

ENGR302 Group S5

Peer Testing Ethics and Guidelines

Research Purpose

You are invited to participate in the usability testing of Agile Adventures, a project developed as part of ENGR302 at Victoria University of Wellington. The purpose of this test is to evaluate user experience and interface of the game to improve its design. Your participation will help us identify areas for improvement based on how you interact with the game.

What Participation Involves

If you agree to participate, you will be asked to complete a series of tasks within the game while the development team observes your interactions. The session is expected to last around 10-15 minutes. You are free to stop at any time.

Tasks Include

- Playing through and interacting with the various game components.
- Participate in tasks, KanBan board, and further your Agile methodology understanding.
- Providing feedback on the gameplay, interface, and overall experience.

Voluntary Participation

Participation in this testing is entirely voluntary. You may withdraw at any time without any consequences. Should you withdraw, any data collected from you during the testing session will be immediately discarded.

Anonymity and Confidentiality

- Your identity will be kept confidential throughout the project in accordance with the New Zealand Privacy Act 2020 and the Data Protection and Use Policy (DPUP).
- Any data collected (feedback, gameplay data) will be anonymized and stored securely.
- No personal identifying information will be used in any reports or analysis of the testing results.
- All data will be securely stored.

Ethical Guidelines

This usability testing follows the ethical guidelines approved by the University's Human Ethics Committee and Adheres to the NZ Institute of IT Professionals Code of Ethics and the Association of Computing Machinery (ACM) Code of Ethics. The research team is committed to maintaining high ethical standards throughout the process.

Risks and Benefits

There are no known risks involved in participating in this testing. The primary benefit is contributing to the improvement of the game's design.

Data Storage and Usage

All data collected during the testing session will be securely stored and will only be accessible to the project team and stakeholders. Data will be stored securely for project lifetime, and not be disclosed publicly as it relates only to project implementation not external research purposes.

Questions

If you have any questions or concerns regarding the project data information practices, you can contact the project lead:

Oshi Werellagama
werellossha@myvuw.ac.nz

Consent Declaration

I have read and understood the information above. I voluntarily agree to participate in this usability testing of Agile Adventures. I understand that I may withdraw at any time and that my identity will remain confidential.

Name of Participant: *Brodie Banfield*

Signature of Participant: *BBanfield*

Date: *03-10-24*

Game Testing Feedback Form

Participant Information

- Name.

Brodie Banfield

- Date of Test:

03-10-24

Overall Experience

- How would you rate your overall experience with the game on a scale of 1 to 10?
(1 = very poor, 10 = excellent)

Rating: []1 []2 []3 4 []5 []6 []7 []8 []9 []10

- What did you enjoy most about the game?

The layout and aesthetics. The tasks looked really cool

- Is there anything you disliked about the game?

Gameplay and Difficulty

- Were there any tasks or gameplay mechanics that you found difficult? If yes, please describe them:

When playing the game for the first time, I have no idea what the point of the game is / how to proceed. Did not know I needed to press spacebar. When I drag things across the Kanban board, I also don't know how to actually complete the tasks after dragging across. Bug with completed tasks. Can just drag to completed and have it completed. Would not have ever found the tasks without being shown. The wall they are on is the same as every other wall.

- Did you feel that the game was too easy, too difficult, or just right?

[] Too Easy Too Difficult [] Just Right

- Were there any specific mechanics (e.g. player movement, task interaction) that you found confusing or difficult to use?

The tasks

User Interface and Controls

- How intuitive did you find the game's controls (e.g. movement, interacting with the KanBan board)?

Rating: [] 1 2 [] 3 [] 4 [] 5 [] 6 [] 7 [] 8 [] 9 [] 10

- Was there any part of the user interface (menus, pop-ups, task progress) that was unclear or hard to navigate?

Finding how to start the tasks

- Did you encounter any bugs or technical issues? If so, please describe:

" "

Suggestions for Improvement

- Do you have any other feedback or suggestions for improving the overall game experience?

Additional Comments

- Please provide any additional comments or thoughts you have about the game.

The board is really well made and aesthetics look great. Need to have alerts telling the user to press spacebar to reach board or complete tasks. A ? symbol that can be clicked to show hints would be great. I liked the tasks !!

Thanks, you for participating in our game testing! Your feedback is valuable and will help us improve the game experience.