# – Evaluation

## Introduction

The main motivation of this chapter is to answer the following research questions defined at Chapter 1:

* Does provenance analysis aids in understanding the events occurred during a game session?
* Is it faster to analyze the game by using provenance instead of watching a replay of the session?
* Does it help to find answers with more accuracy by analyzing the provenance of a game session than watching a replay?
* Is it better to watch a replay of a game session or analyze the provenance to understand the events transpired during the game?

## Experiment Planning

## Experiment Execution

## Statistical Analysis

Anova…?

## Threats to Validity

## Final Considerations