

Tryout Report

Zombie Apocalypse Instructional World for Food Nutrition Labels

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1. Overview

The Zombie Apocalypse game was designed to teach the player about nutrition. The audience in mind were younger aged players, but anyone could potentially play the game. It is expected that the player know how to read basic English to fully enjoy the game.

The goals of this program are to teach players about nutrition that may not already know about nutrition. It allows the player to put the concepts of nutrition into practical use and see the benefits and/or punishments of their choices.

2. Program Description

The program in which we used to evaluate the performance of our virtual world was that of an “open beta” and a survey that the users would complete after they had played the game a few times. The idea of an open beta is fairly standard in the industry and is a useful tool to decide if a game is ready for shipment. We used this strategy as we made our virtual world as close to a first person shooter of the survival horror. This also furthered our goal to make our virtual world as stealthily educational as possible. We were hoping that users would believe that the nutrition labels and information was just the main mechanic of the game and not recognize it right away as a piece of educational software.

3. Tryout Description

Users of all ages were asked if they were willing to try out a game that we had been working on and were asked to fill out a survey afterwards. The game was delivered as an executable. Users were allowed to test the game on their own time, which allowed for flexibility.

Collection data was based on user feedback via comments and a survey. Some people did not do the survey as requested, but later commented on their experience. This may have been partly due to allowing people to test the game in their free time and not having much of a testing restraint to it. Lack of survey responses was also partly due to the Google form not working properly and some responses were not getting recorded upon submission.

4. Results

a) Survey Results and Comments

- The full survey results with graphs and charts are below in the Appendix sections.
- A couple of testers got stuck in the doorway of a building and had to restart the game to escape it. This is an issue that can cause frustration.
- Players generally liked the concept of the game and thought it to be interesting.

5. Suggested Revisions

The following revisions are recommended to improve the game and stem from the comments and experiences of the testers and developers.

- Place food items farther from doorways - they can cause the player to get locked in the doorway if the door closes and the player is unable to move back from the doorway because of the food item on the floor (this occurred from a food supplement)

16:2 3:14						eric a										
4/27/ 2014 15:1 0:47	Benja min Schu bert	23 to 27	Bach elor's Degr ee	Softw are Devel oper	Mal e	Nort h Am eric a	Every one 10+	In scho ol comp uter lab	7	8	7	6	4	6	7	

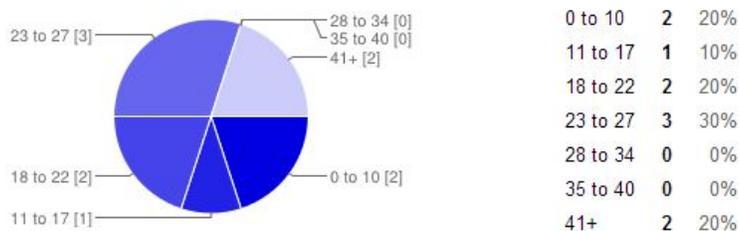
Appendix C Survey Results Charts and Graphs

Summary

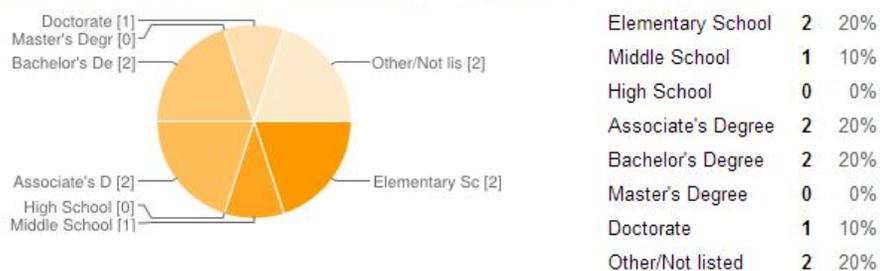
Enter your name (optional; include if you want to be listed in the game credits as a tester)

Jen Beeboe One and Only Hynotoad h Roald Brian Aaron Frisby Benjamin Schubert fasfgsdg #mLg420sw4g

What is your age range? (in years)



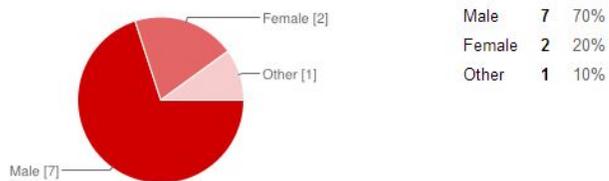
What is your level of education? (select your highest level of completion)



