

# TOY CHORY

Module: User Interface Design (Semester 2)  
Title: Product Prototype and Testing  
Lecturer: Barry McAdam  
Date: 21/06/2015

Team: The Quadrivals



Team Members: Ian Booth  
Siobhan Bradford  
David Burkhardt  
Ronan Murphy

ToyChory is an app where children and adults can play a game together, earning points for doing weekly chores. The game is focused around making a donation to charity. A donation is made at the end of the game based on how satisfied participants feel. Participation is encouraged through rewarding points for completed chores. Points are then turned into rewards which are claimed at the end of the game.



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## 1. INTRODUCTION

We are The Quadrivials, project owner David Burkhardt with Ronan Murphy, Siobhan Bradford and Ian Booth.

At this UI stage of development, it was decided to utilise the Disney movie 'Toy Story' as the basis for the design elements. Toy Story has plenty of its own characters, backgrounds and general colour schemes which we have implemented. The idea is we will be preparing this to ultimately showcase our ideas to the Disney Company as a prototype app that they may wish to purchase from us for an all-out fee. This is open ended with regards to suggested commercial use.

As an alternative, we can alter/ modify our designs with our own characters/ backgrounds so we can present this app to the charity sector here in Ireland. For a small annual fee, we can include a charity so that they will profit from donations from users of this app.

### 1.1. OUR IDEA

Product: App  
Device: iPad

This is an app where children/adults can earn points for doing chores in the household during the week. If the player reaches a certain amount of points they will win an award. The award or prize is based on toys, gifts etc that are donated, these can be second-hand. They will be able to choose from a list of gifted items that are matched up with their profile. You can make a donation to a favourite charity.

We would like to design this app with the help of children.

David's 9 year old daughter came up with the following name: ToyChory

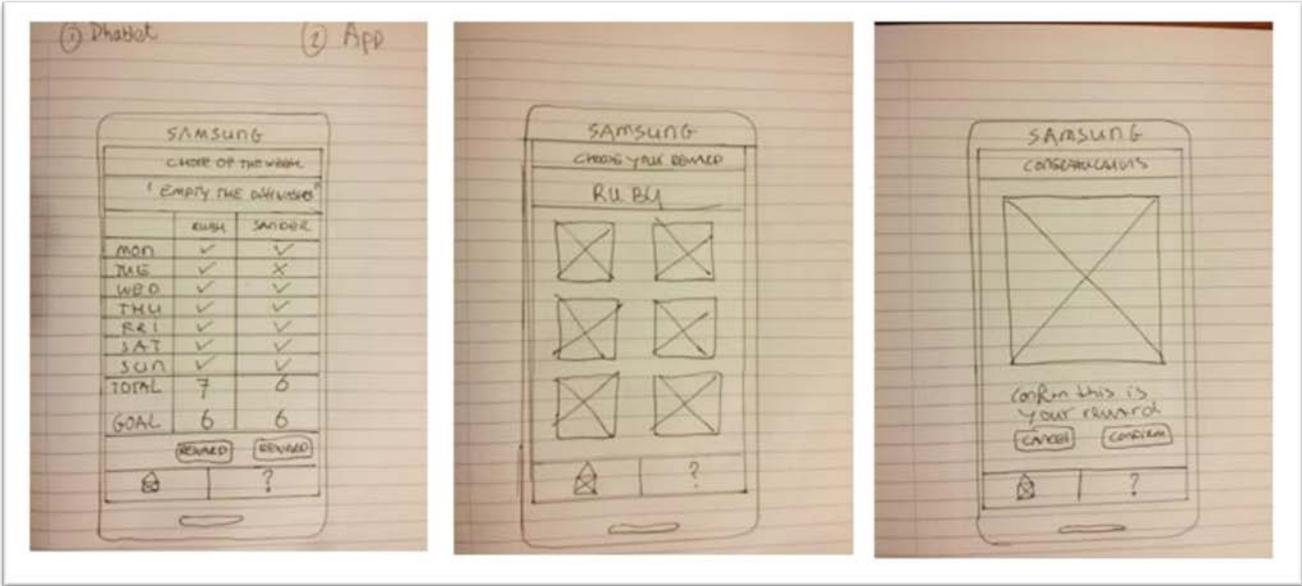
Users will be able to select avatars based on the characters from ToyStory

## 2. GOAL ORIENTATED SCREENS

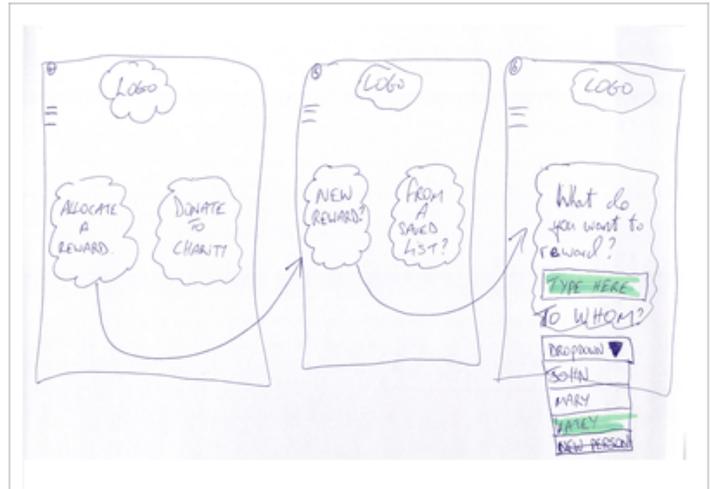
- Screen 1 a week overview of the score board
- Screen 2 the player has reached the amount of stars required for a prize.
- Screen 3 randomly prizes are selected based on the “profile” of the player, the player will choose their final one from a list of 6

### 2.1. DEVELOPMENT STAGE - LO FI WIREFRAMING

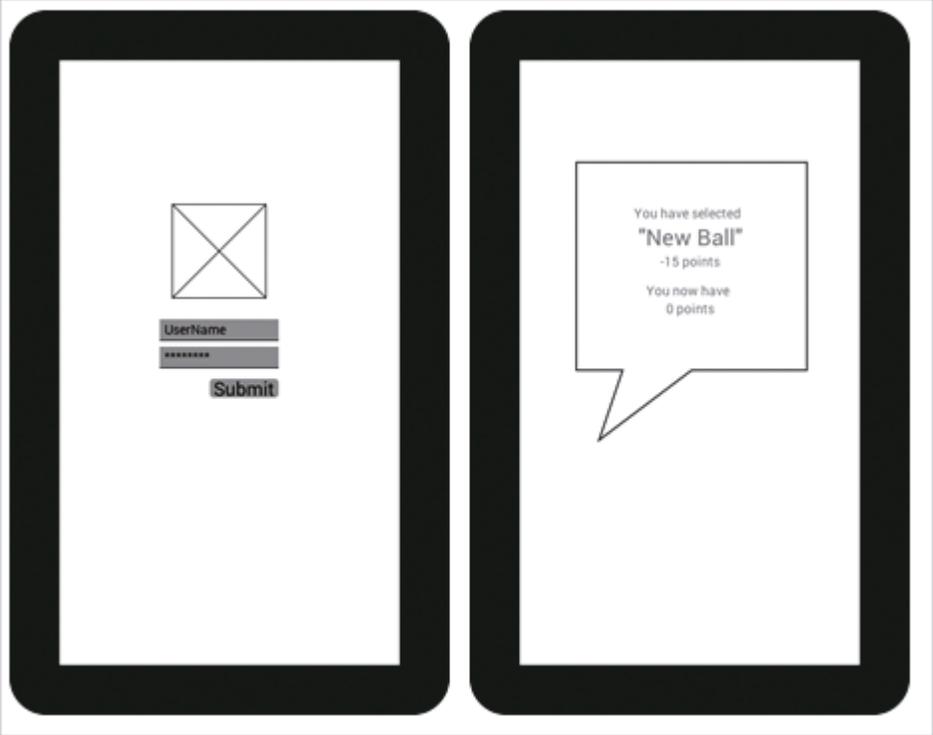
#### Wireframes 01



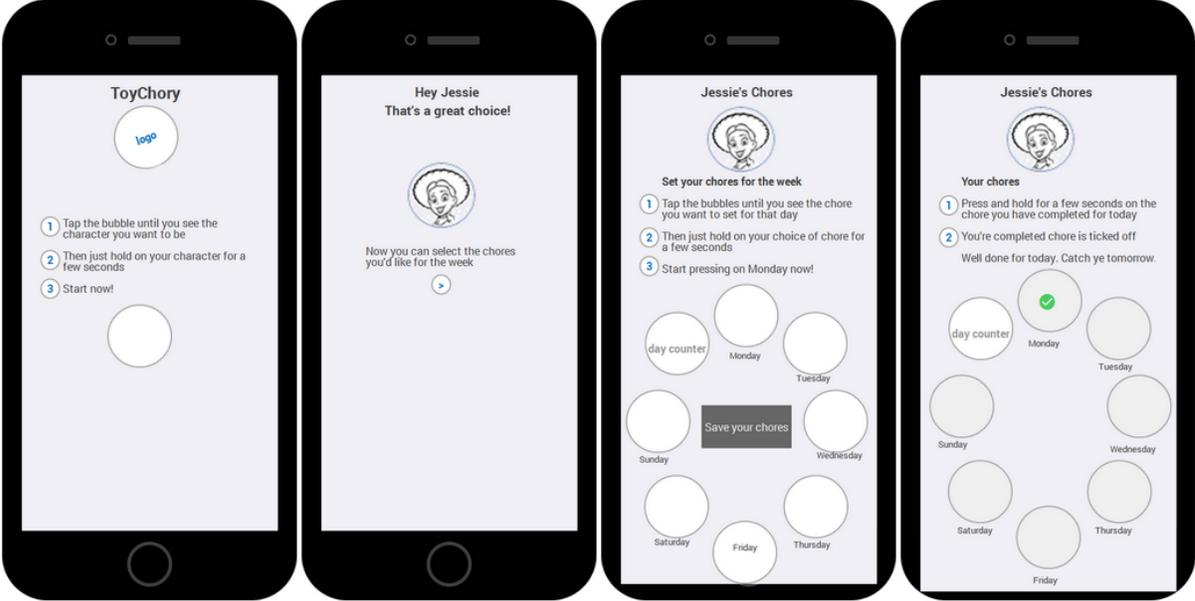
## Ronan's Wireframes 02



### Ian's Wireframes 03



# Siobhan's Wireframes 04



## David's Wireframes 05



[See Appendix 1 for Wireframes](#)

