

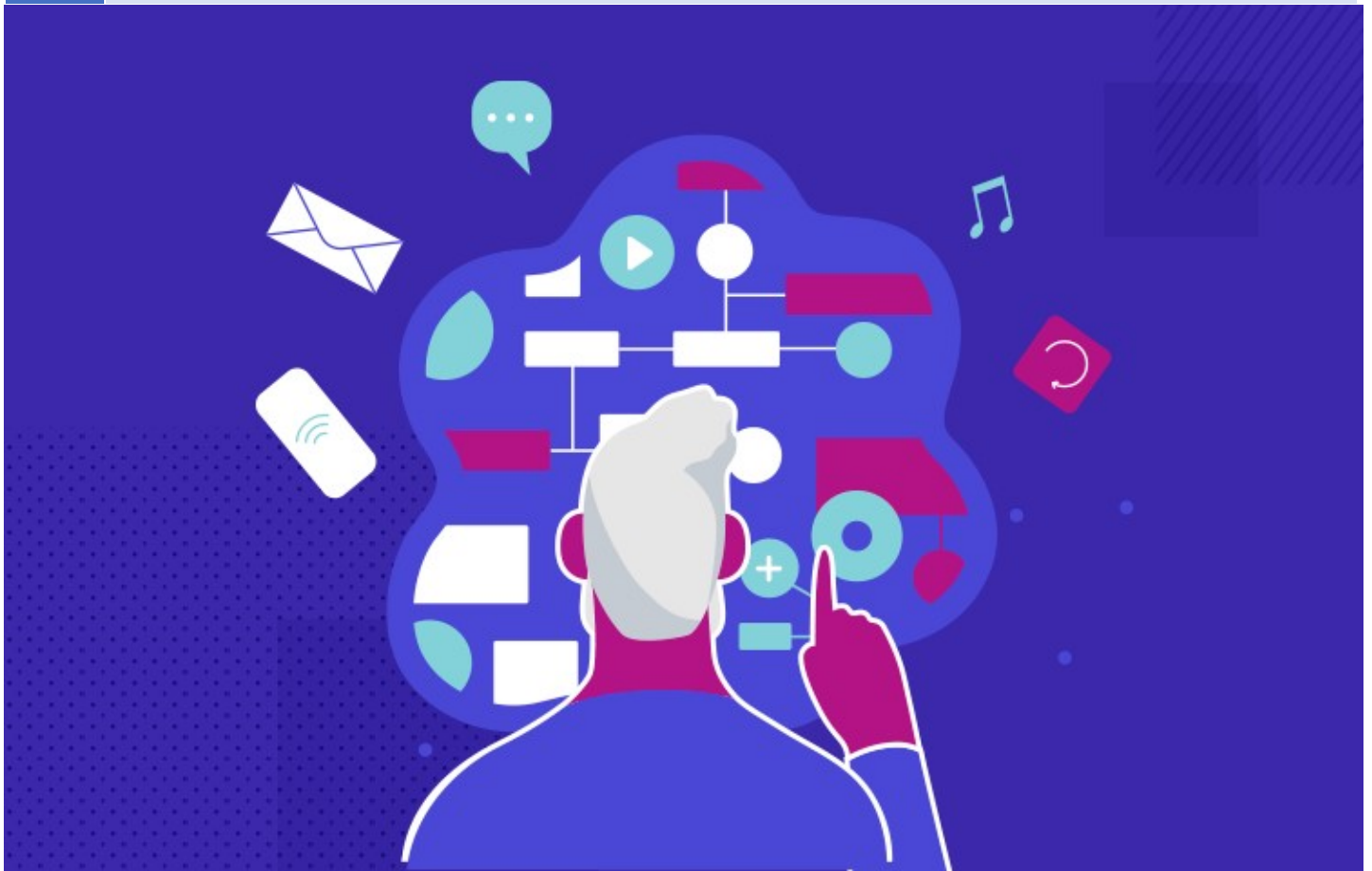
PID – SORT IT!

Link: <https://qjyp8f.axshare.com>

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Practical Interaction Design – IMD08101

12/4/20



Participant Evaluation - Technique

I've chosen the participant's evaluation because I don't know anyone who is an expert in UX so I chose two people aged 18-25 years to test the prototype. I passed the link directly to them without explaining anything so they could test the game and see the errors first hand.

Target Audience

The main target audience of play is young people and children, because they are more likely to play mobile games and it's easier to raise awareness about climate change and the positive aspects of recycling. In addition, it's easy to play and older people will find it easier to play.

Procedure

When I uploaded the paper prototype, two peers gave me ideas for improvements and I made a second one. When I started passing it to Axure, I changed different things to make it easier to learn to play and I incorporated some features that were not in the paper prototype.

Findings

My two colleagues to whom I showed the final prototype, told me several ideas to improve the game. At the beginning, the game was running out of time and I was told if it would be better to change it because of failure, not because of lack of time. Even so, they told me that if it was running out of time, it had to be made bigger because they didn't realise how much time they had until they lost. Just like I would split lives in half and have more attempts before I lost. Besides, they corrected some things I had left when I was setting up the prototype to make it cleaner. Finally, even when I had the counter, they suggested me to count it down instead of adding up the seconds so that it would be easier to know when time was running out.