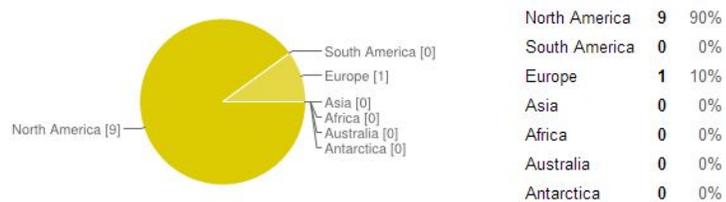
What is your major or occupation?

fdsgfsd Engineering Remedial Education jklj Software Developer Garbage Guy bench warmer MLG CoD eSports Geology Biomedical Engineering

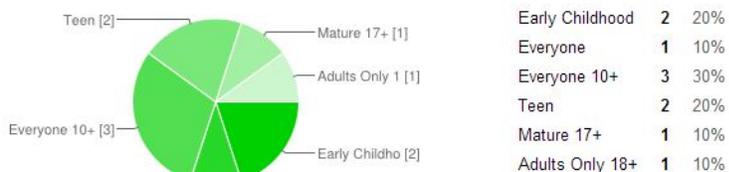
What is your gender?



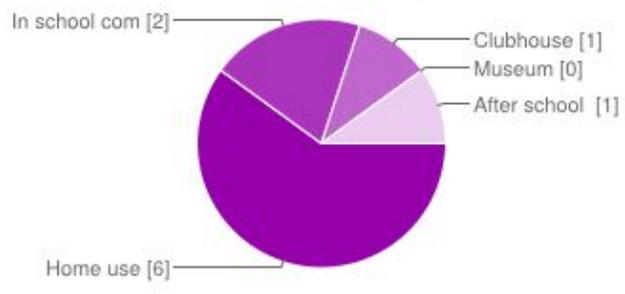
Which continent do you live on?



What audience do you think this game is appropriate for? (Select an ESRB rating)

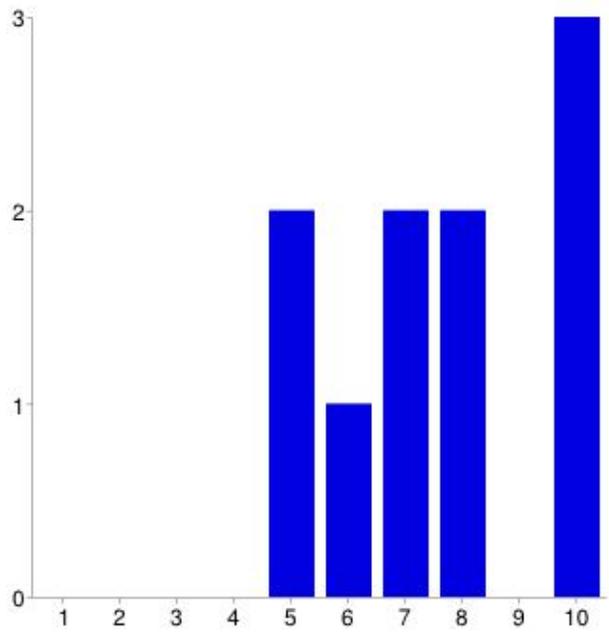


Which instructional setting do you think is best for the user to learn from this game?



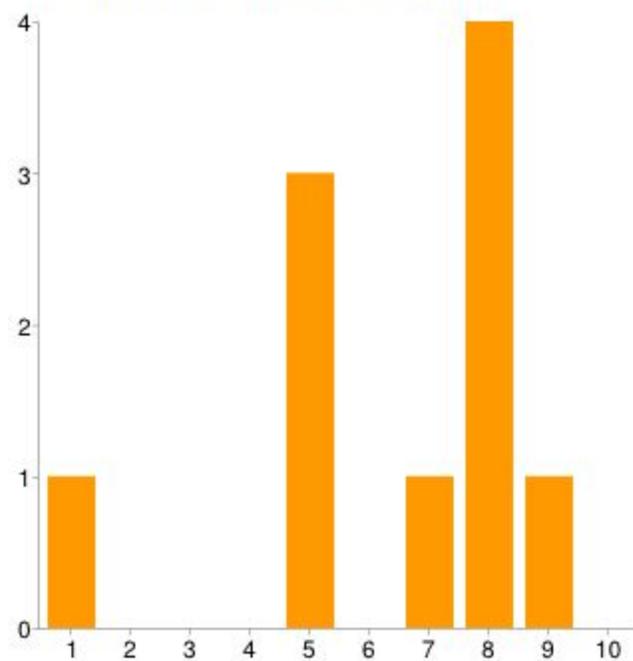
Home use	6	60%
In school computer lab	2	20%
Clubhouse	1	10%
Museum	0	0%
After school group	1	10%

