Clean SEA

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 4.0" and proceed to read the instructions stated below.

Instructions:

1. Find where you can actually start playing the game (game screen).
2. Try playing the game prototype and write down right away what you think it is about in the space below:

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 write down what you think you are doing in the space below:

5. After completing step 4, please flip this sheet over to fill out the questionnaire on the back.

Questionnaire:

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? (Can be any type of screen-based game).

3. What types of games do you play?

4. What attracts you to your specific game type?

5. When you go to museums do you ever see games in them?

6. If so, do you try to play them?

7. Did you understand the message of the project?

8. Do you have any confusions about the project?

9. List 3 words that describe this game.

10. List three words that describe how you feel after testing this.

11. Do you have any suggestions that would make you want to come back and play the game again?