

GAME 3899: Game User Research
Assignment # 4 (10 points)
Usability Testing
Due: October 18th 11:59pm

We are going to do usability testing for a game mod developed on top of Fallout 3 New Vegas. The game was developed by Alessandro Canossa, Game Design Faculty, and his students with the intent of analyzing the behavior of players according to the Five Factor Model (FFM). In psychology, the FFM of personality is a hierarchical organization of personality traits in terms of five basic dimensions. Each dialogue, quest, attack interaction, item pickup and door opened should reveal something about each individual player. It is therefore important that players are aware of the implications of every action or at least have a general idea of the nature of the interaction they are about to initiate.

Requirements:

You are required to perform three usability tests on the interface and mechanics of the game with the following goal: You want to ensure that the game is usable and that participants understand what they need to do at any point in the game. You also want to make sure to gather all issues that arise within the interaction pertaining to understanding the mechanics or interface so you can report them to the designers.

You will develop a report outlining the results of all three tests. If the test, requires statistical analysis use SPSS and your report should clearly discuss the statistical tests and results as well as charts to show the results clearly. 20% (2 points) of your grade will be on clarity and correctness of how you preformed the test and discuss the results.

The three tests are:

- **Performance Test.** (2 points)
- **Think Aloud Protocol.** (2 points)
- **Retrospective Testing.** (2 points)

For each one of these studies outline the following:

- **Participant recruitment:** how did you recruit your participants, who are they, and how many did you recruit and why this particular number of participants.
- **Research design:** what are your goals, research questions, hypotheses, and why. Explain the protocol you asked participants to go through step by step. Discuss data collected and how you analyzed the results.
- **Results:** outline major results. These should be in the form that you can give back to designers. Be careful of generalizations or making conclusions you cannot make from the data you have. Your charts whenever you can.

Compare the methods and results you gained. (2 points)

To Run the game:

Preliminary: in the “Data” folder make sure that only the following files remain:

- Fallout - *.*
- Credits*.*
- FalloutNV*.*
- FinalGame.esp
- Update.bsa

All other files should be moved to a new folder of your choice

Load the mod, by executing “FalloutNVLauncher.exe”-> click on “Data Files” and check “FinalGame”.

Click OK and then Exit

Start the game, by executing “nvse_loader.exe”

Enter the console by using the “`” key (At the main menu).

Type “**Set participant to testnumber**” where testnumber is an integer numeric value (end with enter)

Type “**scof testnumber**” where testnumber is an integer numeric value (end with enter)

“**coc 1aintro**” (end with enter) the last command will start the game and start dialog with a npc, so make sure that the test subject is ready.

How to submit: Submit pdf report by email to magy@neu.edu.

If you have any questions or comments, please first post your questions on piazza, if you do not have an answer in 24 hours email the instructor.