

STEMPOWER NEWSLETTER WEEK 9 - PLAYTESTING AND HALVES

This week we got back the results from our first remote playtest, and conducted our first local playtest as well. We had four third grade students from West Elementary in Athens, OH at our remote playtest on October 19th, and six students from Upper St. Clair in Pittsburgh ranging from kindergarten to fifth grade at our local playtest held here at the ETC on October 23rd.

We gave the students a multiple choice question asking them how they thought the day and night worked before playing our game and only half of them got it right. We then let them play our game and gave them the same question afterwards. All the students in our target demographic got the answer right the second time.

Furthermore, we wanted to see how intuitive our control scheme was so we did not give explicit instructions on how to spin the Earth. 80% of the students were able to get through the first level with no outside instructions. Students were also given the option to play again after finishing the one level demo, and all of them chose to try again.

This week was light on development as we were focusing our efforts on preparing for our Halves presentation on Friday, which went very well. Next week we dive back in with a new one week sprint to begin the journey to Soft Opening at the end of November. We'll have a new demo to share in our next newsletter as well.



Some students playtesting at our project room in the ETC



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