

Generating Playtest Research Questions

You have a working model of your game, congratulations! Now it's time to refine your game by testing it out with users and stakeholders.

GOALS: What aspects of your game do you want to REFINE?

QUESTIONS: Addressing your goals, what questions do you want to investigate through playtesting?

GOALS	QUESTIONS
<p>Choose a goal in one of these areas:</p> <ul style="list-style-type: none">• Gameplay experience• Emotional experience• Audience and context• Usability• Learnability• Impact• Theme	<p>Which elements are you testing? How will you know if this element is helping you meet your goal?</p> <ul style="list-style-type: none">• Mechanics• Interface• Art• Sound• Story• Controls• Level design

