GAME 3899: Game User Research

Assignment #6 (20 points)

Playtesting

Due: December 3rd 11:59pm

We are going to do playability evaluation for the Fallout 3 mod you used for Assignment 4 usability testing.

Requirements:

You are required to perform a playtesting session with the following goal: You want to ensure that the game is satisfying and engaging.

1- You will need to operationalize the terms satisfying and engaging. Develop a set of measureable goals.
2- Develop research instruments, using methods discussed in class, such as surveys, think aloud or retrospective measures, that can target the goals and questions you outlined in the previous step. You should use a mixture of methods or one method, but you need to discuss why you chose this method.
3- Develop a protocol to collect data (quantitative or qualitative)
4- Run analysis on the results
5- Report the results and the study design and protocols you used.

Submission and Process:

The assignment will be divided into different parts to allow us to discuss in class and use the class time to critique your work to help it evolve.

6.1. Research Design, Goal formation, Research Plan and Protocol

6.2. Conducting the study, Recruitment and Data Collection

6.3. Data Analysis

6.4. Reporting and Recommendations

You will need to iterate on all these subgoals. You can choose to get feedback on all stages and adjust based on the feedback for each part, or you can choose to combine some and get feedback to iterate in bigger parts. However, you do need to get feedback during the process. Your grade will be based on the feedback and the iterations and not on the final report. No due dates are assigned for the subcomponents of the assignment, but a final report with all the components will

not be accepted unless some parts of the assignment were submitted before the final version. See Rubric below.

Rubric:

The points are divided as follows:

- Submission of version 1 of part 6.1 (2 point)
- Submission of version 1 of part 6.2 (2 point)
- Submission of version 1 of part 6.3 (2 point)
- Submission of version 1 of part 6.4 (2 point)
- Feedback and iterations (8 points), accounts for how you took the feedback and evolved initial version
- Final report (4 points)

How to submit: Submit pdf report by email to magy@neu.edu.

If you have any questions or comments, please first post your questions on piazza, if you do not have an answer in 24 hours email the instructor.