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### Assignment 3

1) Conduct usability testing, performance, and acceptance... Testing should consist of 3 overall components including Focus Groups, Interviews with individuals and monitored game-playing Sessions. Focus groups will be conducted with gamers before(1a) and after(1b) exposure to the game. Similarly, interviews with individuals will also be conducted before(2a) and after(2b) playing the game. Evaluate user responses to previously defined requirements based on an adapted customer satisfaction model as put forth by Noriaki Kano. In such a model, requirements are classified into three basic rhelms:

a) *expected* requirements - for instance, a gamer's basic expectation that the video response time not lag or that the learnability curve allows for immediate game-playing with no prior use; these are generally aspects of performance that are NOT stated selling-points, for instance: airline companies do not outwardly sell themselves on successful landings...

b) *revealed* requirements - features that the players are made aware of either through marketing, packaging, magazines articles, news ratings...For example: that a game include secret routes, treasures, that a driving game provide physical feedback from teh steering device...

c) *exciting* requirements - features that go beyond the gamer's expectations; well-received unexpected or new features will naturally migrate towards the "revealed" class as they are absorbed by the gaming market.

Identify a **learnability curve** and **challenge index**... Consider how deep-engagement metrics such as Socio-dynamics or Challenge play into these requirements for the type of game in question. Adapt "**Stages of Use**" concept for software design for evaluation of the game as it pertains to users of varying skill levels (within the context of gaming in general) and varying familiarity with the game in question (in particular)... **Does the game meet the changing needs of gamer as she advances from novice to intermendiate, to expert?**