Bonds: NON Testing

Observation, Pitch, Prototyping

Triangulation: Workshop, Field, Showroom

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Reflection

      I do think we were a bit unprepared for the event itself. I don't mean in actual preparation such as material or content, but more so that we didn't quite know what to expect of the event. I think we could have better tempered our expectations to the number of people we would get, as well as how many were willing to try our game. I also think I could have handled talking to our stake holder a bit better, as I don't think I explained the concept surrounding our game to the best of my ability.

Summary

      Personal findings of Night of the Nerds observational testing.

Current Situation

      We need to present our concept and demo at Night of the Nerds, as well as to our primary stakeholder- Join Us.

Process

      We split the day of presentation into 3 groups: 2 people from 9:30 am - 12:30 pm, 1 person from 10:30 am - 2:00 pm, and lastly 2 people from 12:30 pm - 4:00 pm. We looked at the

ticket website for night of the nerds and found most tickets were sold for the fontys area from 11:00 until around 1:00, so we thought it would be the best idea to have an extra person in the afternoon to account for what we assumed would be the busiest time.

For this testing phase, we wanted to see how people interacted with the game, if there were any obvious bugs / issues, as well as what instances that the players enjoyed or struggled with.

Results

We unfortunately did not receive as many people testing as we would have liked, and especially in the second half that I helped in we only received 4 pairs of testers. I was only present from 12 pm onwards so most people had left by that time as well as we had less people coming to the table then we had originally hoped for, however we still received a lot of useful observational information. From the groups I had observed, I noticed the following in all instances of testing.

- The marble minigame was impossible to fully do, as we only had one person total all day able to complete the digital version of the minigame.
- There needed to be an in-game way to discuss what was happening with other players, as during the demo most pairs did not realize they could speak to each other until we informed them.
- Controls were easy to understand, however most if all people in attendance were interested in technology / gaming so we still need to consider this.
- Our concept is not where it needs to be, whatsoever. There are still things we need to consider and look into to ensure children's safety and data retention. This was the main concern from our stakeholder, as well as those attending the event.

This was what I garnered from general observation and testing of our demo during the time I was there, rather then the full group's findings.