



TRANSCENDENCE

Week 7

OPENING

Greetings! This week team Transcendence focused on incorporating the observations we recorded and feedback we received from our first playtest last week. General overall response to our game was positive. In addition, the children pointed out various aspects of our experience that we need to further strengthen as we move forward. Therefore, we have spent this week looking at new ways to increase the interactivity and engagement of our game, finding solutions, and planning out how to execute them.

BREAKDOWN

The playtest was conducted on 8 children between the ages of 7 to 12. We chose to conduct our test on a small number of subjects for several reasons. As we implemented the methods of interviewing, observation, and video recording, we wanted to have a small enough number of playtesters so that we could efficiently divide our manpower and test platform resources amongst them. Each playtester had his/her own project team member conducting our customized one-to-one procedure. In addition, with regard to the iterative process of playtesting, having no more than 7 or 8 playtesters is ideal. It allows us developers to focus our efforts on specific feedback and observation of how our users will interact with our game.

At the beginning of this week, we reviewed our observations and data from our playtest. Our playtest was crafted to assess the navigability of our game, its effectiveness in terms of achieving its educational goals, story accessibility and comprehension, and user enjoyment of the experience. All of our playtesters reported enjoying the game overall and pointed out various issues with game screen navigation, player-character identity, and dialogue prevalence.

Most of our feedback was quite typical in a game development process and it pointed to potential issues we

were already aware of. For the observations that we did not anticipate, such as how players interacted with the game at certain points, it defined the changes we need to make before conducting our next playtest.

BRIEFING

Challenges we faced this week included: re-evaluating and adjusting our approach to interactivity in our game to improve the interest curve, altering the amount of dialogue and the manner in which it is displayed to eliminate potential loss of interest, and finding ways to assure player understanding of who they are in the game.

To solve the challenge of increasing interactivity, we decided to implement new cognitive triangle functionality which requires players to make the triangle the first time it appears in game, and in subsequent appearances they must drag all 3 thought/feeling/behavior components onto the triangle before verification. We also changed the way players can pick alternate positive thoughts to suggest to the animal characters throughout the game.

With respect to dialogue, we have been iteratively shortening the script, removing any extraneous speech, and changing how it is displayed (from full-screen to roving text boxes).

CLOSING

This next week will be dedicated to our short-term goals of increasing interactivity, decreasing dialogue, and adjusting the interest curve so that we can conduct our next playtest as soon as possible. Once again we are team Transcendence. Until next week!