Were you motivated to play this game?



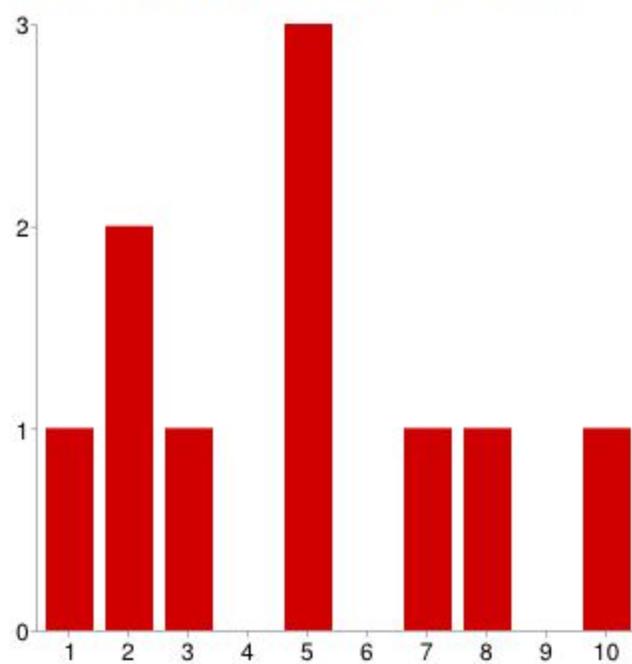
1	0	0%
2	0	0%
3	0	0%
4	0	0%
5	2	20%
6	1	10%
7	2	20%
8	2	20%
9	0	0%
10	3	30%

Was the game easy to use and play?



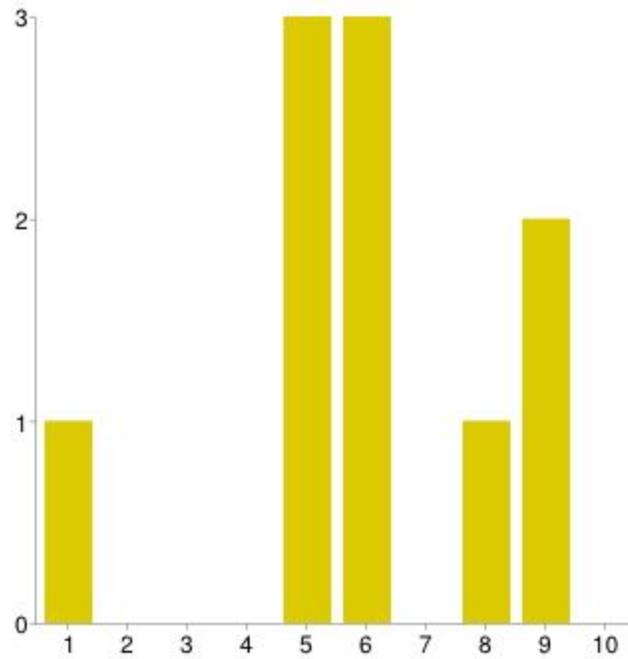
1	1	10%
2	0	0%
3	0	0%
4	0	0%
5	3	30%
6	0	0%
7	1	10%
8	4	40%
9	1	10%
10	0	0%

Did you find the game to be educational?



