QUT INB (all units)  
Template for playtest survey

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 survey to give to each participant after they have completed the test. Some sample material is included, but you can adapt this to your needs. For example, if your game does not have enemies, you should remove the question parts that refer to the enemies. If your game has a particular feature you want to investigate, add a question about it.

Make sure that none of the questions are split across two pages!

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

Player survey form for <game name>

Your name (optional): Unique ID #:

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

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. The game was easy to learn how to play.

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

1. The game was fun to play.

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

1. The game was frustratingly difficult.

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

1. The game was boringly easy.

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

The two previous questions are inverted, to make them more understandable to the user. As you analyse their responses, take this into account. For these two questions, your game is successful if they answer on the *low* end of the scale (1 or 2), not the *high* end (4 or 5), as is the case with the other questions. When you compile a chart or graph of how well your game is scoring, you may want to invert the scale for these two questions so high numbers are always good to see.

1. The game’s controls made it easy to do what I wanted.

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

1. The game’s main character was enjoyable to look at.

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

1. The game’s enemies were enjoyable to look at.

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

1. The game’s background and world was enjoyable to look at.

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

1. The game’s sound effects were enjoyable to listen to.

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

1. The game’s music was enjoyable to listen to.

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

1. The challenges in the game had enough variety.

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

1. The game’s story was enjoyable.

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

1. The game’s dialogue was enjoyable.

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

1. I always understood what I should do next to achieve my goal.

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

1. I always understood how to advance my character.

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

1. I want to find out what happens next if I were to continue playing.

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

1. I would be interested in playing this game again.

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

Finally, please rank the items in the following list. Put the number 1 next to the aspect which you consider the most well done in this game. Then put a 2 next to the aspect which you consider the next most well done aspect of the game. Continue the numbering in order of how well each aspect was done. Put the highest number next to the aspect which you consider the least well done in this game. Please use each number only once in the list. The aspects to put in the list are: audio, controls, enemies, gameplay, game world, graphics, my character, story.

Audio   
Controls   
Enemies   
Gameplay   
Game World   
Visuals   
My Character   
Story

Would you like to be contacted for further testing of this game? YES / NO

Would you like to be contacted for testing of other games? YES / NO

If so, please provide contact details (phone or email):

Thank you for your time!