**Study Method**

Our study method was fairly straightforward. The tasks were split up amongst the four of us. Cameron played the role of the computer. Taylor took notes on the user’s actions and feedback. Chris took pictures and Nick interfaced with the users by introducing the game and telling them what we wanted. We held a total of three sessions during which we had seven major participants. There was also some minor feedback from other people who spectated. The participants were all friends, family, and other students in our lab section, including someone experienced with web design and cultural affordances that are commonly accepted in webpage design. Overall, our user study was a great success and we think our method allowed for optimal efficiency and data collection.

A standard session went as follows:

* Introduce the idea/ask for permission to do the test.
* Explain that it is a computer game, and describe the “rules” they will be operating under (how to ‘click’, how to simulate controls, etc.).
* Present the main menu and allow them to interact from there. Any questions that they asked were noted, but not directly answered. Instead we told them to interact rather with the prototype.
* Changes in the menus were just a matter of exchanging different pieces of paper.
* The gameplay itself was simulated by allowing them to control the ship, and sliding the paper underneath through the slots in the prototype.
* Whenever they were finished and satisfied, we asked about any frustrations they had, as well as any suggestions they had in mind.