### 3. GUERRILLA TESTING

In preparation for testing all users were asked to agree to and sign an “information rights and permission” documentation. These documents informed the user of their rights as a tester, their right to remain anonymous, informs of what happens to the results of testing and a permission agreement in the case of using video or audio. This documentation is available in Appendix 2 (see end of section for link)

Two scripts were prepared to suit the language of both children and adults.

#### ADULT SCRIPT:

##### **Background**

We’re developing a game for children and their parents - or even Uncles and Aunts, or Grandmas and Granddads - to play. The game is about earning rewards for completing weekly chores. The reward is based on toys or small gifts.

As part of the game you can also select a charity to donate some of your pocket money to. Some of the charities we have in mind are “make a wish foundation” “Jack and Jill foundation”, “ISPCC” and many more.

##### **Your involvement in the Guerrilla Test**

We have a few ideas for this game and we would like you to test them for us. The parts of the game we have chosen for you to test is selecting chores and selecting a charity to which you can donate to. We would also like to ask you to talk out while you’re playing describe what you’re doing.

##### **Don’t feel pressurised**

Please don’t feel under any pressure during this. This is not a time test or a test of your performance. There is no right or wrong way.

##### **Duration**

The testing on your part should take no more than 15 minutes for the tests.

##### **Reward and Thanks 😊**

Thank you so much for taking part in this game testing. This will help us in making this a fun game to play with. We would like to offer you a cup of coffee and a cupcake for taking part. 😊

## CHILD SCRIPT:

### **Background**

We're developing a game for children and their parents - or even Uncles and Aunts, or Grandmas and Granddads - to play. The game is about earning rewards for completing weekly chores. The reward is based on toys or small gifts.

As part of the game you can also select a charity to donate some of your pocket money to. Some of the charities we have in mind are "make a wish foundation" "Jack and Jill foundation", "ISPCC" and many more.

### **Your involvement in the Guerrilla Test**

We have a few ideas for this game and we would like you to test them for us.

The parts of the game we have chosen for you to test is selecting chores and selecting a charity to which you can donate to.

Because we're not kids and we want to really understand how you would like to play the game so we're asking you talk out while you're playing and tell us how you're playing and just describe what you're doing.

### **Don't feel pressurised**

Please don't feel under any pressure during this. This is not a time test or a test of your performance. There is no right or wrong way.

### **Duration**

The testing on your part should take no more than 15 minutes for the tests.

### **Reward and Thanks 😊**

Thank you so much for taking part in this game testing. This will help us in making this a fun game to play with. You have been a wonderful tester and for that we have a small gift for you 😊

[Scripts and additional documentation can be viewed on google drive](#)

### 3.1. GUERRILLA TEST QUESTIONS

The goal of the guerrilla test was to determine if the design was appropriate for both adults and children and a preference between two different designs.

The following questions were used in the guerrilla test

- Q Name of tester
- Q1 Out of the 4 tests which one did you prefer
- Q2 Based on your preferred game which changes, if any, would you make?
- Q3 Were the instructions easy to follow as you went through the game?
- Q4 What suggestions would have have for the rewards.

The screenshot shows a Google Form titled "Toy Chory Guerrilla Test" with a red asterisk indicating it is required. The form includes a text input field for the user's name, followed by four questions: 1. A radio button question asking for a preference between four options (D's, S's, R's, I's). 2. A text input field for suggestions on changes to the preferred game. 3. A Likert scale question about the ease of following instructions, with a visual scale from 1 (not so great) to 5 (excellent) and five radio buttons. 4. A text input field for reward suggestions. A blue "Submit" button is at the bottom, with a warning: "Never submit passwords through Google Forms." The footer includes "Powered by Google Forms" and "This form was created inside of Digital Skills Academy. Report Abuse - Terms of Service - Additional Terms". On the left side of the form, there is a vertical banner featuring a cartoon character of Jessie from Toy Story.

[See online test on google drive](#)

# GUERRILLA QUESTIONS RESULTS

**Q1: Out of the 4 tests which one did you prefer?**

**A1:** Based on the answers to question 1 the result was broken down into number of votes for each design

	<p><b>Wireframe 02</b>  <a href="#">view on google Drive</a></p> <p><b>1 Vote</b></p>
--	-------------------------------------------------------------------------------------------

	<p><b>Wireframe 03</b>  <a href="#">view on google drive</a></p> <p><b>2 Votes</b></p>
--	--------------------------------------------------------------------------------------------

	<p><b>Wireframe 04</b>  <a href="#">view on google drive</a></p> <p>2 Votes</p>
--	-------------------------------------------------------------------------------------

	<p><b>Wireframe 05</b>  <a href="#">view on google drive</a></p> <p>1 Vote</p>
--	------------------------------------------------------------------------------------

**Q2: Based on your preferred game what changes, if any, would you make?**

A2: Add color, more graphics, earn points, chore restrictions

**Q3: Were the instructions easy to follow as you went through the game?**

A3: 66.6% said Excellent (5/5)  
 16.6 % said Very Good (4/5)  
 16.6 % said Good (3/5)

**Q4: What rewards would you suggest?**

A4: Books, beer, sweets, pints, dinner, breakfast in bed, toys, music, pancakes, adventures, trips, movies, outdoor, money.

[Guerrilla Test Responses on google drive](#)

### Observational feedback:

- most testers probably did not get the lo-fi wireframes, their immediate feedback was to comment on design
- children in particular did want to see more graphical wireframes
- charity caused a bit confusion - why is it in the game - should not be in the flow
- confusion on who awards the points, who is logged in?

### LIKERT SCALE TEST RESULTS

Total scores out of 6 tests total score = 30	The instructions were easy to follow	I could understand the words used	I would like to play this game again	TOTAL SCORE OUT OF 90
<a href="#">D's wireframes 05</a>	27	28	24	79
<a href="#">I's wireframes 03</a>	27	27	27	80
<a href="#">R's wireframes 02</a>	22	26	18	66
<a href="#">S's wireframes 04</a>	22	26	20	68

### Preliminary Conclusion:

D's wireframes 05	Clear and concise (plenty of screens to go through)
I's wireframes 03	Clear, concise, likeable (simple screens and users liked the points)
R's wireframes 02	Perhaps the drawings were not as clear
S's wireframes 04	Flow not entirely clear, concise

