

Playtest Plan 4/6/19 - Playtest Day

Roles:

1. One person behind camera / speaker
2. One additional speaker / notetaker
3. Two tech peeps
4. Although others can take notes if they want, two people can remain working if they need to.

They come in.

We Open with:

1. Standard pitch speech about the fact we are Cutting Edge and we're experimenting with different kinds of editing transitions in VR, and are wrapping a story around these transitions.
2. With it being VR, we ask "How comfortable are you with VR?"
 - a. They Answer
3. "Do you mind being recorded?"
 - a. They Answer

We then talk about:

1. We talk about the fact that we have 5 of our scenes to take them through and that we have two stations set up.
2. You can talk aloud as you go through them, and if you get stuck, we'll help.

Go through the 5 scenes:

TO KEEP NOTE OF WHILE THEY'RE TESTING

1. Did guest complete tasks? (was the picking up objects clunky or successful)
2. How long did the guest take to find the interaction
 - a. **Key thing: How long is the total experience taking**
 - i. **How long is the user looking around?**
3. List errors that guest veers off track

Afterward, ask:

USABILITY QUESTIONS

1. What problems did you encounter?
2. What do you wish you could have done that you weren't able to do?

ENGAGEMENT QUESTIONS

1. Who do you think you are in this story? First impression?
2. What is happening to you?
3. What do you wish to see next?
4. How did the flow feel?
5. If user expresses dissatisfaction with any story elements, ask: what do you wish would happen?
6. If the user understand the base story elements, ask: what were you thinking during the cuts?
7. If the user didn't understand the story, ask: what would've made things better understandable?
8. Did you feel connected at all to the story? Why, or why not?