## Eval 2

## Group 2 - Vikingz

Damian Boruch

**Tommy Burholt** 

Elliott Bryce

James Butterfield

Ren Herring

Zhenggao Zhang

Sharlotte Koren

## Overview of User Evaluation Methods

Before starting our user evaluation we read, signed, and sent off a fast track ethical approval form. This document outlined the ethical practices and procedures we would follow during our data collection. We gave every participant in our evaluation a copy of our Information sheet (outlining the purpose of our research and how data will be managed after the interview) and had them sign an Informed Consent form (as an online Google Form).

It was important that we recruited participants who are similar to the final users of our game. Our customer outlined that the intended audience of our game are prospective university students attending an open day at the University of York. Whilst we didn't have access to prospective university students, it was within our means to recruit current students as our participants, who are a good representation of our final users. To recruit these participants, each member of our team chose one student, normally a friend, and invited them to partake in our user evaluation.

When carrying out our user evaluation, we will ensure that it is performed in an environment similar to how the final game will actually be displayed and used. This environment will typically be a software lab, therefore this will be our location of choice. The method we will be using for our evaluation is Task Based User Evaluation. This is where the user is given a scenario such as "can you show me how you would place a building on the map?", and the user then has to walk the evaluator through this scenario giving a commentary of their thought process of how they intend to achieve the goal. The reason that we have decided to give users tasks and scenarios to complete is because it allows us to deliberately cover all aspects and requirements of the game such as navigating menus, placing buildings, whilst allowing the user to feel as though they are just naturally playing the game and not feel as though they are rigorously testing each component for us. As a result of this, we are able to generate genuine user experience feedback by analysing their gameplay and interactions, judging how smoothly their playthrough went through our own interpretation, but most importantly from how easily they were able to complete the tasks listening to their commentary of how they expected different components to react.

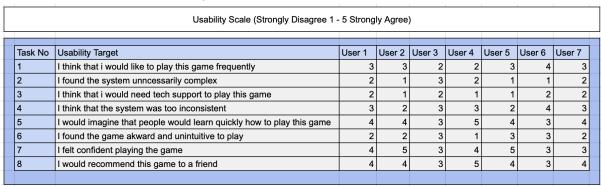
## Our Findings

After carrying out our user evaluation we compiled all of our data into a spreadsheet allowing us to easily analyse the data and create a list of improvements to our game. This spreadsheet was split into 3 main sections; Tasks to be completed by the user, Usability Scale and User Feedback.

When the user completed each task we asked them how difficult it was on a scale from 1-10. This allowed us to easily spot areas to improve upon such as making the pause menu easier to access and how to adjust the game's audio.

Tasks to be completed by the user			How easy users found to complete the task (Very Easy 1 - 10 Very Hard)								
k No. Ta	ask to complete		Task No	User 1	User 2	User 3	User 4	User 5	User 6	User 7	
	start a new game		1	1	1	1	1	1	1	1	
	access the leaderboard		2	1	1	1	1	1	1	1	
Ad	ccess the settings		3	1	1	1	1	1	1	1	
PI	Place down a building		4	2	1	2	3	1	1	2	
Pa	ause the game		5	5	3	7	2	4	5	5	
To	oggle Full screen   Window mode		6	5	3	6	5	4	3	6	
CI	Change Music   Sounds Volume		7	5	2	6	3	5	2	5	
Ad	dding a new entry to the leaderboard		8	2	1	2	2	1	1	2	
Ad	ccept   Reject and event		9	1	1	1	1	1	1	1	
M	Noving around the map		10	2	1	3	2	4	1	2	

Following this, we asked the user a set of questions about the usability of our game to gather some overall feedback on the system as a whole.



We finished off our evaluation by asking for feedback from our users, since they might suggest gameplay and ui improvements which we wouldn't have thought about.

