

EMAT Public Space Testing Report

The EMAT Public Space finally has a prototype available for user testing. The main goal of this testing cycle is to encourage user interaction and get feedback about student's experiences. Now that we can see everything on the screen, we are aware of design and direction obstacles that could be portrayed efficiently. Our expectations for user interaction are to get students excited and optimize the space meant for decompressing. We are still finishing a few games, but wanted to receive feedback from students who spend time here in Franklin Hall.

Throughout our testing phase we gathered Kent State students and staff to try out Frankies Arcade. The first thing we did was go down to the Franklin Hall newsroom and gather students who are in TV2 / Kent Wired. These were students who spent a lot of time in Franklin Hall and are interested in all aspects of it. We really wanted to find people who were willing to voice their opinions and those who were all at different stages in their education. We found two juniors and a senior to test our game. As they went through and tested the game, they had a lot of thoughts about it and thoroughly enjoyed it. After they completed the testing of the game, we conducted a survey to see how they felt about it and their thoughts. During the survey, we asked the following questions.

Questions

1. How did you feel about the experience?
2. Did you feel comfortable using the interactive elements?
3. What did / didn't you like about the design?
4. Did anything confuse you about the experience?
5. What game(s) did you play?
6. Any additional feedback?

When going through everyone we got to test the games out, we got some very good critiques and feedback regarding our project. Many people said they like the way the website functions, along with how fast the touchscreen and games respond to the clicks. A few users from TV2 came over to give us feedback as well as they said the games we made were fun, and the website had a good arcade feeling, but they did recommend making an easier way back to the home page, along with the style of the button back to the home page. I think that most of our results met what we expected, or at least we hoped that many users would enjoy the experience of playing games with their friends on an interactive screen. The whole group worked very well together and met many goals that we wanted so we were happy with the results from the feedback given to us, along with the critiques to benefit the overall experience for the user the next time they go to play a game.

Implications:

During our testing phase we learned that the main screen catches people's eyes and they are intrigued by the screen itself and want to come over to interact with it. We also learned that students like the overall theme of the arcade and like the idea of it they find it, "fun and cool." Some feedback we got from our testing phase as well as the student reviews was that they would like the "Play & Mingle" to be bigger that way they would be able to see the words that tell them it is a touch screen, so they are aware of what they are looking at. They also wish that the side of the screen was filled more which means that the actual icons themselves could maybe have boxes around them and on the other side where the negative space is we could have a play now button. They also said that they didn't understand how to get back to the main page. Some possible changes we could make to our design would be adding that play now button. Another change we would like to make to the design would be to make a "Home Page," button on the game screens. That way it would be an easier transition from the game pages back to the main page. Another change we would like to make to the screen is to make the keyboard bigger for the word scramble game. Lastly, we want to make it a little more celebratory when people win the games that way they get that little surprise.