Usertests wireframes

Tests done by Erem and Michelle

Introduction

In this document you will find the tests done for the wireframes we made. There's an AB test plus two open questions tested on a total of seven people. The people we tested on were randomly picked from the oil or other classroom. They are around our age, are familiar with jack box games, do game design or another media design course.

AB testing:

- What do you think about the different UI versions? Which feels best?

Big screen gameplay:

A - ||

B - ||||

C – |

Phone last explanation page:

A – ||

B – |

C –

D – ||||

Character creation:

A – |||||||

B –

Gameplay:

A –

B – |||||||

Switch window:

A – |

B – ||||||

Questions and answers per person:

- What do you think about the order of the wireframes?

The flow is really good.

- Do you feel like there is enough space or is there too much space? Where/why?

For a wireframe its perfect, not cramped.

- What do you think about the order/flow of the wireframes?

Makes sense for me.

- Do you feel like there is enough space or is there too much space? Where/why?

It's good.

- What do you think about the order of the wireframes?

Makes sense, explanation, character, game.

- Do you feel like there is enough space or is there too much space? Where/why?

Whitespace is good.

- What do you think about the order of the wireframes?

Makes sense.

- Do you feel like there is enough space or is there too much space? Where/why?

Admin view, add something on the right.

- What do you think about the order of the wireframes?

I think it works well.

- Do you feel like there is enough space or is there too much space? Where/why?

Speedmeet in admin view too close to the corner.

- What do you think about the order of the wireframes?

It makes sense.

- Do you feel like there is enough space or is there too much space? Where/why?

Too much whitespace in admin view. Gameplay will depend on illustrations.

- What do you think about the order of the wireframes?

It does make sense. Simple and straight to the point.

- Do you feel like there is enough space or is there too much space? Where/why?

Admin view in the center would be nice. Otherwise something on the right.

Suggestions/comments:

Put extra explanation on the big screen.

Make explanation page fill the screen a little bit more.

Look into jackbox games.

Combine button a&b of explanation page.

Look into wavelength (app).

Put buttons all on the bottom.

Nicer looking from top to bottom (big screen).

Make buttons all the same.

Make arrow type general button bigger.

Big screen 1st option one bc the important stuff is at the top.