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

QUANTITATIVE

“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

SPOKEN

• “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

• http://theportalwiki.com/wiki/Portal_developer_commentary

• 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

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SCIENCE!!!!!
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.
• Keep it consistent

• Avoid overfitting

• Kill bugs that have nothing to do with your playtest

DUSTIN FREEMAN

• Thanks to Dustin Freeman for these slides and advice!