move the building. Get feedback on this function
 - 2.3. Get the user to try and upgrade the building. Get feedback
3. Events:
 - 3.1 As the event happens, ask the user for thoughts and feedback.
4. Player Experience
 - 4.1. If the game has not ended at this point please ask the user to end the game.
 - 4.2 ask the user if they understood the games objective/ how to perform well.
5. General user feedback:

This is where we get the user to rank any issue they have faced (1-4 as given from the lecture slides)

And we ask the user if they faced any issues that we didn't highlight

Recap over all issues participants brought up and validate ratings

Data usage and collection:

We had 2 team members present for interviews so that one could ask and the other could scribe the participants answer. The only tool used was google docs to write the notes down any issues and scoring that participants had given. We chose to conduct in person interviews so we could properly watch facial reactions and to feel more personable to the participants in order to get the most honest feedback we could get.

Table of problems:

Type of issue	Guide point correlation	Description	Severity(1-4)
Functional	2.1	The user could place buildings on the road	2

Player experience	4.2	The user found that the game had no sense of direction or guiding	4
Graphical / user feedback	2.1 / 5	The user found that the current building sprites hard to distinguish	4
Functional	2.3	Lack of information on the “Upgrade” function	4
Graphical and Interface	1.3	User didn’t know they could zoom out and had to ask about how to pan around the map	3
Events	3.1	The user stated that the events needed some kind of visual cue as “they just happened”	3
Functional / user feedback	2.2/2.3	The user had trouble performing the functions as the clicking is a “off a bit”	4
Functional	2.3	The user stated that we needed better cues for upgrades, to ensure players knew the function existed	3
Graphical/User feedback	5	The user stated that we needed more visual cues and to reduce the number of colours in the game to allow for color blind people	3
Graphical/User feedback	2.3/3.1	Users stated that events need more visuals to that they could interpret what was going on.	4
Graphical	1.4	The semester style timer was found to be difficult to interpret without prior information	2
Graphical	5	Users found the “tool tips” function excessive	1

