

## Fear and Freedom Newsletter

Week 8 | Mar 6th. 2015

Hello, everyone! Greetings from team Fear and Freedom. We are creating a game called 'Jayu - Freedom', a transformational game about North Koreans struggling under their oppressive government.

This week we conducted an important user testing session with 5 different people from inside and outside of the Entertainment Technology Center. Our testers were graduate and undergraduate students aged around 22 - 25. We hoped to see whether the users can understand our tutorial session from Day 1 to Day 5, as well as to see whether they are having any problems interacting with the User Interface elements in the game.

Barring a infrequent game breaking bug that prevented progress, most people could easily follow the tutorial and understand the interface elements. We then conducted an interview with our testers to see if they learned anything different about North Korea other than what they already knew. Our testers were very intrigued by the Self Criticism Session in the game. Most of them didn't know that North Koreans were obligated to have a weekly session where they have to criticize themselves and others regarding the rules set down by their supreme leaders based on Communism. Given the strong reaction to it, we have decided to emphasize a little more on the self criticism session and have events introduced through this session. Next week, we will keep working on our experience and will prepare ourselves for the upcoming Entertainment Technology Center halves presentation. We are very excited to show our progress in front of the faculty and the students here. Thank you very much, hope you have a great weekend!

