

COTF_Usability_Testing_Interview_Questions

Usability Testing (Playtesting)

A small group of paid participants (nine adult individuals working part-time for COTF) will participate in usability testing by playtesting the NASA and COTF game prototypes and the NASA and COTF game prototype assessment instruments (see following description of embedded assessments). COTF will pay playtesters \$7/hour for about 40 hours of participation. Playtesters may work on the games from the COTF facility or another designated location. Data will be collected in person and via a server. Playtesters will be observed during gameplay, and observations will be recorded by the researchers, who will also interview playtesters in both focus group and one-on-one settings.

Interview questions:

- A. What worked in this game?
- B. What didn't work?
- C. How would you change what didn't work?
- D. What was fun in playing this game?
- E. What wasn't fun about playing this game?
- F. How would you change what wasn't fun?
- G. Did you feel in control?
- H. Did you feel that your decisions impacted your chance of success in the game?
- I. What did you learn about [targeted concept]?
- J. How did playing the game help you to learn this?
- K. Did the pace of your gameplay sometimes slow down?
- L. When did this happen?
- M. Was the game as engaging when gameplay was slow as when it was fast?
- N. What was your level of skill at playing the game?
- O. Were there times when your level of skill was greater or less than what you needed to succeed in playing the game?
- P. What was your level of challenge in playing the game?
- Q. Were there times when the level of challenge was too great or too low? If so, how did you feel when this occurred?
- R. What did you like about the game?