

# User Evaluation

Cohort 1 Group 1:

Ileri Adegeye

Maida Ahmed

Holly Ainsworth

Anthony Colin Jones

Luca Gilligan

Alex Joyner

Minhaj Zaidi

## Methodology:

We selected 7 candidates from our intended user base (students in our cohort) and asked them to evaluate the game with us. This accounts for 9.2% of that user base; this is preferable over an exhaustive sample which would be impractical.

In order to have informed consent from the users, we explained the following:

- The aim of this research is to evaluate the prototype of a videogame, which is loosely based on the University.
- You will be given a consent form to sign which explains further.
- Once you sign this form, you can still withdraw your consent to be in the experiment at any time - up to 1 week after the session ends.
- Your data will be stored confidentially and not identified to you.

Our procedure was as follows:

- One team member would interview the participant, walking them through a set of tasks to complete in our game and asking questions after each task (described below).
- Another team member would take down the issues and their severities.
- Severities were ranked by participants on a qualitative scale (Cosmetic, Minor, Major or Catastrophic).

Task 1:

- Start the game, test out the movement, escape the maze.

Question 1:

- How usable was the user interface - menus, control schemes, visual affordances?

Task 2:

- The user explores to find as many hidden events as possible.

Question 2:

- Were the events and map logical, consistent and university-themed?

Task 3:

- The user tries to get the highest score they can in one playthrough.

Question 3:

- Did you understand how to get a high score? Did you have any issues trying?

## Results:

Problem	P1	P2	P3	P4	P5	P6	P7	Numerical Rating	Fixed?
Pause button not clear	Minor	Cosmetic		Minor	Minor	Minor	Minor	11	Y
Puddle immobilizes for duration (glitch)	Major							3	Y
Time Loss messages could be clearer							Cosmetic	1	N
Not clear what affects score	Minor	Minor	Minor	Minor	Minor	Minor		12	Y
can't interact w/ Statue again							Minor	2	Y
Double speed makes it hard to control	Minor							2	N
Ankh breaks art style	Cosmetic			Cosmetic	Cosmetic	Cosmetic	Cosmetic	5	Y
Pis are too hard to find	Minor		Minor	Minor	Minor			4	Y
Text isn't very accessible	Minor			Minor	Minor		Minor	4	Y

Our reasoning for not fixing certain events:

As we were operating on a deadline we chose to prioritise issues with the highest combined severity rating across our user base; we did not have time to correct the 2 least consequential usability issues in our solution.