

Team Fabulous – Observer Instructions

Today’s Goals

- Feedback
- Feedback
- Feedback
- Combat
- Feedback
- Story
- Feedback

Testing Script

1. Introduce yourself.
2. “The goal of today’s focus test is to have you play our game, which has the working title *Forest of Reflections*. Please feel free to think out loud, and if you get confused, let me know.”
3. Point them to the instruction sheet.
4. Observe:
 - DO stand back quietly.
 - DO take notes.
 - DO ask them about odd behavior (e.g. Was there a reason you entered combat and walked away five times in a row?).
 - DO intervene if there is a game-interrupting bug (if it does not interrupt game play, take note and let the player continue).
 - DO let play testers fill in their surveys in private.
 - DO ask why a player is getting frustrated if they are visibly agitated.
 - DON’T immediately explain mechanics beyond what is provided on the instruction sheet.
 - If the player is lost, DO ask if they want help and DO assist them.
 - DON’T offer unsolicited help.
 - DON’T ask for identifying information.
 - DO be polite! Our testers are being awesomely helpful.
 - DON’T express frustration or justify parts of the game to the player.
5. Give them a survey (with the tester number on it!).
6. Thank them for their time!

Have Questions? Find Lex and Ask!

Observer Notes

Observer Name: _____ Tester Number: _____

Remember these steps!

1. Spiel
2. Instruction Sheet
3. Observe and take notes on the questions below
4. Give them a Survey. **WRITE THEIR TESTER NUMBER ON IT!!!!!!!!!!!!!!!!!!!!!!**

Observation Questions

Do they understand that they need to explore? Yes / No

Do they have a combat strategy?

What difficulties are they having with the combat?

Other Notes:

Write their tester number on a Survey Form and ask them if they would help us by filling out an optional questionnaire on their experience that would help us improve our game. Thank them.

If there was a bug, write it on the back of this page.

Play Tester Questionnaire

Tester Number: _____

Thank you for playing our game!
If you would please fill out this optional survey, we'd love to get your feedback so
that we can make our game that much better!

There are no right or wrong answers, only useful feedback. ☺

On a scale from 1 (not at all) to 5 (a lot):

How much did you enjoy the game?	1	2	3	4	5
Would you play again?	1	2	3	4	5
Would you suggest this game to someone else?	1	2	3	4	5

Did you find selection of gender to be a meaningful choice? Why or why not?

What do you think this game is about?

What do you think the enemies and encounters represented?

What was the story of the game? Was it too blunt? Too subtle?

What do you think was the best part of the game? The worst?

What would you most like to see changed?

Other Comments?

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