

## OPENING REMARKS

Hello again everyone! This week we conducted our first two playtests at Elizabeth Forward. They were highly informative. Our first playtest this past Tuesday was somewhat inhibited by technical difficulties; however, we were able to fix the issues in time for our second playtest on Thursday. Testing allowed us to discern adjustments that we need to make in order to finalize project Radius, the first phase of our game design.

This issue is a special one as we used an alternate layout in order to discuss our playtests and results. We would like to say thank you to our client and the students who participated in our playtests. We look forward to bringing you a fun game to have at your school for next semester and beyond! As always, be sure to stay updated on our latest designs and media on our website at <http://www.etc.cmu.edu/projects/skylight/>

## PLAYTESTING

The purpose of the playtest was to determine if players from our target audience could understand how to interact with the game, as well as how to play correctly. Our playtest procedure follows:

1. Introduction / Explanation
2. Play | Observe | Record
3. Questionnaire

As stated in the opening remarks, our first playtest had several bugs. Specifically, a then-unknown issue was causing only one wand to function which restricted the game to one player at a time. Also, background melody playback was not yet functional. Despite this, we were able to observe players natural tendencies in terms of how they physically interacted with the game, as well as see improvements in their performance as they played. Our second playtest fixed the technical issues with the first, and thereby gave us even better feedback.

## RESULTS

We had 13 students spanning grades 3, 4, and 5 in our first playtest. With regard to difficulty, 5 of them reported the game as very easy, 6 of them said easy, and 2 said hard. On a 5-choice Likert scale ranging from “not fun at all” to “a lot of fun,” all 13 of them described the game as a lot of fun.

We had 9 students spanning the same grades in our second playtest. With regard to difficulty, 5 of them reported the game as very easy, 1 said it was (just) easy, 2 said it was hard, and 1 said it was very hard. We believe this change is in response to the positive and negative feedback we added to the user interface to indicate how precise players were in the timing of their note-playing. On our scale of enjoyment, 1 child said the game was fun and 8 said it was a lot of fun.

The results are encouraging. The feedback and our observations will help us make a satisfying experience.

