



User Test

Hi there! This is a prototype for a game that will deal with cleaning the ocean from oil spills. The game itself is not fully coded out so it will be very basic. In order to make it better, please play it as if you were doing this on your own time. With your help the game's overall appearance and fun factor will greatly improve with any feedback you can give. First of all click on link under the Projects list that says "Prototype 3.0" and proceed to read the instructions.

Instructions:

1. Find where you can actually start playing the game (game screen).
2. Try playing the game prototype and say out loud what you think it is about.
3. From the game screen find your way back to the main menu.
4. Refresh the page and go through the buttons/pages again and say out loud what you think you are doing.

Questions:

1. Was there ever a moment while interacting with the whole site that felt like you didn't know where you were or what you were doing?
2. In the past month have you played any sort of game? If so, what types of game and how often and when? If no, why not?
3. When you go to museums do you ever see games in them? If so, do you try to play them? What draws or does not draw you them?
4. Did you understand the message of the project?
5. Do you have any confusions about the project?
6. List 3 words that describe this game? List three words that describe how you feel after testing this.
7. Do you have any suggestions that would make you want to come back and play the game again?