


UX Research Study — DogSnatch Lofi Testing

Introduction	<ul style="list-style-type: none">• Title: Dog Food Snatching Game Usability Study• Authors: Mindy Kilgore, Kate Tacastacas, Ry Kron, KM Goodison• Stakeholders: Creators, Design Buddies Game Jam• Date: December 14-15, 2021• Project background: We're building a game for the Design Buddies 2021 Game Jam• Research goals: Test basic game mechanics; clarity of instructions/controls; general user reception (graphics, etc);
Research questions	<ul style="list-style-type: none">• How do users feel about the game mechanics?• How do users feel about the graphics?• Would users play this if it were a full game?
Key Performance Indicators (KPIs)	<ul style="list-style-type: none">• System Usability Scale (SUS) 1-5• Drop Off Rates• User Error Rates
Methodology	<ul style="list-style-type: none">• Unmoderated user test via Maze.co
Participants	<ul style="list-style-type: none">• Users age 12-65 any gender who like games
Script	<ul style="list-style-type: none">• Did you complete the game?• If you said "No", why did you stop?• How did you feel about the controls?



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- How did you feel about the graphics?
 - Did you experience any difficulties during your time with the game? If so, please describe them
 - (On a scale from 1-5) How likely would you be to play this if it were a fully developed game? (multiple levels, sound, more advanced mechanics, timer)