



# Game Design

Lecture 6



# TABLE OF CONTENTS

**01**

Playtesting

**02**

Playtesting

**03**

Playtesting

**04**

Tasks



01

Playtesting

# It is not about any playing

Internal design review

QA testing

Focus group testing

Usability testing

# Get Feedback!

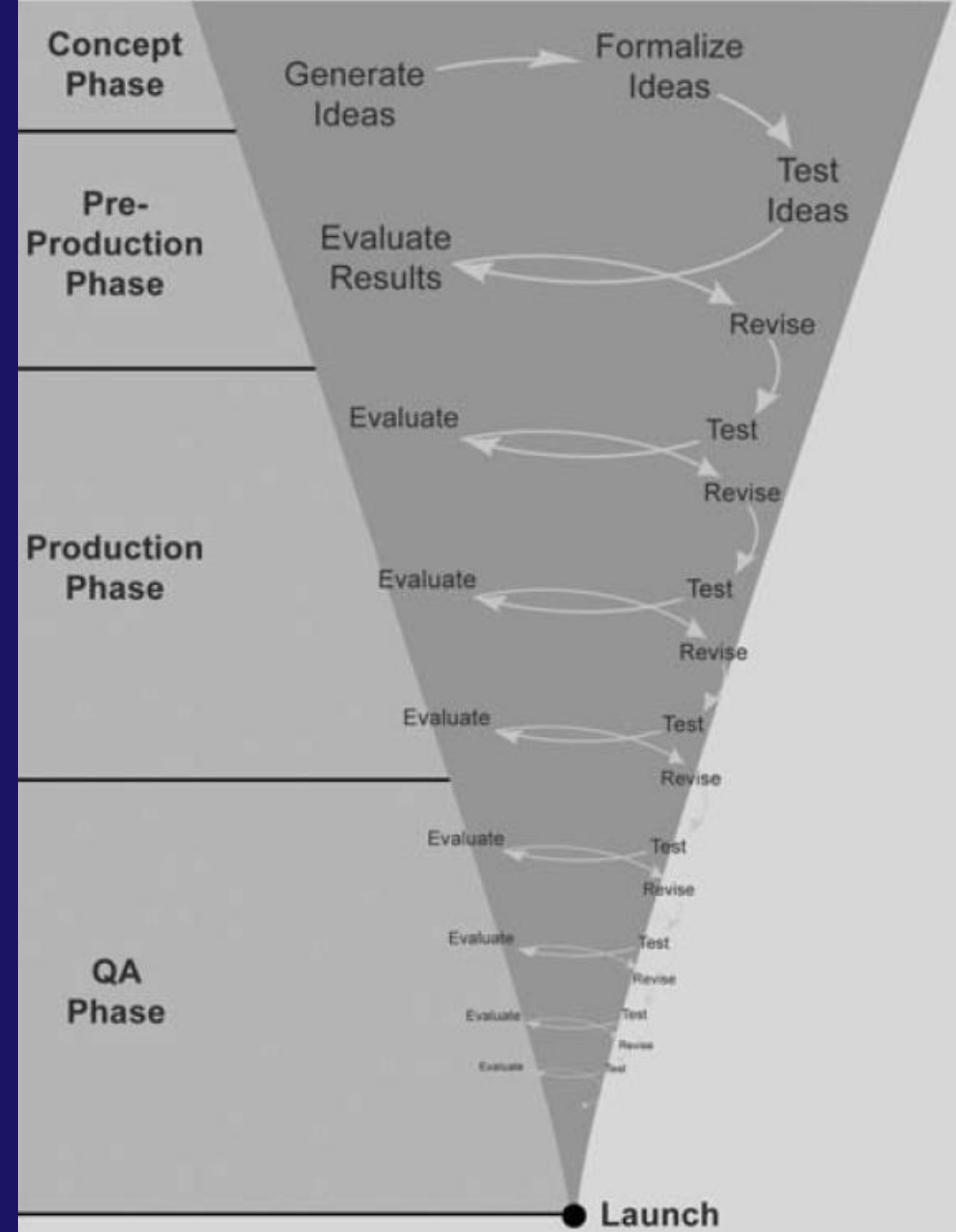
Complete

Balanced

Fun to play

# Iterative Design

Too late or too expensive?



# Who?

Team

Confidants

Strangers

Target Audience



Prototyping Stage	Playtest on Your Own	Playtest with Confidants	Playtest with Target Audience
1) Foundations	●		
2) Structure	●	●	
3) Formal Details			●
4) Refinement			●

A red box highlights the cells for '2) Structure' in the 'Playtest with Confidants' and 'Playtest with Target Audience' columns. A red 'X' is drawn over the 'Playtest with Target Audience' cell for '3) Formal Details'.

**Will They Steal My Ideas?**



# How to conduct playtest

Get the game (prototype) at early playable stage

Find someone to perform test

Make notes

# Plan

Introduction

Warm-up

Play session

Discussion

Wrap-up

# Introduction

Greetings

Describe what will happen

Tell about recording/watching/notes

2-3 min

# Warm-up

Ask about gaming experience

Ask about purchases

Ask your own questions (genre related, setting related)

5 min

# Play session

Explain the stage of the development

It is not a competition!

No wrong answers

Ask to think out loud

15-20 min

# Discussion

Ask more questions!

Overall, thoughts, learning, objectives, describe a game, useful information, didn't like, confusing...

15-20 min

# Wrap-up

Get contacts and thank them

# Gathering Data

Order is important

You know your problems, but these are new!

Ego

Play-testers want to please you



# Heuristics

Are clear goals provided?

Are the player rewards meaningful?

Does the player feel in control?

Is the game balanced?

Is the first playthrough and first impression good?

Is there a good story?

Does the game continue to progress well?

Not too much boring repetition?

Can players recognize important elements on screen?

Is the game consistent and responsive?

Is it clear why a player failed?

Are there variable difficulty levels?

Are the game and the outcome fair?

Is the game replayable?

Is the AI visible, consistent, yet somewhat unpredictable?

Is the game too frustrating?

Is the learning curve too steep or too long?

Emotional impact?

# Methods

One-on-one testing

Interview

Open discussion

Data hooks

# The Play Matrix

	Skill	Chance
Mental Calculation		
Physical Dexterity		

# How to use Play Matrix

Ask to place top 5 games

Ask to place your game

# Observations

Make a list/template for user

On scale from 1 to 10...

Draw, check boxes, anything

# What to do?

Produce the first prototype

Playtesting script

# References

Game Design Workshop-A playcentric approach to creating innovative games-2nd Edition

[https://www.gamasutra.com/view/feature/169069/finding\\_out\\_what\\_they\\_think\\_a\\_.php?page=2](https://www.gamasutra.com/view/feature/169069/finding_out_what_they_think_a_.php?page=2)