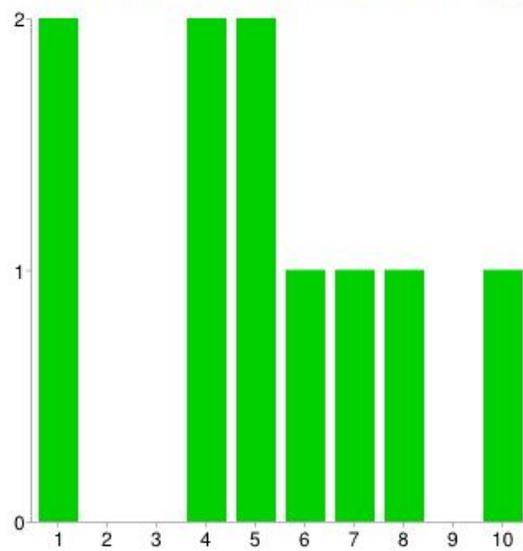
1	1	10%
2	2	20%
3	1	10%
4	0	0%
5	3	30%
6	0	0%
7	1	10%
8	1	10%
9	0	0%
10	1	10%

Did you find the game to be entertaining?



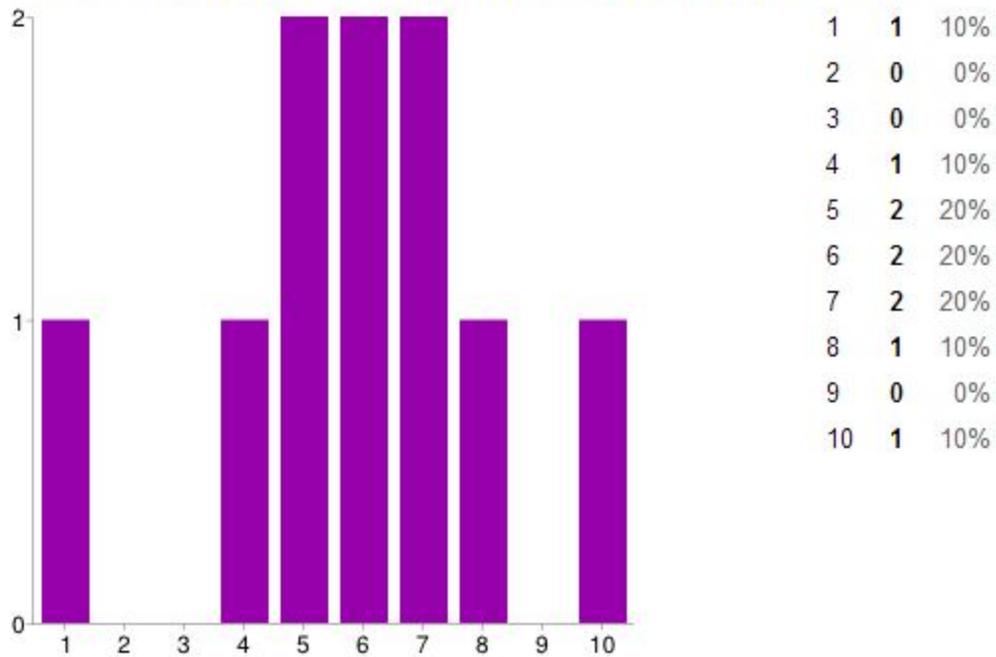
1	1	10%
2	0	0%
3	0	0%
4	0	0%
5	3	30%
6	3	30%
7	0	0%
8	1	10%
9	2	20%
10	0	0%

Did you find the in-game activities to be valuable and/or important to learning the concepts of nutrition?

