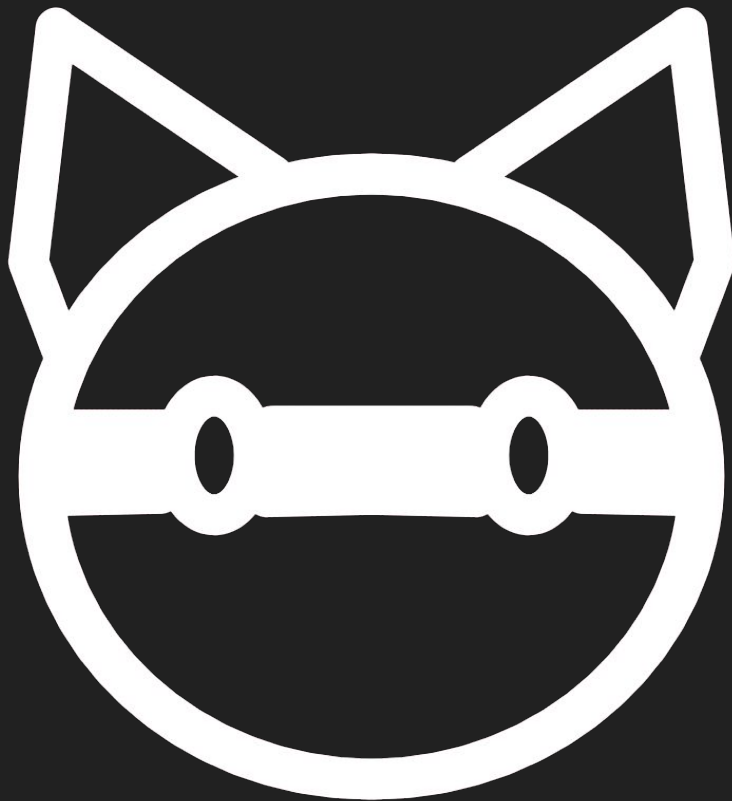


DupliCat



DupliCat

By Brush n' Rush

Clemens Fromm, Kim Simon, Klejdi Sinollari, Georg Eickelpasch, Leonard Keil

Overview & Organization

- Playtesting in General is hard and frustrating to organize.
- Tester turnup rate is low.

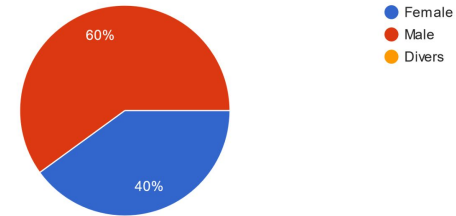
- Virtual Reality particularly hard to test.
- Headsets are rare.
- Sessions can be tiring.

- Unique difficulties due to SteamVR Middleware.

Testers

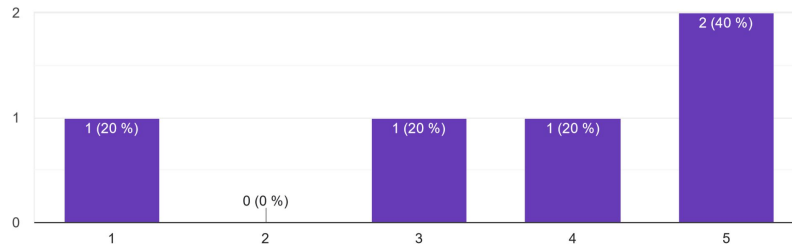
- Five testers
- Friends and family

Gender
5 Antworten



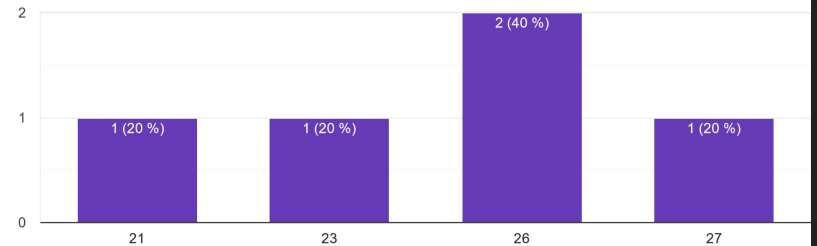
How comfortable are you with the idea of breaking into an art museum?