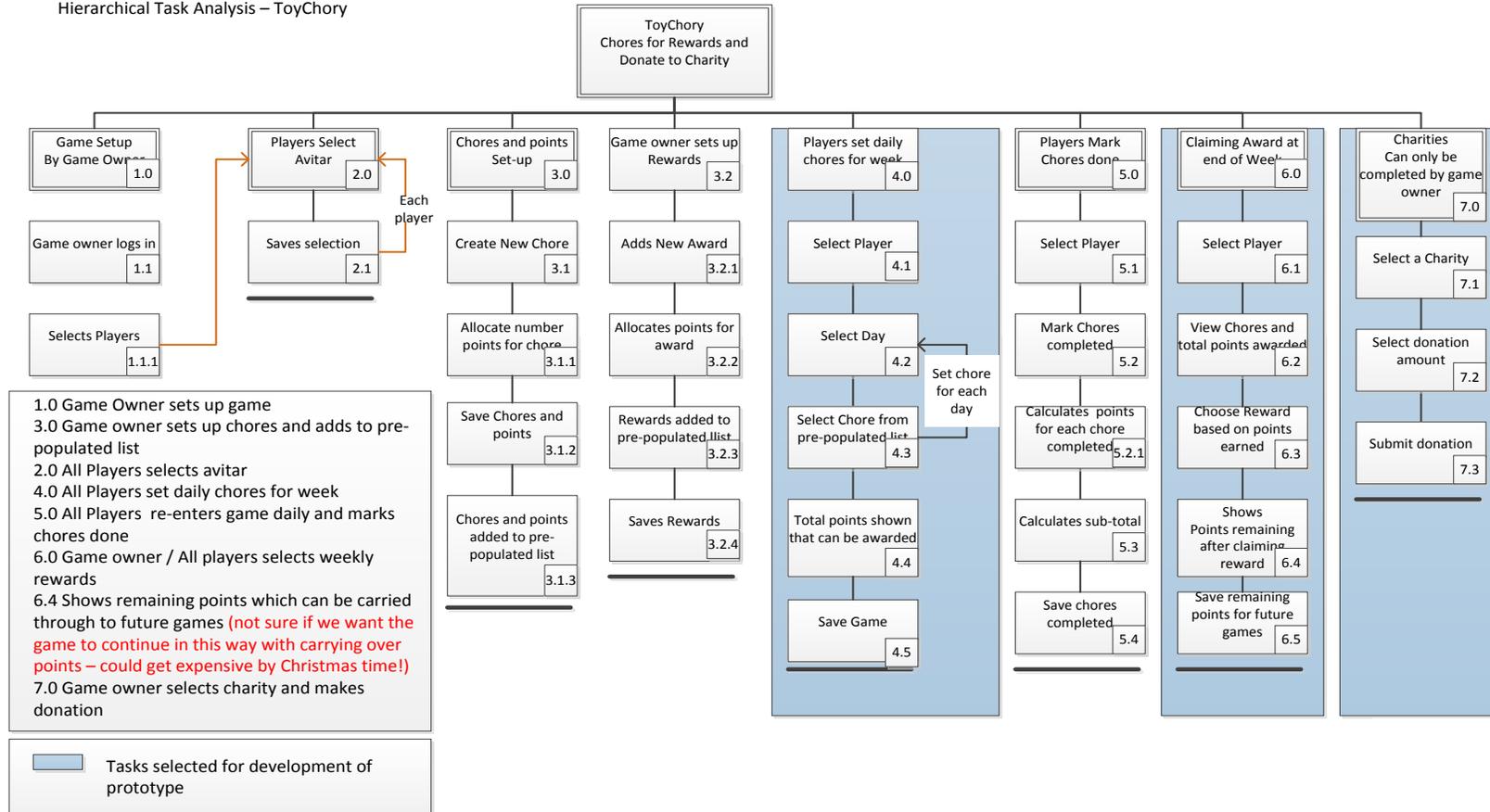
[See Appendix 2 for Testing, scripts, information rights, permission documentation and responses](#)



## 4. HIERARCHICAL TASK ANALYSIS

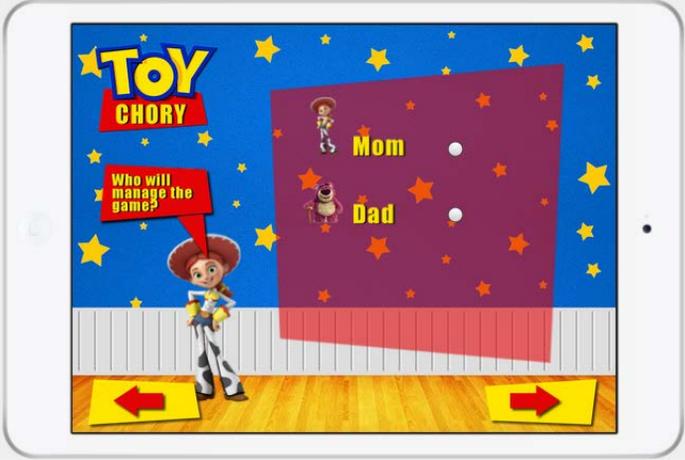
A HTA was developed for the overall game. The tasks 4, 6 and 7 were selected as the areas to be developed to give a sense of the game in a prototype.

Hierarchical Task Analysis – ToyChory



# 5. PROTOTYPE

The prototype includes 19 mock-up quality screens, of which 4 are displayed below. All 19 can be viewed in the attached appendices.



[See Appendix 3 for full presentation of mock-up screens](#)

## 6. DESIGN DECISIONS

1. The game provides for user engagement with family members including Moms, Dads, Children, or even Grandma's and Grandad's. It provides the child with a novel way in which to be involved in every-day activities of helping in the home and makes them aware of rewards for chores, while also providing them with an understanding of social responsibility where they can make a small donation to a charity.
2. We addressed the user feedback by putting the app out to be Guerilla Tested by a small audience.
3. Based on user feedback from the Guerrilla tests, a points system was implemented, whereby an amount of points were awarded to different chores based on how small or large the chore was.
4. The rewards were added to include things that children and adults like i.e. pizza, cinema, adventure, books.
5. Following on from Guerrilla Testing, it was decided to utilise the 'Toy Story' characters, backgrounds and colour schemes to present to The Disney Company.

## 7. iPad AFFORDANCE

1. Instant on with no start-up delays that you may have with accessing the game on a desktop.
2. The portability and size of the iPad makes it easy to share and move around the house and can be used sitting, standing or even lying in bed.
3. App is downloaded gives access even if out of wi-fi connectivity
4. iCloud - available on different devices, frees up storage space - would this allow grandma and grandad play the same game on different devices in different locations
5. Good battery life provides 10+ hours
6. Ease of use: On-screen keyboard for entering data on-screen, touch-screen and use of swipe features allows for ease of making selections
7. Freedom from cords, other than when charging is required

## 8. Use of UI ELEMENTS

1. To make the game engaging for children it was themed from the movie Toy Story. Being able to select an avatar to represent the individuals playing in the game.
2. Buttons and overlays are shaped to reflect similar shape used in the logo



## 9. UI DESIGN DECISIONS

1. Changing the **back** and **next** buttons from text to **include arrow shapes** in order for smaller children to engage with the game from a young age.
2. A **skip** button was added to the “**make a donation**” page so that users didn’t feel obliged to always make a donation to charity.
3. To make it more clear when saving the game the “**save**” button was changed to read “**Give your game a cool name**”. It was felt that this language was more in keeping with a casual, fun game.
4. Individual “**chore boards**” were added so that individual users could see the points they had been awarded more clearly
5. Consideration is being given to changing the first screen. Most users tried to click the “**speech bubble**” that reads “**do you want to play**” as they thought this would bring them to the next page of the game. They overlooked the “**play**” button on the bottom right of screen. Consideration will also be given to users who don’t want to play the game and provide them with a way to exit the screen. This issue will be addressed 1) either changing the ui, or 2) providing another screen for users to enter the game.



## UI design decisions

We changed the back and next buttons from text to shape (arrows) in order for smaller children to engage with the game from a young age



We added a skip button so users don't feel pushed into donating to a charity.



We changed the wording "Save" to "Give your game a cool name" as younger users were confused what to do at this screen.

**Give your game a cool name**

We added additional individual "chore board" to improve the "award" points process. At first it was not clear how points were awarded.

We are considering changing the first screen. Users tried to click the bubble as they thought this would bring them to the next page. They overlooked the yellow next button. Also what if the answer was no? Consider scrapping page altogether or change UI.

## 10. POST TEST QUESTIONNAIRE

We conducted a post-test questionnaire after prototype completion with five participants to ascertain the viability of the product. We conducted these tests among people who hadn't been involved in the development or in previous testing.

We provided the participants for this testing with instructions on how the test was run and the information to access the product and the link to the questionnaire for post-testing.

### Test Questions

The following questions were used in this post-test.

- Q1 What is your overall impression of the game?
- Q2 Who do you think the game is for?
- Q3 If you were to describe the game to someone how would you describe it in a sentence or two?
- Q4 What do you like about the game?
- Q5 Is there anything that you see is missing from this game?
- Q6 Would you recommend this game to someone?
- Q7 Would you pay for this game?

### Results of Post Test Questionnaire

All participants liked the game and commented that it was a great way in which children could get involved in helping with weekly chores and teach them responsibility in a fun way.

They saw the game as being for both parents and children. The involvement of parents and children made it interactive for all the family to get involved.

One participant suggesting that choice of wording relating to Mom and Dad could be based on a selection of adults including "my amazing guardian" or similar for children not living with parents or where the family-make up didn't include both Mom and Dad.

This is a very valid comment based on the make-up of today's families.

The game was very much seen as a game for families, with the target audience for children being between ages five to 12.

The use of the rewards for points was commented on by most users, the motivation for the game is the use of the reward system where children gain points for completed chores and can then claim a reward based on the points gained.

The type of chores and choice of prizes were liked as the chores were do-able and the prizes were adequate for the work done. Some would like to see the ability to add own chores and selected different chores for different days of the week.

The name of the product ToyChory was liked and the use of Toy Story characters were liked and one commented that “all children loves Tory Story”. Users thought the look of game was good with one comment about the radio buttons and the pointer difficult to see. However for this prototype the pointer chosen was a “dot” that moved as the user moved across the screen. A pointer will be included in the final product.

All participants would recommend this game to someone else. Most participants would pay for the game, while 1 commended that they would pay a once-off fee and not a subscription, with only 1 participant not willing to pay for the game at all.

The donation to charities was commented on by one participant only. They commented that they “liked the idea of the charity donation at the end” and suggested that an explanation be provided in a simple way for children to understand the value of charity donations.

