ALPHA PRESENTATIONS!

• How to Demo:
  • Present a 30-second description while you get the game started.
  • Run through the major features and narrate them as you play.
  • Have questions ready for feedback you want to receive.
  • If possible, get somebody else to play it as part of your presentation 😊

• Avoid:
  • Telling instead of showing.
  • Asking your audience to imagine things that should be there. If it’s not there, it’s not there.
CSC 404
PLAYTESTING
GUIDE

• Originally presented by Dustin Freeman, PhD
CSC404 SPECIFICS

• Submit a report 5 - 10 pages
• Playtesting sessions:
  • 2 sessions of on-campus playtesting provided
  • 1 session at Ubisoft Toronto
  • Arrange others on your own!
UBISOFT PLAYTESTING

- 10:00am – 10:30am
  - Group 1 + Group 2
- 10:45am – 11:15am
  - Group 3 + Group 4
- 11:30am – 12:00pm
  - Group 5 + Group 6
- 1:00pm – 1:30pm
  - Group 7 + others

Location: 224 Wallace Ave, Unit #200
Location: 224 Wallace Ave, Unit #200
PLAYTEST STAKEHOLDERS

- you
- playtesters
- your market, eventual players of the game
- your boss, funding providers
WHY ARE YOU PLAYTESTING?

• Because your boss/funder asked you to
• Because you’re not sure if your mechanic works in the game
• Because you’re nearly done and want to find bugs
PLAYTESTING IS SCIENCE

• Go out into the world
• Make observations
• Interpret them
• Take action based on your interpretation
SCIENCE = RECIPE

• Understand where results came from
• Repeatability & Verifiability
• Falsifiability
“INSTRUMENTS”

• Watching players
• Logging the game
• Spoken: “Think Aloud” or “What are you trying to do?”
• Post-game: Questionnaires or Interviews
GAME LOGGING

• Software QA stuff
• For finding bugs
  • i.e. where does the player break through the world
• Requires lots of playtesting
• Video Logging may be useful
VALVE TF2 HEATMAPS
• “Think Aloud”

• players need reminders

• Find out their intention; if they’re confused it may not be obvious
POST-GAME

• Questionnaires are usually useless by themselves

• Use an interview to ask about the questionnaire
ANALYSIS


- Portal Walkthrough With Developer Commentary: https://www.youtube.com/watch?v=4jXIGK_LwDk
PROVIDED PLAYTEST TIMES

• Thursday, March 9th in room 2165 of the Bahen Centre, from 5pm to 7pm
• Monday, March 13th in room 5250 of the Bahen Centre at UofT, from 2pm to 5pm.
• Others to come? 😊
CSC404 NUMBERS

• a *minimum* of two hours and 4 play sessions
• Report should be 5 - 10 pages
• Hand it in with your Beta
REPORT

• Game Description (changes since Alpha)
• Ingoing concerns and questions
• Procedure
• Participants
• Results
• Analysis
• Changes
REPORT

• Game Description (changes since Alpha)
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SCIEMCE!!!!
INGOING CONCERNS AND QUESTIONS

• If you have any expected results from the playtest put them there

• Any summarization of informal playtesting
RESULTS VS. ANALYSIS

• Results is a raw, summarized listing of what happened, without interpretation
GIVEN RESULTS, WE ...

• Analyze

• Changes
DON’T

• Use playtesting to verify that your game is “good”
DO

• Get specific results from playtesting

• e.g. the jump mechanic feels really fun - we should provide more jumping opportunities
DON’T

• Asking leading questions

• “Did you enjoy our fun starburst mechanic?”
DO

• Asking open-ended questions

• “How did you feel about the Starbust mechanic?”
DON’T

• Take your playtesters too seriously
OR
• Change your game from playtest to playtest
  • Exceptions can be made if playtesting reveals ways your game is broken.
DO

• Keep it consistent
DO

• Avoid overfitting

• Kill bugs that have nothing to do with your playtest
Thanks to Dustin Freeman for these slides and advice!