QUT INB (all units)  
Template for playtest questionnaire

This is a template to use when conducting a series of playtests and usability tests of a digital game. This provides the framework for a questionnaire to give to each participant of a test. Some sample material is included, but you can adapt this to your needs.

Text in a box like this should be read, and then removed as you make your own document.

In the following questions, change, extend, or reduce the statements to suit your game. For the genre question, insert the genre which matches your game, and provide relevant example games. If a participant circles 4 or 5 for the genre that matches your game, you can consider them in your “core” demographic. If a participant does not do this, but lists favourite games and genres which you consider “close cousins” to your game’s genre, you can consider them in your “wide” demographic. If a participant’s response to these items indicates that they do not enjoy other games similar to yours, then you should consider this when interpreting their responses. For example, if you are making a real-time strategy game, and a player says she does not really enjoy RTS games such as Starcraft but does enjoy turn-based strategy games such as Civilization, she could be regarded as a member of your *wide*, but not *core*, demographic. If she does not like your game, you will have to consider whether it’s because your game is not enjoyable at all, or it’s because your type of game is simply not to her taste.

Player questionnaire for <game name>

Your name (optional): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Unique ID # \_\_\_\_\_\_\_\_\_\_

Thank you for testing this game. Please answer these questions as accurately as you can.

Have you seen or heard anything about the game we are testing,   
called “<insert game name here>”?

If they answer yes to the above, they are not suitable as a naïve user, but can be used as a deep user.

For each of the following statements, please circle one number indicating how much you agree or disagree with that statement as it pertains to yourself.

1. I am an experienced video game player.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Strongly  Disagree |  |  |  | Strongly  agree |

1. In a normal week, roughly how many hours do you spend playing videogames?  
    hours

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

You should consider the person’s responses to these items when interpreting your results. The degree of experience a participant has should help you determine how to respond to any issues they uncover. If your game is aimed at experienced video game players (e.g., you are developing a hardcore, in-depth roleplaying game) and the participant is clearly not an experienced gamer (based on their own assessment and how often they play) then some of the issues they uncover may not be relevant to your core audience. However, this should never be used as an excuse to ignore important issues – if in doubt test the issue with more people. If you are making a casual game aimed at both experienced and inexperienced users then the results uncovered by less experienced participants are clearly still relevant. The main thing to remember is that you always test with plenty of participants with an appropriate degree of experience (i.e., with levels of experience similar to your target audience).

1. Please tick the box next to the platforms on which you regularly play games.

☐ Consoles (such as PlayStation, XBox, etc.)  
☐ Computer (such as PC, Mac, etc.)  
☐ Touchscreen phones (such as iPhone, Android, etc.)  
☐ Handhelds (such as Nintendo DS, Sony PSP, etc.)  
☐ Other platforms (please specify):

You should consider your participant’s regular platforms for play. If they do not indicate having played regularly on an iPhone and you are testing an iPhone game, it may be that some of the issues they encounter are due to them being unfamiliar with the iPhone interface and conventions. Similarly, if they are not console players and you are testing a console game, they may not be familiar with the controller. This doesn’t necessarily mean the issues they uncover are irrelevant, but if you don’t find those issues showing up with other participants then the priority level you allocate those issues may be lower. The challenge is to work out the issues that are significant for your game and separate them from the issues might be due to factors you can’t afford to worry about (such as lack of experience with your chosen platform).

1. I enjoy <insert your game’s genre here, such as “first person shooter”, “puzzle”, “adventure”, or the like> games. (Some examples are the following, but you don’t need to have played any of these in particular: <insert examples of popular games in this genre>)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Strongly  Disagree |  |  |  | Strongly  agree |

Currently, what would you say are your three favourite game genres?:

What would you say is your least favourite game genre?

Thank you for your answers. Please tell the test conductor you are ready to continue.