

Planning Your Playtest

You have made choices while designing your game that are intended to solve a problem, engender a certain gameplay or emotional experience, or make an impact.

1. Who are your players?
2. Where will you find players to participate in this playtest?
3. In your playtest, what demographic information do you want to collect?
4. Where will you conduct the playtest?
5. What measures will you take to reduce bias in your test? (Consider how you will introduce the game, what training do playtesters need?)
6. How will you observe the players? Are there specific emotional responses or states you want to look for (e.g. accomplishment, confusion, boredom, joy, repulsion)?
7. How will you document your observations?



