General Greeting:

Good morning/afternoon, thanks for agreeing to do this with us today.

We're a group of 3rd and 4th year CS and EECS students working on a project for our interface design class.

If you don't mind, please fill out this consent form saying that you agree to take part in this study.

Application Description:

Here's a little background on what we've done and you're going to do: For our CS160 class, we are designing a math role playing game, similar to the standard role playing games that are out there, if you are familiar with them. Our game expands on that idea though, and using the class theme of "serious games," turns the standard RPG formula into a math learning game in which math is learned and used, and is essential to progressing in the game. There are multiple levels, or "dungeons," in the game, and each one emphasizes a specific area of math: addition, subtraction...all the way to beginners algebra.

Test Description:

For this phase of testing our game, we are using what is called a "lo-fidelity" interface. As you can see, it is made up of paper and there is nothing computer-based about it at this stage. However, we'd like you to do your best pretending that you are interacting with a computer. To facilitate this, Gary here is going to act like a computer and respond to your input just as a computer version of the game would.

Please keep in mind that this is an early version of our game, and any error or problem that you encounter in your interaction with it is simply a problem of our design, so please feel comfortable to do what you feel right doing. To further help us out, we ask that you try to think out loud and tell us with words what you are "doing" on the computer.

We'll now give you a demo of the game to get you into it.

Demo:
The key controls for the game are the arrow keys, the 'enter/return' button, the mouse, and the number keys for answering math questions.

We can navigate the character around with the arrow keys (facilitator: don't go up to a monster).

We can take out an item by clicking on the "Item" button, which brings up a list of items. Highlight one with the arrow keys, and click 'Enter' to select it. It has now been used.

Unfortunately, that's all we can show you in the demo because the main functions of the game such as fighting are exactly what we need you to test.

Tasks:

We're going to ask you to perform a few tasks now. Again, I remind you to do what feels natural and to

speak out loud.

Task 1 (Easy):
For your first task, please navigate your character to the third level in the dungeon map, starting at the first. Once you are in the dungeon, go up to a monster to engage it.

Task 2 (Medium):
For your second task, you are going to engage the monster in combat using your math knowledge! Do your best to defeat the monster in combat based on the combat pane in front of you.

Task 3 (Hard):
Our RPG uses math puzzles that are slightly harder than the battle math as a game element. Do your best to solve this one. It's not a big deal if you don't understand the math in the problem, just try your hardest.

Closing:

Thank you so much for helping us out with this test. We hope you have a wonderful day!