[Project] User Testing Report

InGAME / [Partner]

This document contains findings from the user testing carried out as part of the [project] project on [dates]

1. Aim

The objective was to [from research brief/miro], specifically in the areas of:

- [aims, from research brief/miro]
- [aims, from research brief/miro]

2. Method

[participant numbers/ages/demographics] played the [version] build of [project] on [sessions/dates].

[session details]
[recruitment details]

[equipment]
[documenting / recording]

Notes:

- [notes about and technical issues, problems, adjustments made, or other relevant notes]

3. Findings

3.1. [game section]

3.1.1. [description]

[description of issue in **Where/When** - **What** - **Why/How** format],

[further details]

Participants Quotes:

- *[quote]*

Video:

- *[link to video]*

[Screenshot]

3.2. [game section]

3.2.1. [description]

[description of issue in **Where/When** - **What** - **Why/How** format],

[further details]

Participants Quotes:

- *[quote]*

Video:

- *[link to video]*

[Screenshot]

4. Bugs

4.1. [title]

[bug details]

Video:

- *[link to video]*

[Screenshot]

4.2. [title]

[bug details]

Video:

- *[link to video]*

[Screenshot]

5. Next Steps

- Findings Review
- Prioritise the issues to be fixed according to the allocated time and budget
- [others]