

The **User Feedback Gathering Process** will be delivered to the teacher as a package, and carried out by the teacher, with a small number of students (e.g. 3-4) and should be performable (start to finish) in 20 minutes.

- instructions for the teacher on how to administer the test.
- a description of how the evaluation or play-test will be run.
- an introduction to be read to the students by the teacher.
- the prototype/samples to be evaluated.
- a questionnaire or process for gathering feedback.
- a means for returning that feedback to you.

Video feedback may be available, but we have not yet ensured that.

The feedback gathering process will be graded on the basis of:

- 20% ease of administration (usability of the package by the teacher)
 - 20% clarity of the student instructions (they knew what was expected of them)
 - 20% organization of the activities and use of time
 - 20% effectiveness and practicality of feedback gathering process
 - 20% did you get meaningful feedback on the key questions
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Below are the steps for the user feedback gathering process:

1. Tell the students to complete the first section of the questionnaire.
2. Make each student open the prototype with Microsoft Powerpoint (the prototype has some issues with OpenOffice).
3. Tell the students to run the slideshow and click on the first screen. Tell them that they are only allowed to use the buttons provided in the prototype to get to the different views.
4. Tell the students to try to get to the circus view. Note any mistake made by the students during this task or any of the following ones.
5. Ask the students to record how long it takes them to complete the next few tasks in the prototype and if they have any difficulty performing them.
6. Tell the students to go back to the world map and then to the town view.
7. Ask the students to record the attendance and ticket price of the circus.
8. Tell the students to go the minigame screen, and from there, to get back to the world map.
9. Tell the students to get the quest.
10. Let the students exit the prototype.
11. Ask the students to record the answer to the following question: If your circus stays in the same city for a long time, will more, less, or the same number of people attend? Give them a couple minutes to answer.
12. Tell the students to complete the second section of the questionnaire.
13. Tell the students to email what they've recorded and answered to alopezlago@hmc.edu .
14. Send your personal notes and observations (i.e. problems using the interface) to alopezlago@hmc.edu .