5 Antworten



Age

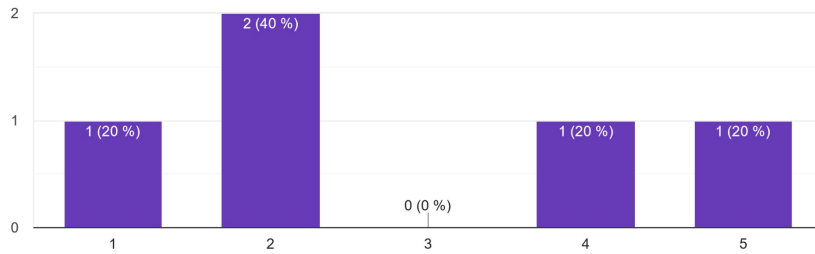
5 Antworten



Pre-Game Survey

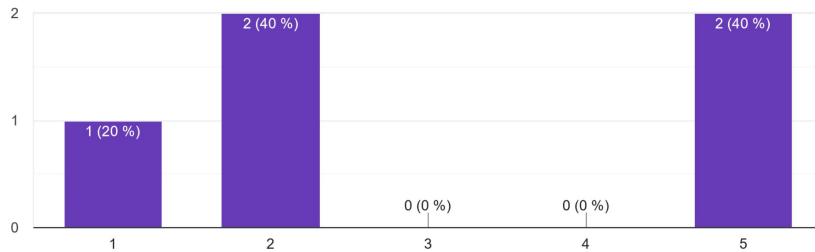
How often do you play videogames?

5 Antworten



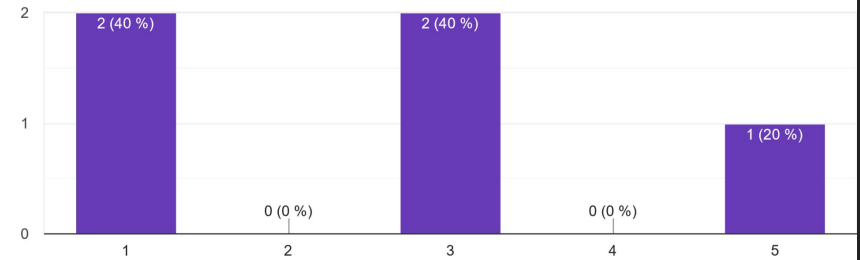
How comfortable are you with using motion-tracked controllers?

5 Antworten



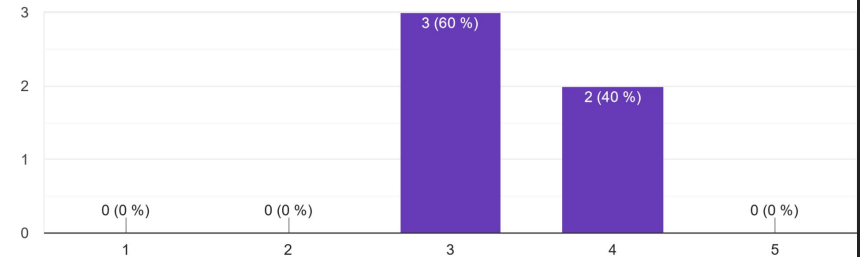
How familiar are you with virtual reality technology?

5 Antworten



How confident do you feel in your ability to copy a painting in a virtual environment?

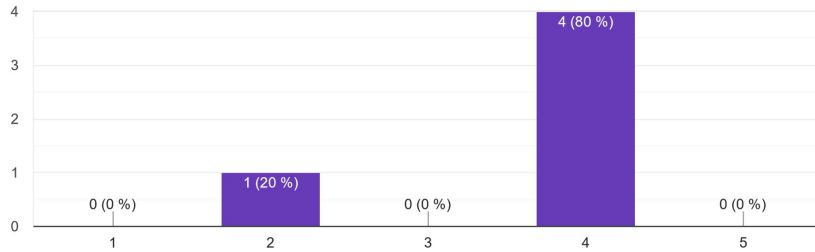
5 Antworten



During-Game Observations

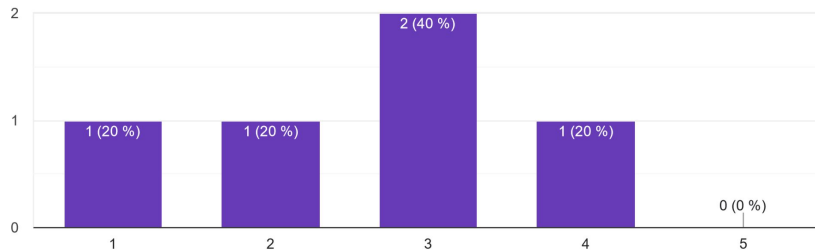
How often did the tester look at the original painting while copying?

5 Antworten



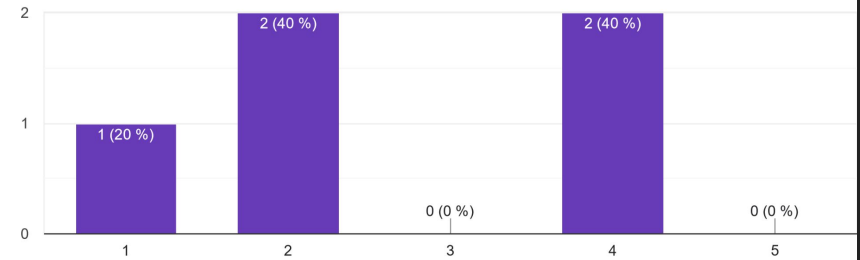
Did the tester seem to have any problems with the motion-tracked controllers or virtual pen?

