

AstroQuest: Beta Testing Evaluation Observation

Evaluator:

Subject:

Time:

Observations:

Does the subject seem to be having a difficult time navigating the program? (Watch for facial or vocal expressions)

Does the subject seem to be able to understand the directions ?

Does the subject seem to become bored or frustrated with the game play, or struggle with the difficulty of the puzzles?

Note any bugs or glitches you notice, even if the subject doesn't notice them:

Questions to ask after the subject has played through the program:

Were the directions easy to understand? What didn't you understand?

Was the game enjoyable to play?

(If subject is in game's intended age group) Did you learn anything?

Was the difficulty of the puzzles at the right level for the intended age group?

Was there anything that was frustrating about the game play or the functionality of the program?

If you could change anything about the game what would it be?