*[Link to game prototype on google docs:](#)*

<http://digitalskillspages.com/work3/ToyChory-Mockup-latest/index.html>

*[Link to questionnaire on google docs:](#)*

<http://goo.gl/forms/7J9otXlusK>

*[Link to post-questionnaire results on google docs:](#)*

<http://bit.ly/1QGcZDP>

[See Appendix 4 for documentation including invitation email and rights info](#)

# 11. FINAL PROTOTYPE

To view the final prototype please click

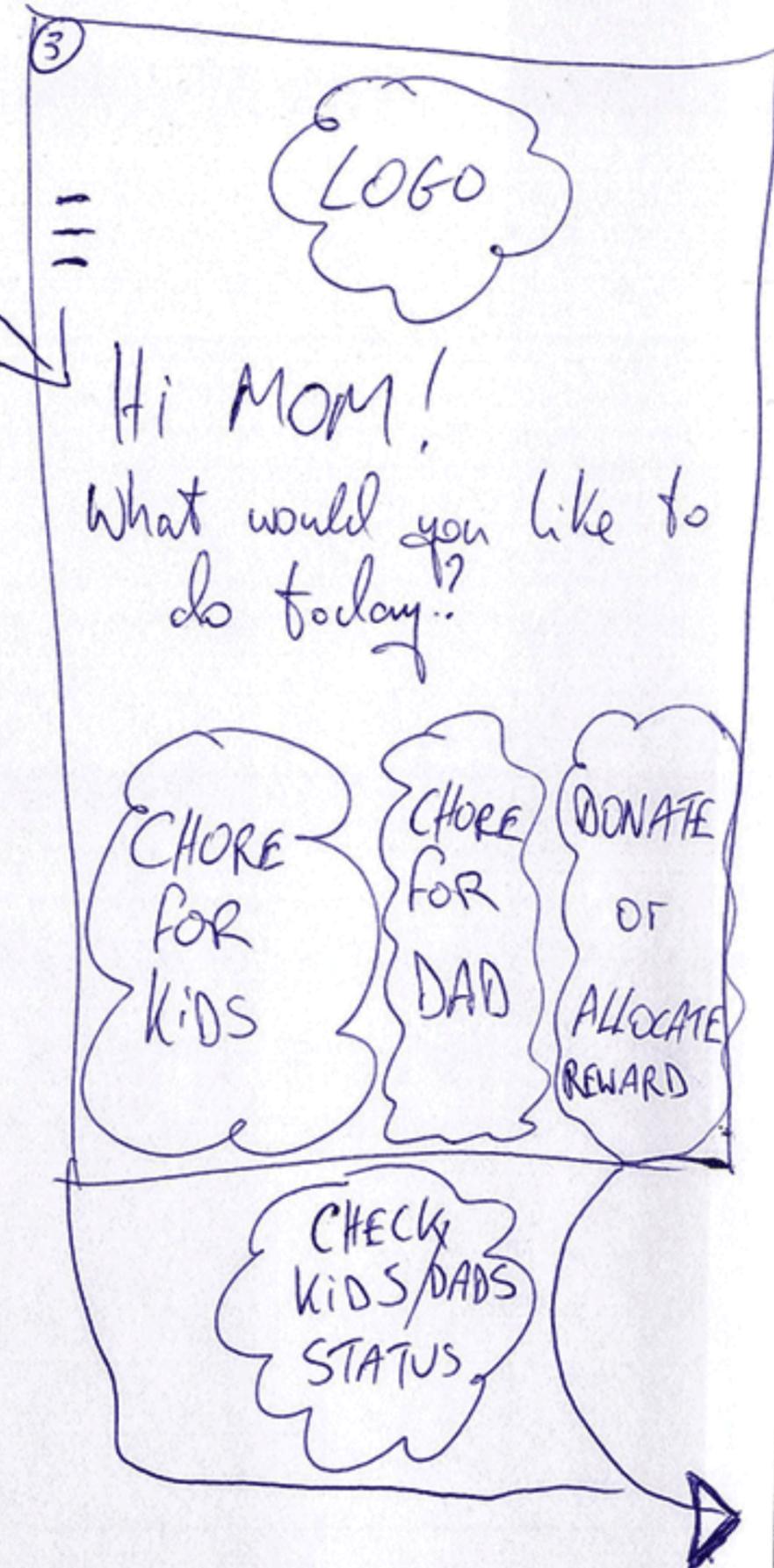
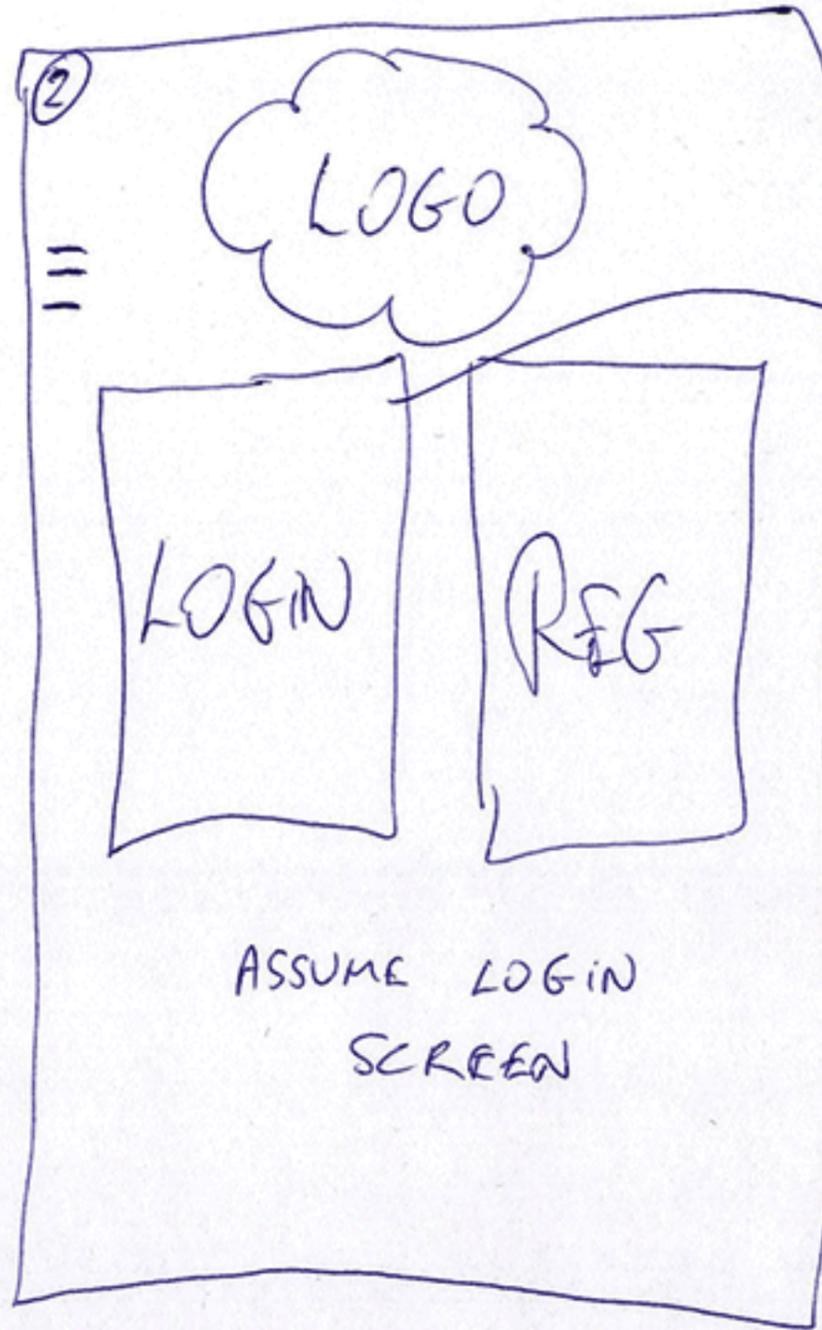
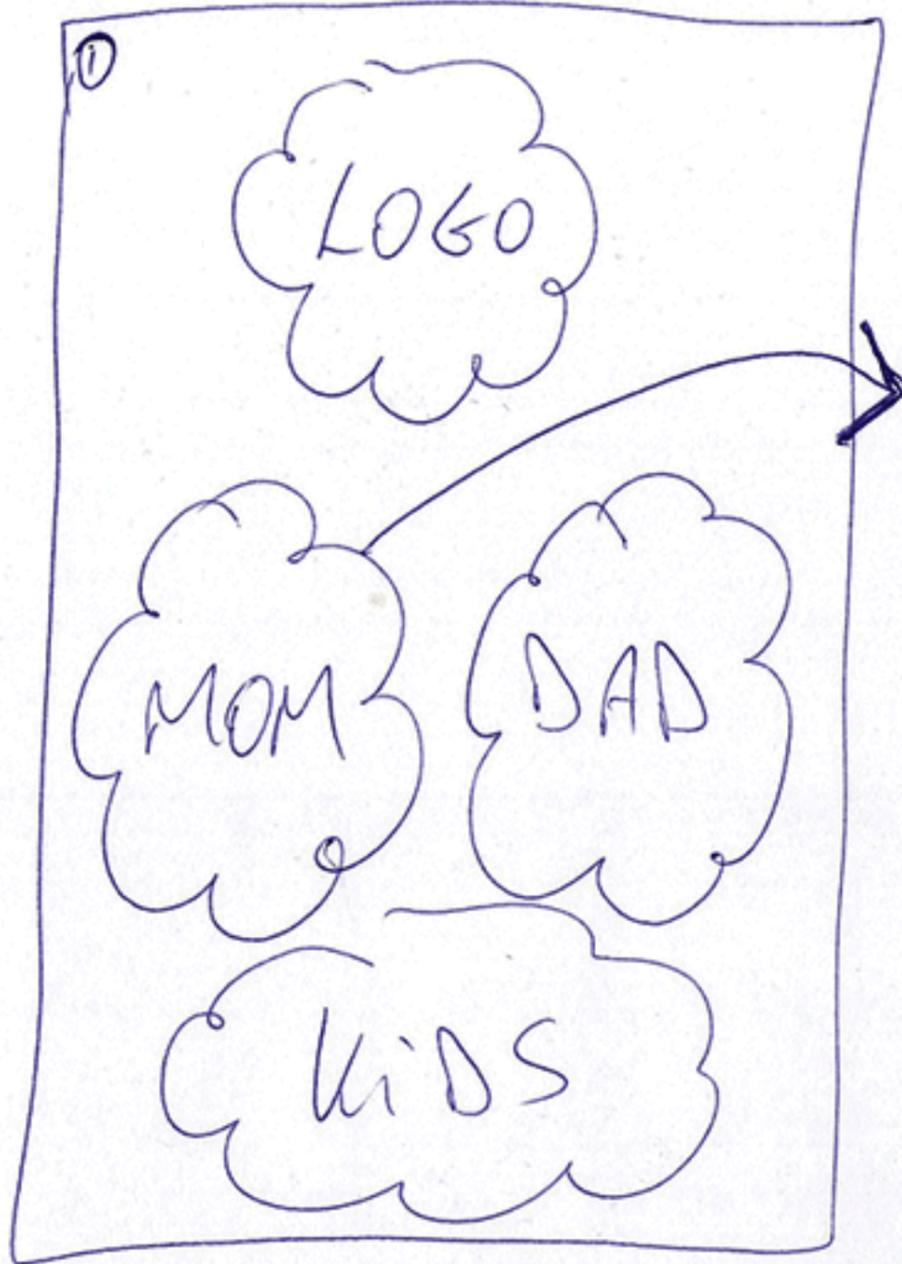
**HERE**

