
Playtesting

— For UCLA “Zoom Theater” —

Who am I?

Principal Game
Designer
at Schell Games

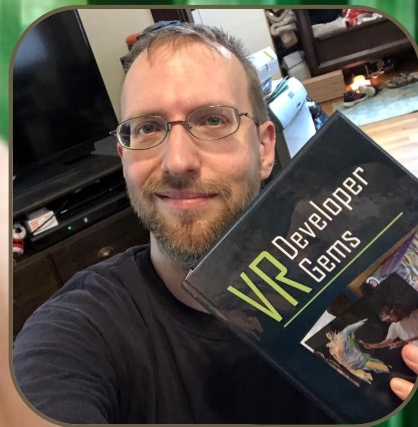
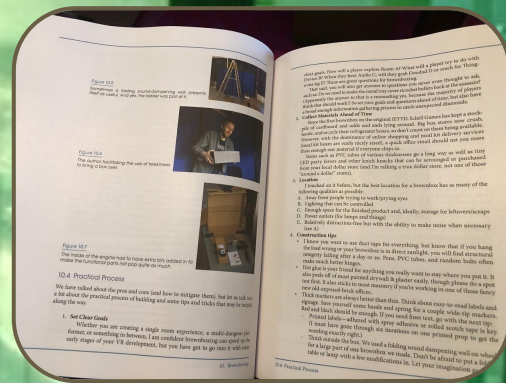
I Expect You to Die

Water Bears VR

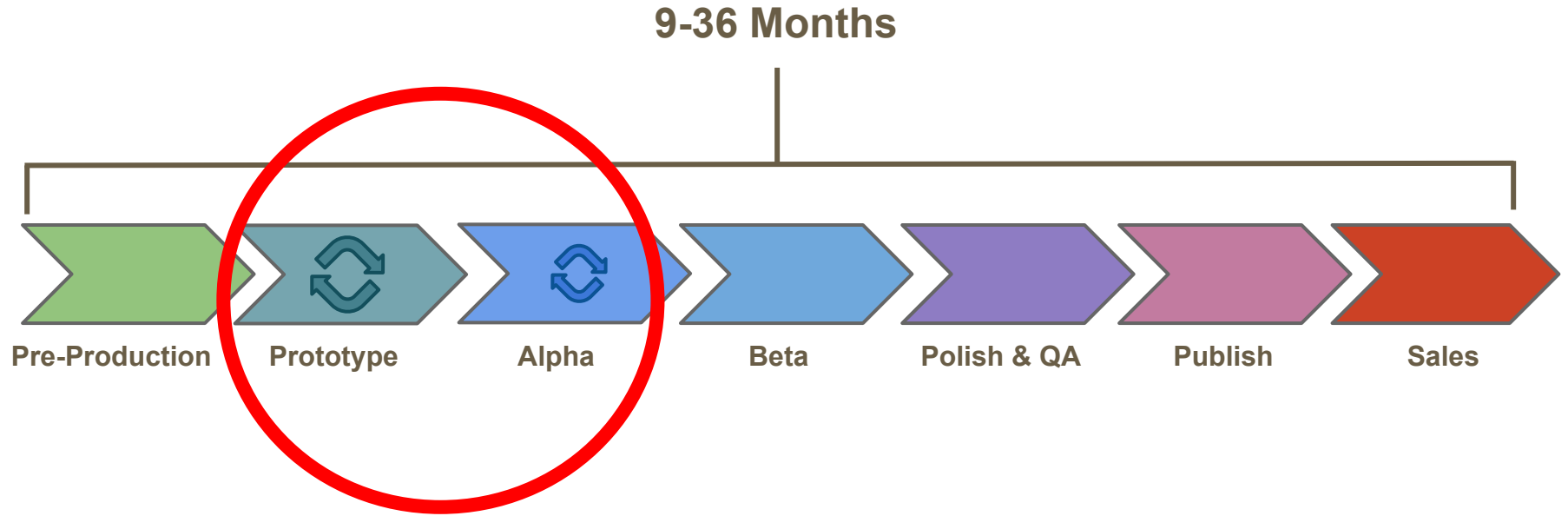
Various Theme
Park Attractions

Toontown

Surprisingly Fun
Games



Crash Course in Game Development



What is Playtesting?