5 Antworten



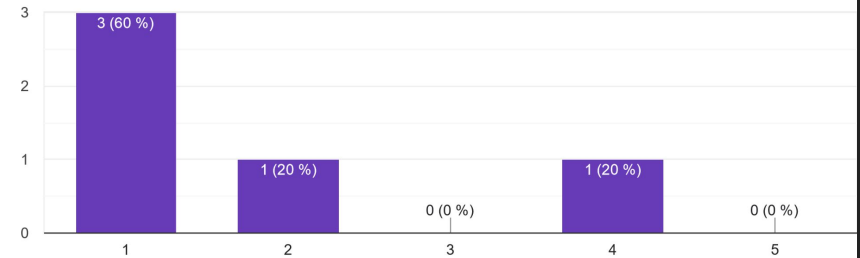
How often was the tester distracted by the guards and other gameplay modifiers?

5 Antworten



Did the tester seem to have any issues with the general non-direct-gameplay UI.

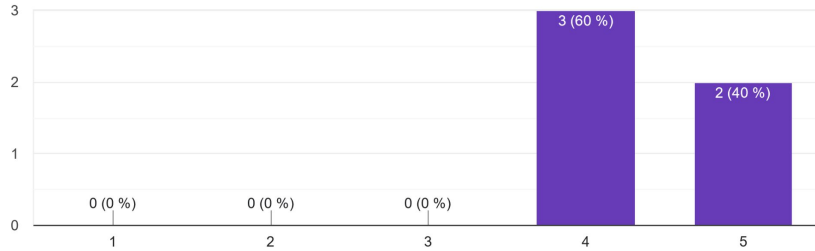
5 Antworten



Post-Game Observations

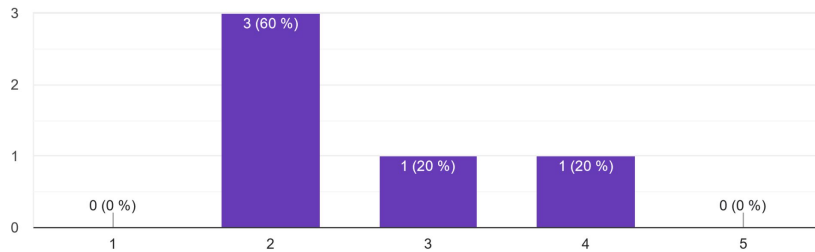
How enjoyable did you find the game?

5 Antworten



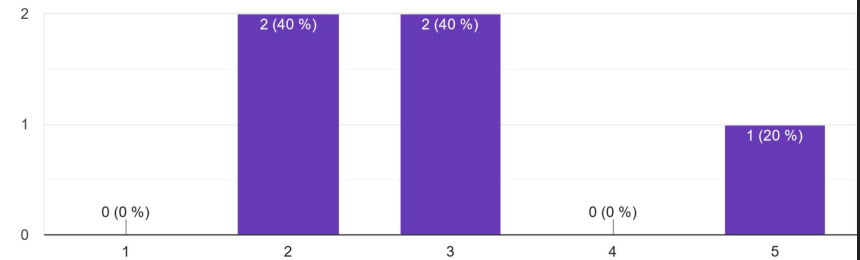
How similar did you feel your final painting was to the original, entirely subjectively.

5 Antworten



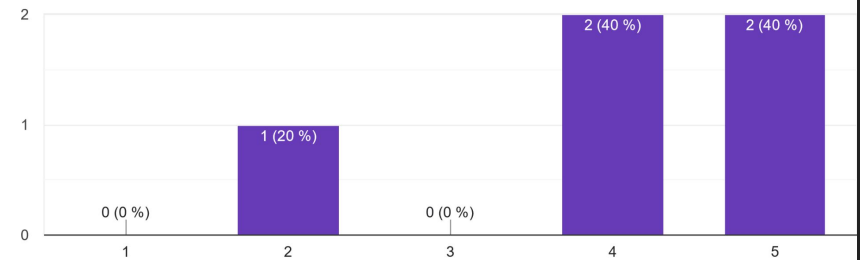
How well did the virtual pen work for you?

5 Antworten



How fair did you feel the scoring system was?

5 Antworten



Design Revisions & Planned Changes

- Adjust environmental lighting and flashlight
- Add visual indicators to markers
- Guards did not play a particularly huge role and need to be more relevant
- Add an undo or a redo method
- Add or improve tutorials/explanations regarding movement, scoring and the comparison process

Thank you!
Any questions?