<http://digitalskillspages.com/work3/ToyChory-Mockup-latest/index.html>

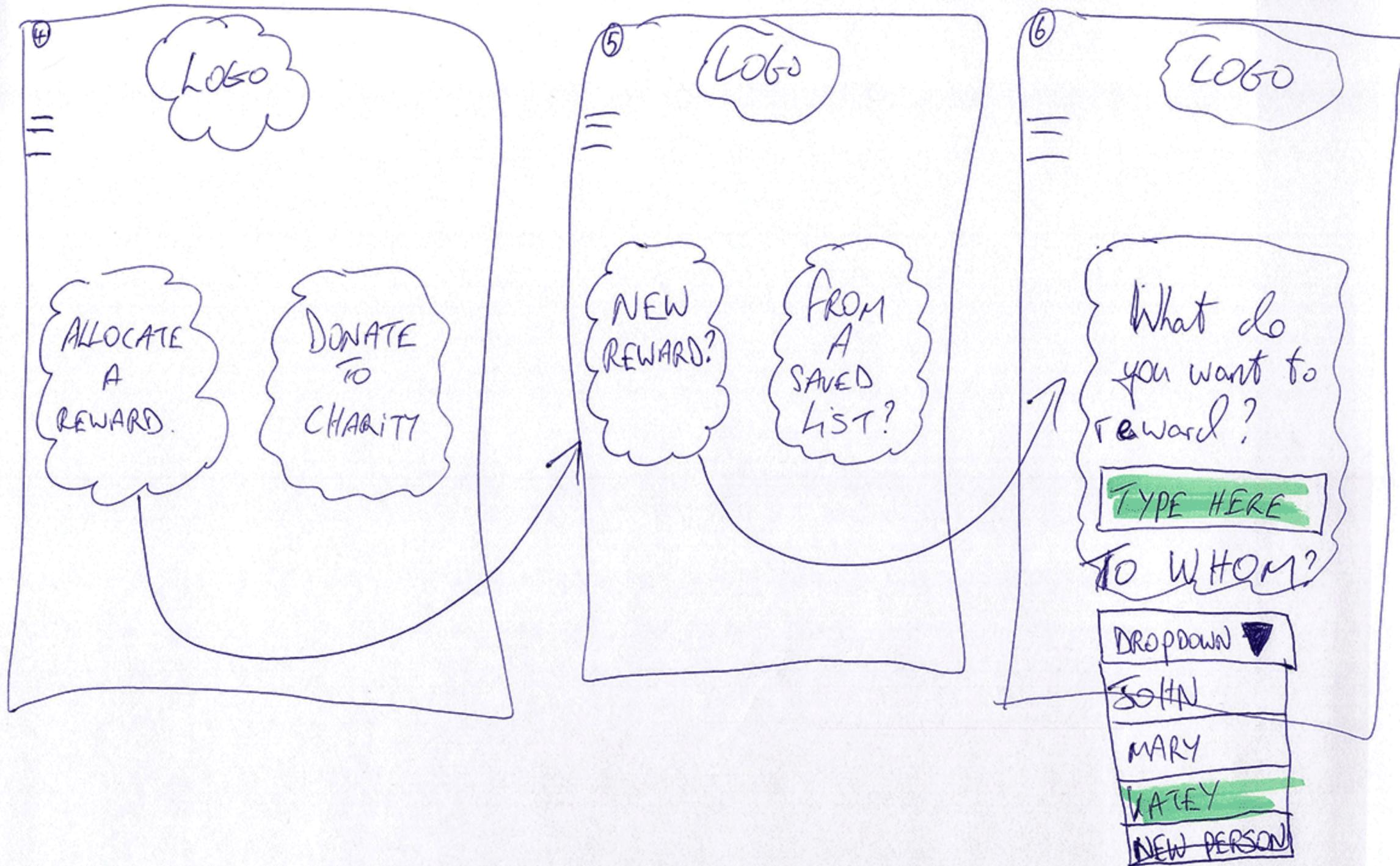


## Appendix 1: *Wireframes*

# Wireframes 02



# Wireframes 02



# Wireframes 02

⑦

LOGO

Well done!  
You have allocated  
a new car to  
KATEY. When they  
next login, they  
will be notified of  
their reward.

NEXT

Back to screen

③

⑧ ASSUMING 'CHORE FOR KIDS'

LOGO

Which kid?

DROPDOWN ▼

JOHN

MARY

KATEY

What do you want them to do

CHORE LIST ▼

TIDY BEDROOM

BRUSH THE DOG

EMPTY THE BIN

WIN THE LOTTO

EMPTY DISHWASHER

TIDY BATHROOM

⑨

LOGO

GREAT! John will be  
asked to EMPTY THE BIN, as  
soon as he checks in.

What reward are you  
offering?