- Merriam Webster - “The word you've entered isn't in the dictionary.”
- Wikipedia - “A playtest is the process by which a game designer tests a new game for bugs and design flaws before bringing it to market.”
- Shawn - “Playtesting is the process by which a game **developer** tests a new game for bugs and design flaws **throughout development.**”

What are bugs and design flaws?

Bug - A player experiences something in the game that was not intended by the game developers.

Design Flaw - A player plays the game in a way that was not intended by the game developers.

But we're not making games...

**If you are creating something
other people will experience,
You should playtest it.**

What can you playtest?

- **Concept** - What do you think a play where the audience is treated as a pet would be like?
- **Concept Art** - What does this image make you think?
- **Paper Prototype** - Run through the experience as a Script. What resonates? What bores?
- **Physical Prototype**
- **Soft Open (Rehearsal)**



Playtesting Questions

The goal of post-playtest questions is to get unadulterated feelings from the person. You do not want to lead them in any way, but you want to find out what they thought. Try these questions:

1. What was the most frustrating moment or aspect of what you just played?
2. What was your favorite moment or aspect of what you just played?
3. Was there anything you wanted to ~~do that you couldn't?~~ happen that didn't?
4. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?
5. How would you describe this game to your friends and family?

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4. If you had a magic **wand** to wave, and you could change, add, or remove anything from the experience, what would it be?
5. How would you **describe** this game to your friends and family?

Frustrating, Favorite, Wanted, Wand, and Describe

FFWWD

HOSTING A VR PLAY SESSION

Before Session Begins	During Playtest	Ending the playtest
Equipment <ul style="list-style-type: none"> ❑ Ensure Headset & Lenses are clean before each individual use. Establish Comfort <ul style="list-style-type: none"> ❑ Query user about familiarity with VR ❑ Show unfamiliar equipment & describe function ❑ Establish your position relative to them in the real world ❑ Describe what tester will be able to see (Rift) or not (Gear) ❑ Verify Calibration, if possible ❑ Assist player with donning <ul style="list-style-type: none"> a. headset <ul style="list-style-type: none"> ❑ consider glasses - needed? Help get them into headset if so. b. controller(s) c. Headphones d. Settle Umbilicus if applicable ❑ Assist with calibration if needed 	Spatial Manners <ul style="list-style-type: none"> ❑ Avoid side conversations - talking over player is rude. ❑ Let player know if you're changing position or swapping hosts out ❑ Avoid laughing at player's actions - they can't see your friendly faces and may not know you're with them. ❑ Check in verbally with player so they know you're still there and invested. System Specific <ul style="list-style-type: none"> ❑ You can't always tell if they enter in-headset menus, so warn them what they look like (dimmed world, can't interact, etc... ahead of time). ❑ Help players understand if Rift is losing tracking & how to avoid. ❑ Assist VIVE players with umbilicus - don't let them trip themselves! ❑ Use Daydream with camera cables and TV or computer to see what they see 	Equipment <ul style="list-style-type: none"> ❑ Assist with removal of <ul style="list-style-type: none"> ❑ controller(s) ❑ headset ❑ Headphones ❑ Ensure players have time to transition to real world. <ul style="list-style-type: none"> ❑ Warn them it may happen so they are not freaked out if it does. ❑ Describe simsick symptoms, advise drink water, fresh air, eschew screens for a bit Data Gathering <ul style="list-style-type: none"> ❑ Use <u>FEWWDD</u> ❑ Was there ever a moment when you forgot you were in VR & felt there? ❑ Did anything make you remember it was a simulation?

Questions?

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Schell Playtesting Resources

www.schellgames.com/blog/vr-playtest-best-practices-featuring-schell-games

www.schellgames.com/blog/the-definitive-guide-to-playtest-questions