

Studio number: Studio 2

Game name: Age of Deception

Team name: Synergistics

Number of testing participants: 4

Background

With the MVP being finalized by Week 6 for the mid-semester presentation. The first beta user testing commenced on Week 7 onwards for different user groups but mainly focusing on our preference groups of young adults (aged from 18 to 30). The user testing session included a comprehensive guide for the participating users to ensure our testing goals and criteria are met to achieve our core goal for the game project.

Purpose

The purpose of this testing is to observe how a player analyse, identify and cross check different information sources to determine its credibility via a game. The team would like to ensure that the current MVP implementation could deliver the contents for the ease of use to achieve our core goal for the game project.

Prototype

The MVP developed until the week 7 timeframe of the academic calendar was used as a prototype for the user testing session. The MVP would consist of a game flow from the main starting screen towards the action choosing screen of a story focus for testing purpose only. The game testing will be executed in the environment of the Unity platform. The finalized MVP version will be published as a standalone application.

Testing Approach

List Breakdown:


Steps	Description	Remarks
1.	Brief explanation regards to the purpose of user testing along with the game deliverance to the users.	Informed consent testing
2.	The users are to provide their opinions on two new sources chosen by the team.	Conducted in google form through true or false questions format

3.	Brief explanation regards to the game overviews, including the settings and the tasks to be completed by the users.	Game tested through Unity platform application
4.	The users will then complete the tasks given.	Users could state their opinions regarding any of the game aspects during the testing.
5.	After the game testing, the users will be asked to recall the opinions made previously for both the new sources.	If there are any changes to the opinions, ask the users to provide a reason.

User Testing Flow Transition:

- News source true/false questions (Google form)

STORY 1

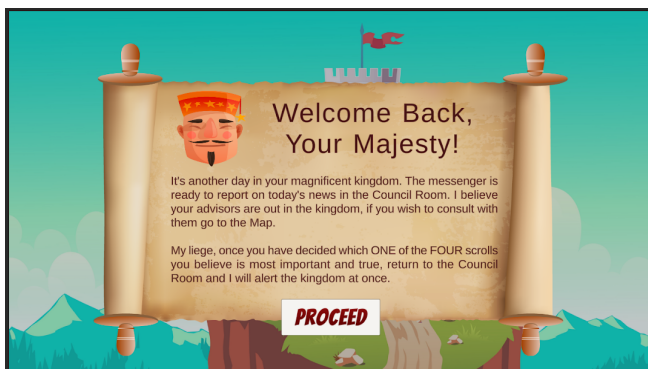


Story 1 - Do you believe this story?

☐ Yes

☐ No

- In-Game testing (Unity)



In-game Flow Transition:

Main Menu Screen → Welcome Screen → Throne Room → Map → Location (either one) → Throne Room → Council Room

- The user will select one story as a focus only based on the location chosen on the map (Each location on the map has a different story respectively).
- The user is required to choose an action to act upon the story focus that will impact the situation and the kingdom in the council room after a story focus is selected.

Testing Technique:

Thinking aloud technique was used to ask the testing users to play the game while continuously thinking out loud, which is simply verbalizing their thoughts as they move through the user interface of each screen of the game flow.

This technique best helps when the system is implemented via gamification. As a good gameplay experience mostly relied on visual, aesthetics, gameplay and the game flow, it can be said thinking aloud could ensure most details are being well examined for elevating user experience in each phase or transition during the testing.

Overall Feedbacks

Participant 1:

- Requires clearer game introduction.
- Confusingly believed that all new sources are true, unsure if the answer chosen was correct.
- Reduce story focus wording. Ideally, there should be options allowing the players to choose if the story focus is credible or listen to their advisors to see if the story is credible.
- Introduce the advisors to the players so the players know them and they can trust them.
- Suggested providing a more distinctive difference for which story focus is a more optimal choice (Probably increasing 2-3 stories focus having more relevance to the major event. As well as having certain news having more relevance than the others. An initial message is encouraged to provide information regarding the major event of the respective "rounds" during gameplay.)

Participant 2:

- Does not understand how advisor opinions are mirroring the real-life social media activities, with the grammars and stories used to describe certain real-life scenarios on social media.

- Does not receive any learning outcome without knowing the summary or the consequences of the action chosen for the respective story focus.
- Confusion of the up left corner page icon seemingly resembles a clickable home redirect button when it is just a plain page title and icon .
- Advisor opinions are not helpful for players as it does not provide a certain degree of truthfulness as reference to prompt the players choosing a more significant story focus.

Participant 3:

- Confuse with the page icon with grey background that looks like a clickable button
- The council room icon could be removed at first as the action was not allowed until the players had chosen a story focus, which could provide a clearer means for navigation.
- Suggested to display advisor names at each location of the story focus
- No indication for players to navigate from the throne room at first to find a story focus, would like to have a clearer indicator.
- Prefer better aesthetics to allowing the action title and action options to blend together in the council room.
- Suggested contrast overlay upon hovering the scroll in the council room to act as a button than providing another button for selecting the action.
- Suggested contrast overlay upon hovering focus confirm button in the respective location of the story focus.
- Suggested using double quotation marks for each advisor's opinions better representing as a speech bubble.
- Prefer immediate redirection after confirming story focus rather than manual clicking.
- The redirect button to any page on the top right corner could be changed to an arrow shape for better representation.
- Suggested less lengthy advisors opinions can be in a more layman's terms context.
- Suggested not allowing players to go back to map after choosing focus (as advisor opinions and story focus should be viewed in the council room).
- No summary display for action chosen.
- Summary could use comparative and superlative adjectives for sentence structure to describe the impact of the action in a range level.

Participant 4:

- Names of the game screens look like a button.
- Does not know what to expect after selecting action.
- Confused if there is more information about the advisors when selecting an action.
- Missing text box on action screen.
- Different advisors show up for the agriculture section in the advisor panel in the council room.
- Unsure what to do next when focus has been selected.
- Interested in the source of the story's focus used for the game.

- Difficult readability of the action text for the story focus in the council room.
- No game guide and walkthrough, e.g. how-to-play.
- The game flow was not very clear.
- The game felt as though it was made to be more aware about thinking the stories when the news was asked again, which did not learn any specific techniques or offered critical thinking upon the opinions made.

Evaluation Analysis

1. Provides better aesthetics and visual appeal for smaller page icons or logo to be adjusted to have better shape presentation and colours to have a smoother blend with the theme and other text components along with stronger focal points for redirecting button prompts.
2. Includes a simple game walkthrough guide (e.g. how-to-play) to allow the ease of navigation and teaching players how to proceed and complete the challenges in the game.
3. Creates an individual summary screen for each action chosen of its respective story focus, allowing the players to reflect how the actions chosen could be impacting the situation of the story focus which are influenced by advisors of different expertises. This could create a cycle of cognitive learning when the players could reiterate the same story focus with choosing different actions, to possibly deliver our core goal of the game project.
4. Readjust scripts for story focus and advisor opinions to improve readability to promote immersive gameplay with the players able to understand the storyline of each event as a game "round".
5. The layout of the in-game visual and text components will be readjusted for the ease of navigation, find information and accomplish goals.

Summary

The initial testing could not justify that the core goal of the game project is being successfully delivered to the users. The main reason was due to the missing summary screen that should explain the impact of the action chosen for the story focus, which was why most users did not receive any learning outcome from the game of how to filter misinformation. Hence, the questions on the google form could not help to validate the purpose of this testing, which the google form responses would not be included. For further consideration, another testing will be conducted in week 9 to ensure that the core goal of the game project could be delivered to the users after improvements and refinements made by the team.