DROPDOWN ▼

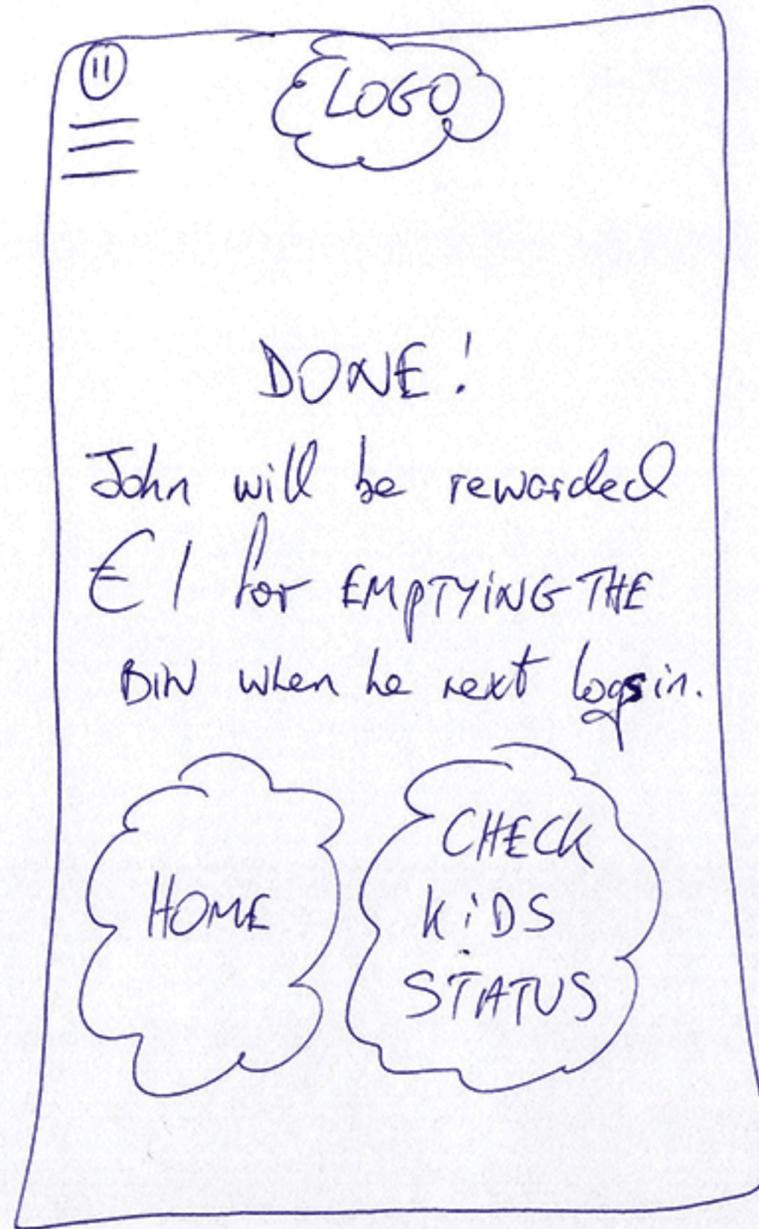
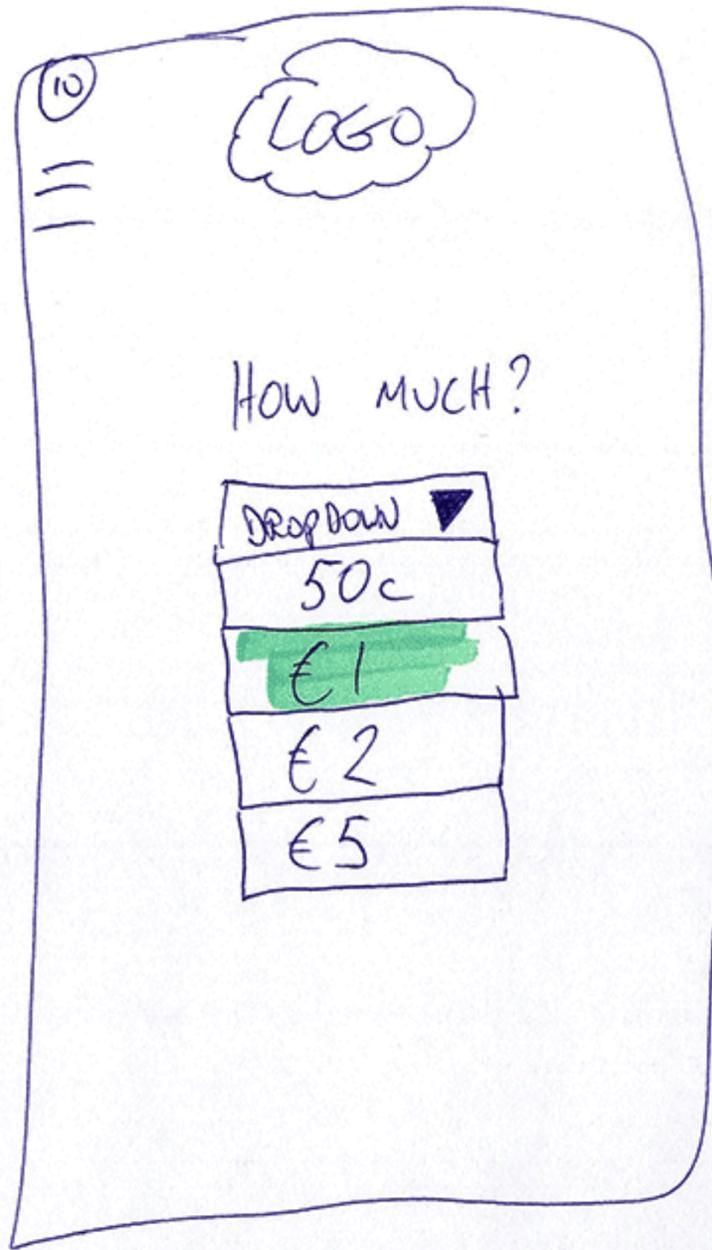
1 STAR

2 STARS

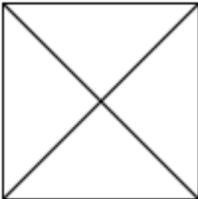
MONEY

SOMETHING ELSE

# Wireframes 02



# Wireframes 03



UserName

\*\*\*\*\*

Submit

MyChores Prizes League Table

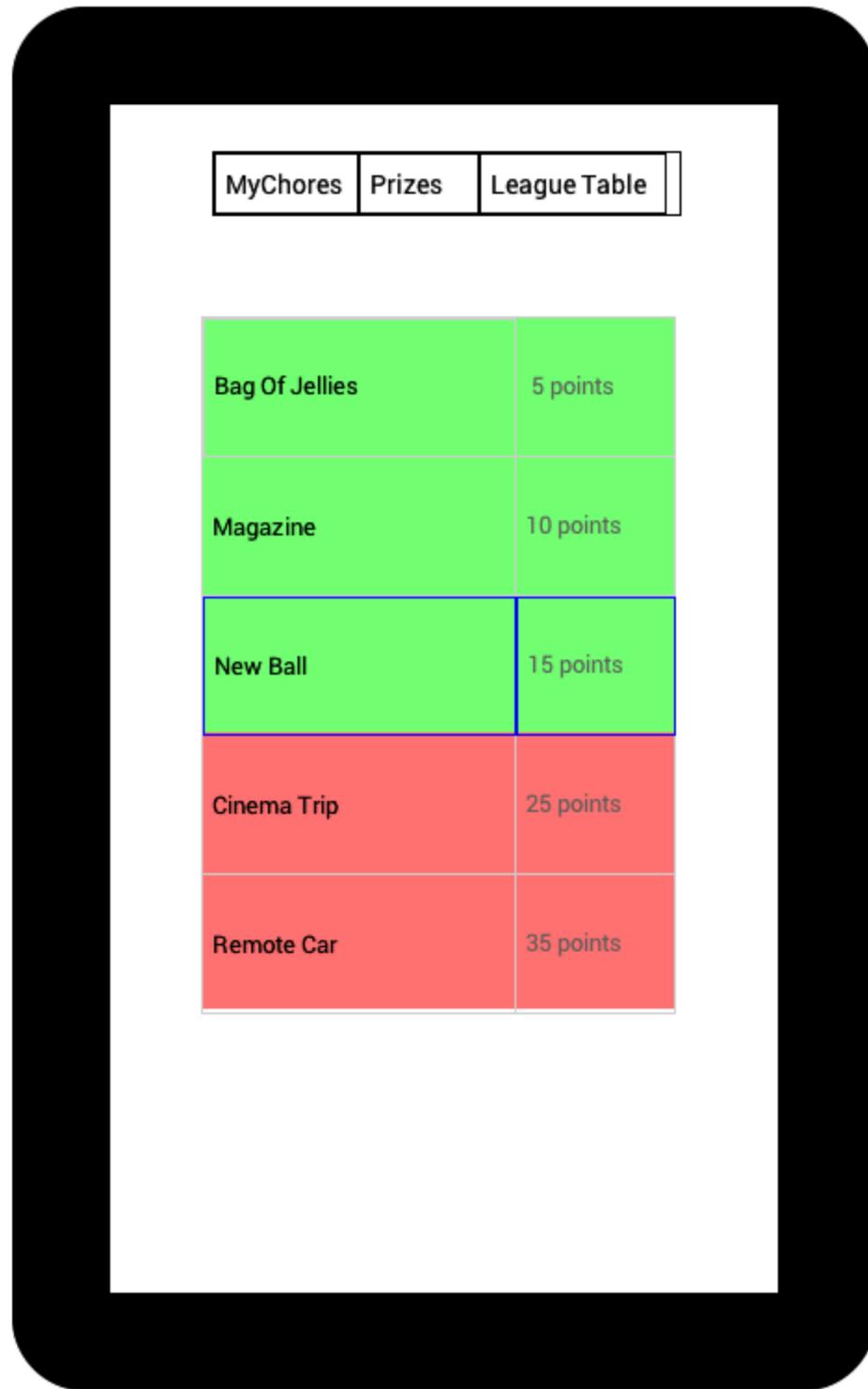
Little Ian's Chores

Wash Dishes - 10pts	<input checked="" type="checkbox"/>
Tidy Room - 10pts	<input type="checkbox"/>
Sweep Yard - 8pts	<input type="checkbox"/>
Bring Out Bins - 5pts	<input checked="" type="checkbox"/>
Sweep Kitchen - 5pts	<input type="checkbox"/>
Water Plants - 5pts	<input type="checkbox"/>