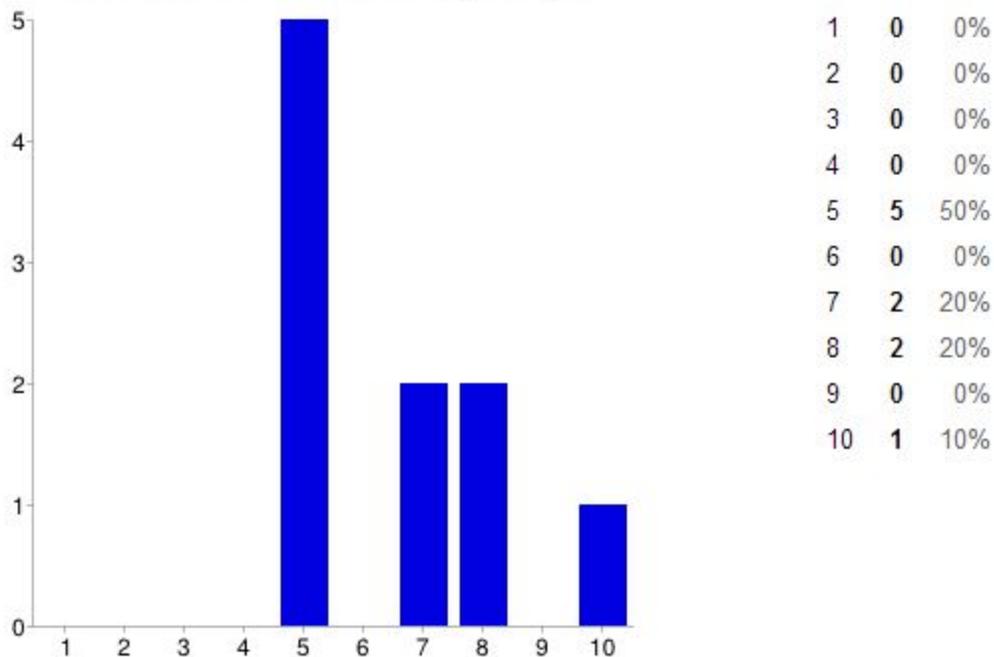


1	2	20%
2	0	0%
3	0	0%
4	2	20%
5	2	20%
6	1	10%
7	1	10%
8	1	10%
9	0	0%
10	1	10%

Was the environment engaging emotionally? i.e. Did it feel scary?



Was the environment visually appealing?



Appendix D Survey Questions

1. Enter your name (optional; include if you want to be in the game credits)
2. Your age (< 10, 11-17, 18-22, 23-27, 28-34, 35-40, 41+)
3. Level of education

4. Major
5. Sex
6. Which continent do you live on? (North America, South America, Europe, Africa, Asia, Australia, Antarctica)
7. What audience do you think this is appropriate for?(Everyone, E-10+, Teen, Mature)
8. Which instructional setting do you think is best for the use to learn from this game? (check all that apply; home use, in school computer lab, clubhouse, museum, afterschool group)
9. Were you motivated to play this game? (yes or no)
10. Was the game easy to use and play? (yes or no)
11. Did you find the game to be educational? (yes or no)
12. Did you find the game to be entertaining? (yes or no)
13. Did you find the in-game activities to be valuable and/or important to learning the concepts of nutrition? (yes or no)
14. Was the environment engaging emotionally? i.e. did it feel scary? (yes or no)
15. Was the environment visually appealing? (yes or no)
16. Additional Comments box

Appendix E Additional Comments Not Posted in the Survey

sometimes after firing a bullet, i get a blank next time i shoot, when oi still got bullets

[4:19:18 AM] Miles-Fox: i can't get into the first bunker

[4:19:44 AM] Miles-Fox: sometmes you can't kill a zombie inside a bunker, cause he's head his covered above the door

[4:19:56 AM] Miles-Fox: and sometimes the bunkers glitch making it difficult to get out

[4:21:28 AM] Miles-Fox: <http://s22.postimg.org/52v9gzutd/zombie.jpg>

[4:21:44 AM] Miles-Fox: picture of me stuck at the bunker door

[4:26:02 AM] Miles-Fox: when i eat something, i at times also shoot bulets

[4:30:35 AM | Edited 4:40:58 AM] Miles-Fox: aside from that i'm not really sure whats' the objective aside from survival, i went thru the whole map, (at least i think i did) so i just let myself die by walking off the side of the map, cause there seemed nothing left to do/explore after some time (ow after making the survey i realized the objective, aside from survival was learning about nutrition, i just chomped down whenever my backpack was full)

[4:32:04 AM] Miles-Fox: other things, when going thru the controls, i saw fire 2 and fire 3, neither of them did anyhting in game though, wish the bullets didn't pop back up after a while and you had to find ammunition, but thats just me

[4:32:40 AM | Edited 4:32:56 AM] Miles-Fox: i did enjoy playing the game , i know i wouldn't be able to make a game myself so props to you and the rest who helped made it

[4:39:48 AM] Miles-Fox: i sound like such a complainer when i'm actually amazed when ppl can make games unlike me...

[2:17:55 PM] Miles-Fox: i should probably also say my enjoyent level of the game spiralled downwards after feeling there was no real ending/goal aside from surviving/keeping my nutrition up, so thats why that number was on the low side

[4:19:48 PM] Hyper I xStarlightHD: ZAV Nice Game

[4:19:57 PM] Hyper I xStarlightHD: It actually runs smoothly on my laptop