



Once you have completed your user testing, post your results for class review. Include all of the following in your post:

- basic information about your test subjects
- your raw test results
- a brief report outlining problems that need to be addressed, along with your preliminary solutions

Once you have posted your test results, select three of your classmates' projects that you find of interest, and provide feedback. Focus on analyzing the results for areas of both strength and weakness in the prototype. Also, provide feedback on the proposed design solutions.

#### Basic information

Angie  
Female  
32  
Facilitator (teacher)

Brad  
42  
Male  
Player (dad)

Darrin  
9  
Male  
Player (special needs – autism)

Kailey  
4  
Female  
Player

Abby  
7  
Female  
Player

Holly  
Female  
2 ½  
Player

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#### Raw Test Results

Note about the test results – I observed the game play personally and did not ask for feedback except from Angie. I felt the kids were too young to fill out a survey, but chose instead to record reactions, words, etc. So the “raw data” is somewhat interpreted or filtered.

Total number of games played: 4

Total time: around 30-40 minutes

Number of players: 2 games with 1, 1 game with 2, 1 game with 3

Disruptions to game play:  
Having to go get the dice after someone threw it across the room.

Fairness:  
In the multiplayer games no one finished more than a quarter of the board behind. Both games would have resulted in a tie as the rules are strictly defined.

Easily understandable:  
Some question as to what some of the object are. Igloo was difficult, as was x-ray. Some struggle with the sequence of the game with Darrin.

Challenging:  
No real challenge for the older kids in naming the letters. Darrin's challenge was the sequence of the game and moving the game piece the correct number of spots. Holly struggled to recognize the objects. Abby's only challenge came in the bonus questions given by the facilitator. Kailey was challenged by the game and the bonus questions.

#### Problems and Solutions

There was some problem for Holly and Kailey in recognizing the drawings. I think color pictures will help. But part of it probably has to do with cultural context and exposure. Kailey has not seen an x-ray before, and probably has had limited exposure to igloos. These pictures could be replaced with other objects and illustrations.

The game sequence was difficult for Darrin – pick a card, name the letter, role the dice, move the piece. But part of it is the disability. He struggles with sequences in general. However, I could probably come up with a cheat sheet with illustrations showing what order to do things in. I think it's partly the facilitator's role to work with the player and help them learn though. That's partly the point of the game.

The other way Darrin struggled was counting when moving his piece on the board. But according to his mom, that's nothing new either. He has trouble actually counting (he acts like he's counting a lot).

Dice. The only disruption in the game that I observed was when the players got a little wild with their dice rolling, throwing it across the room. I think the dice being soft helps this action not be too dangerous. And the players genuinely seemed to enjoy rolling the big soft dice.

#### General thoughts and observations

I asked Angie her thoughts on the game play. She commented about how especially good the game was for Darrin. It pushed him in learning to follow directions in sequence and helped push him on his counting skills. At first he tried the game and decided he didn't want to play. After his siblings played 2 game though, he came back and took his turn. His sessions were one on one with Angie and they really worked with his rule following and counting. He was not asked any bonus questions. He asked to play the game again both times (but it was time for bed after the second).

Holly was really too young to play, but instead we asked her to name whatever object was on the cards. She enjoyed it and Angie did ask her bonus questions. She played 1 game total but would have played another but it was time for her bed.

Kailey "won" both the games she played (but technically tied). She really liked throwing the dice and answering the bonus questions. She struggled to answer the letter questions, which I took as a sign of challenge. She did not show any sign of frustration.

Brad played along and seemed to enjoy playing the game with his kids. He played 1 game with Kailey then chose to watch the rest of the time. The bonus questions he was asked were significantly harder than Kailey's. He said Kailey won the game in the end but it was a technical tie.

Abby played 1 game and enjoyed it. The bonus questions were really the only challenge for her. She wanted to play multiple games, but it was Darrin's turn to play after her first game, then she needed to go to bed. She seemed interested and excited about the game.

Overall I'm pleased with the reaction of the players. I'm really surprised it went over so well. I was also very interested by Angie's observations as to the implications of teaching Darrin rules, sequence and counting. I think the game has the capability of doing some good which is exciting.