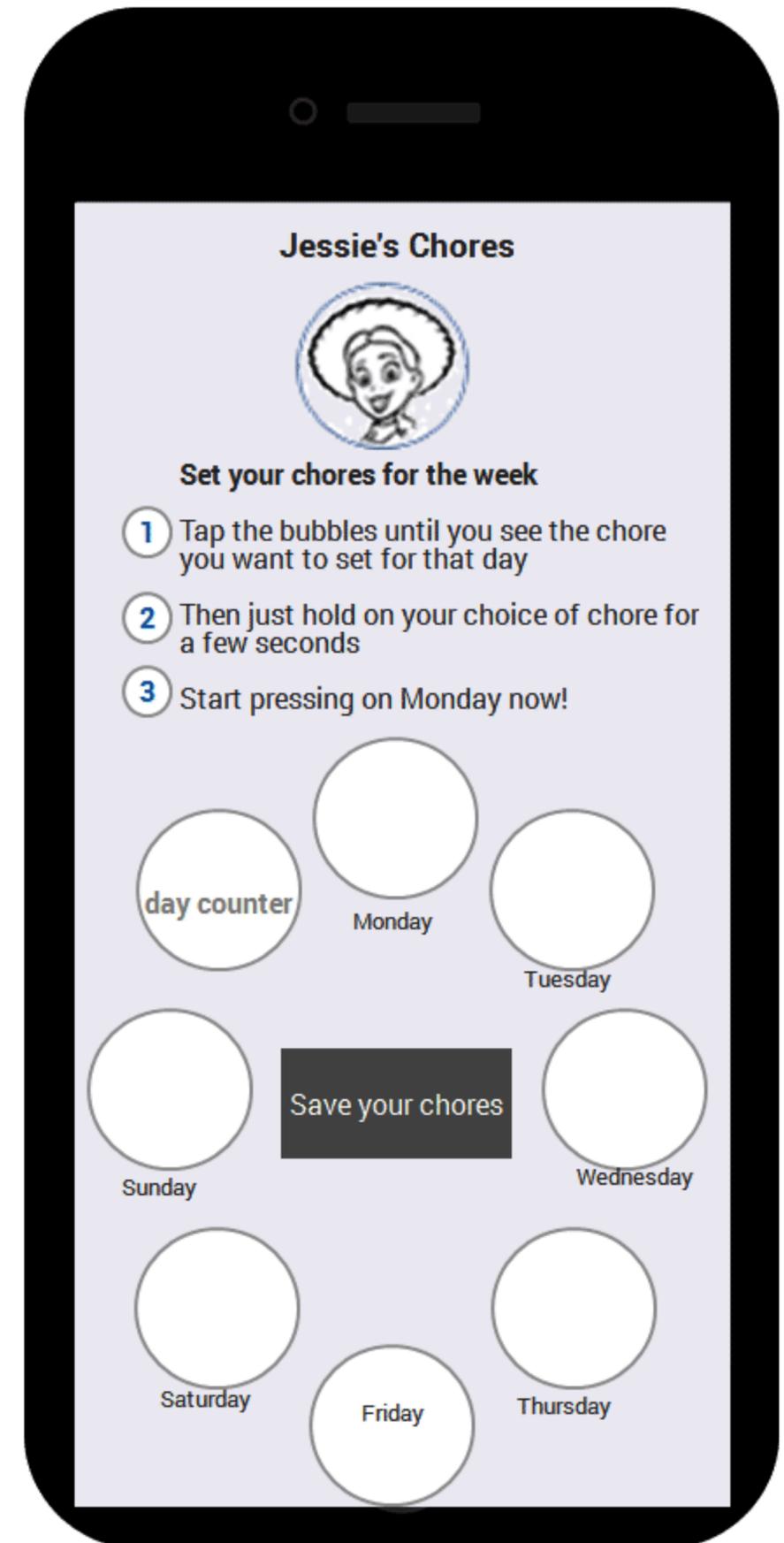
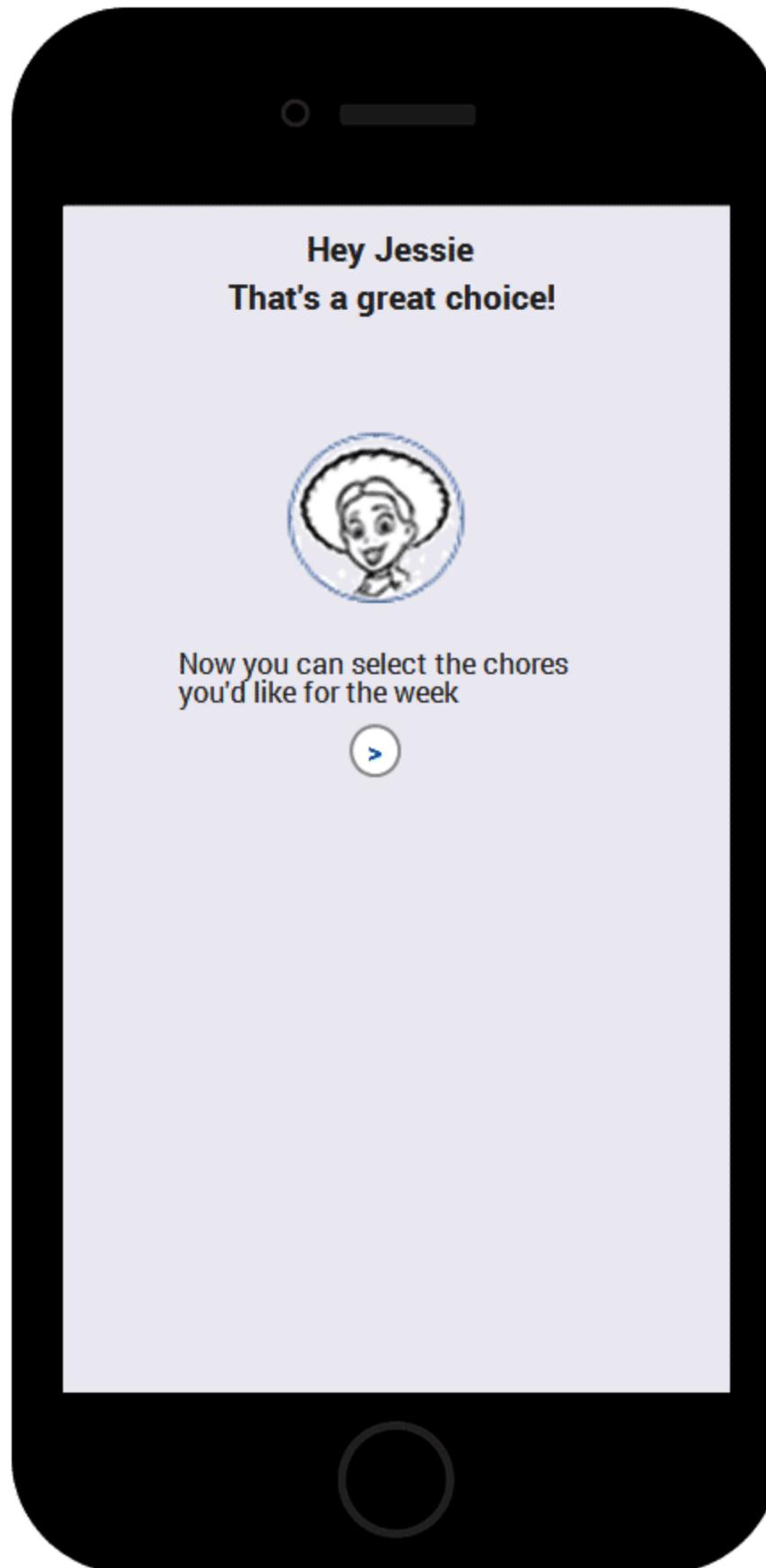
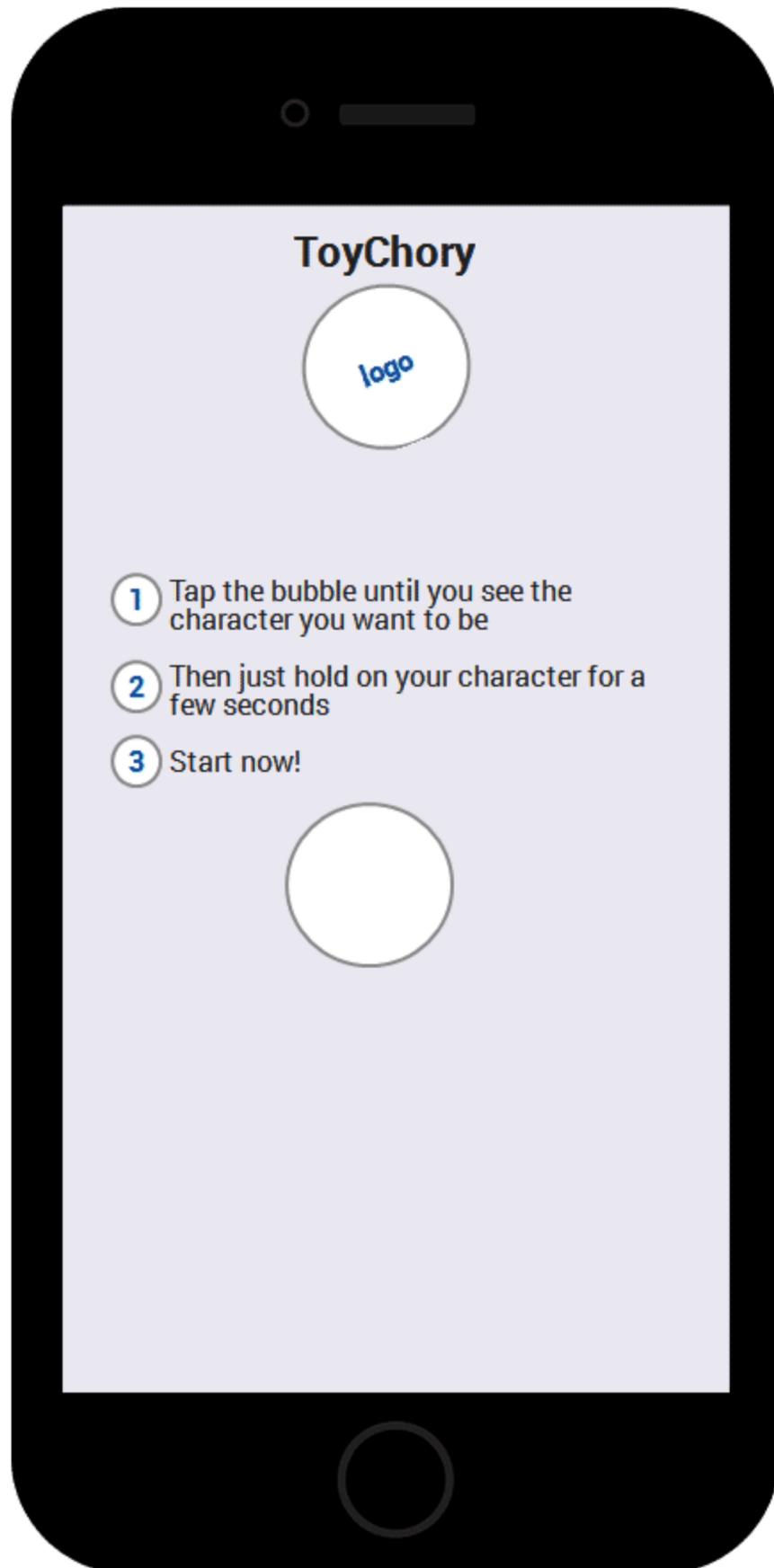
Total Points Earned: 15

