

Playtesting Assignment

This is a TEAM assignment. Only one submission per team.

Late Policy: No Late Submission

Overview

You will conduct external playtests with individuals and collect data from your sessions. Everyone on your team will perform playtests. You will analyze the results and report them in a summary of the playtest with analysis and identified action items.

Description

Using the post-alpha version of your game, you will conduct external playtests using classmates, friends, and/or family as playtesters (not your team members). You should playtest with a number of playtesters at least equal to double the size of your team (e.g. a team of 5 members will playtest with 10 or more individuals). Furthermore, each of your team members should administer their two playtests.

You will identify specific design question(s) that support the fundamental question of “Is the game fun?” Focus on things such as particular interactions that your game supports, challenges in an area of the game world, etc. For instance, you may wish to identify if a playtester effectively learns a new gameplay skill, how enjoyable it is, and how effective the playtester is in applying the new skill in achieving game objectives.

The design questions should be used to inform development of a playtest session and data collection instruments (think-aloud notes, Likert scale questionnaire, structured interview, in-software game event logging, etc.). Your playtest session should have a written script that the playtest administrator follows for consistency across playtest sessions.

Consider the use of tables and/or charts to aid with summary and visualization of your results. The writeup should include analysis of the aspects of your game that meet the design target and which areas need further refinement. For the parts that need refinement, identify your plans to address the issues found.

Example Design Question

Does our grappling hook effectively support real-time control of the player character and support our desired player experiences of aesthetic movement, skill development, and the sensation of flow?

Tips

Consider the use of the Play Matrix for identifying what type of game your playtesters think you game is.

Deliverables

Please submit all deliverables as document files within your submission archive. No links to external sources such as online surveys (make sure you export your data to a local file).

- (10%) *PlaytestScript.pdf* – describes administration steps to conduct play test consistently, including instructions spoken or presented to playtester, actions taken by experiment administrator, time limits for playtester, etc.
- (15%) *SurveyInstruments.pdf* – e.g., questionnaire, play matrix worksheet, etc., as presented to playtester
 - You may put multiple documents in a /survey_instruments/ folder if you have more than one that can't be collated easily.
- (10%) *RawPlaytestData.pdf* - **anonymized** data from all playtesters; e.g. notes from think-aloud, questionnaire answer sets, etc.
 - Note that the raw data are **not** the visualizations or statistical analysis (e.g. means, standard deviations) but rather the individual responses
 - Playtester count ≥ 2 times your team size
 - Can alternatively be an Excel/CSV document with same base file name, but appropriate file extension
 - You may put the raw playtest data in a /raw_data/ subdirectory if you have more than one file
- (65%) *PlaytestResults.pdf* - Summary and Analysis Document with Identified Game Design/Development Action Items (up to 5 pages)
 - (15%) Design Question(s) - description, justification
 - (20%) Approach to testing design question(s) and Playtest methods
 - (20%) Results summary/Analysis
 - Visualization of results
 - (10%) Action Items/Future Work

Submission

One team member submits all online in a single (7)ZIP file with your team name and game name in the title. <TeamName_GameName>.zip