[See what you can get with your points](#)

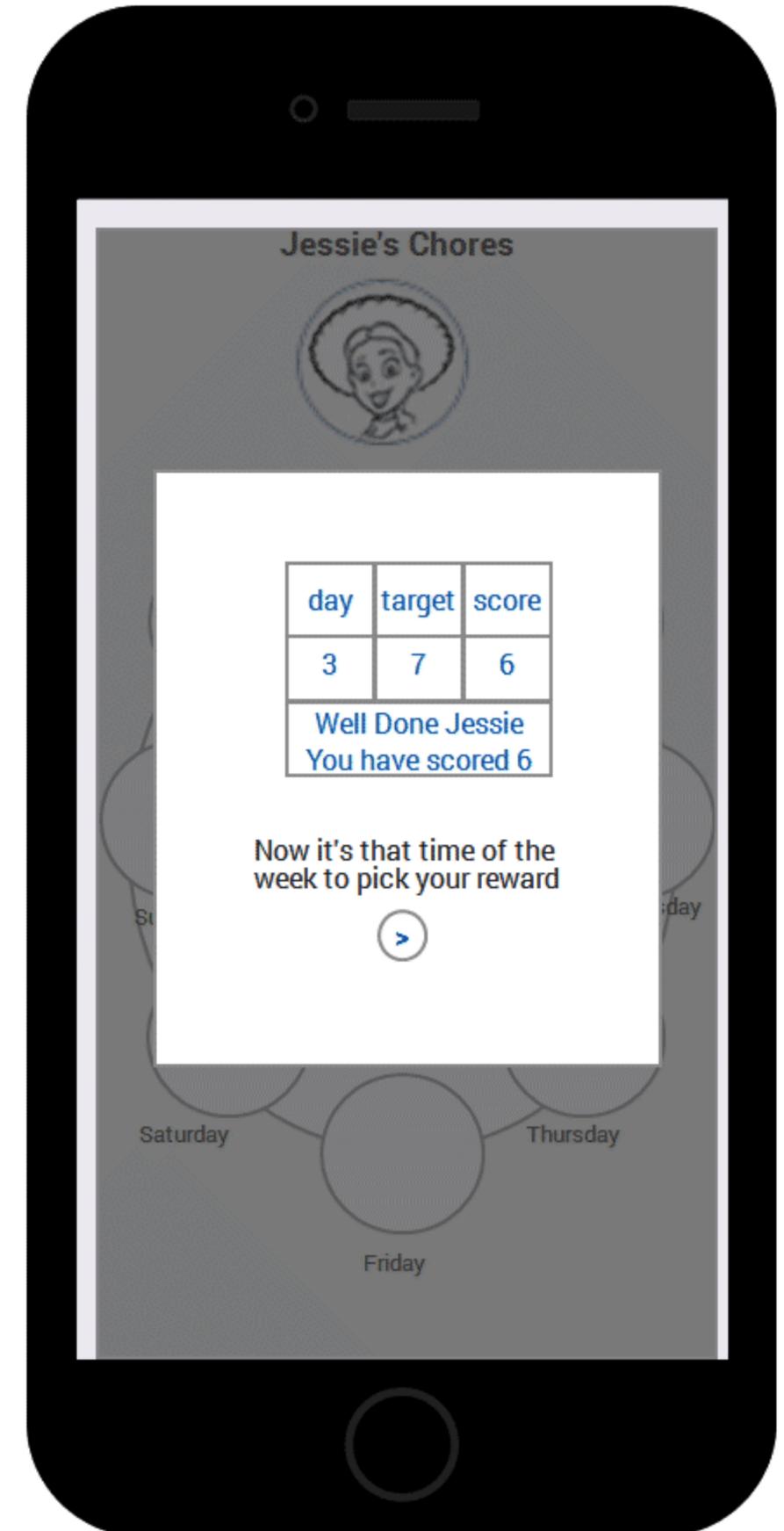
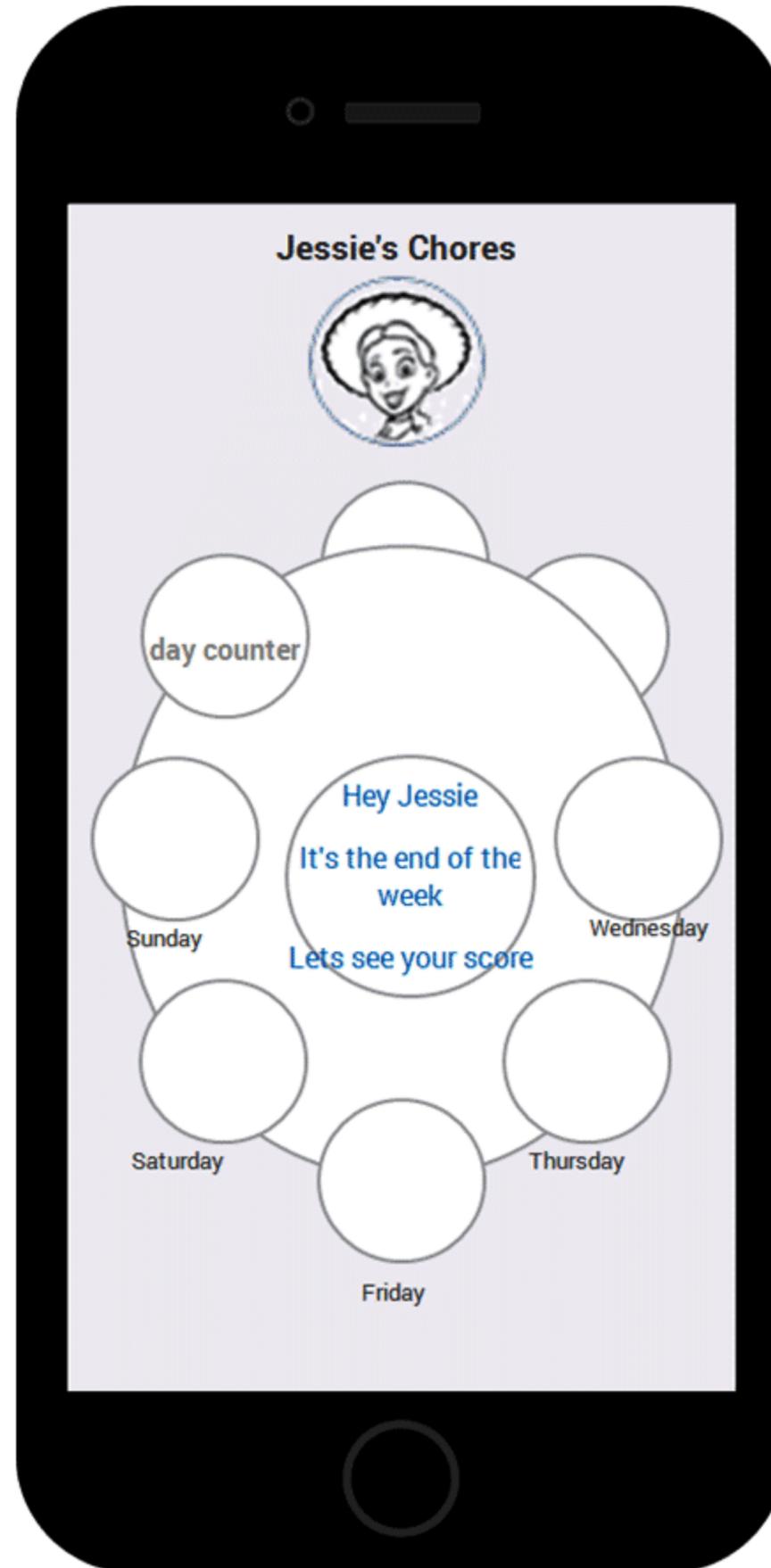
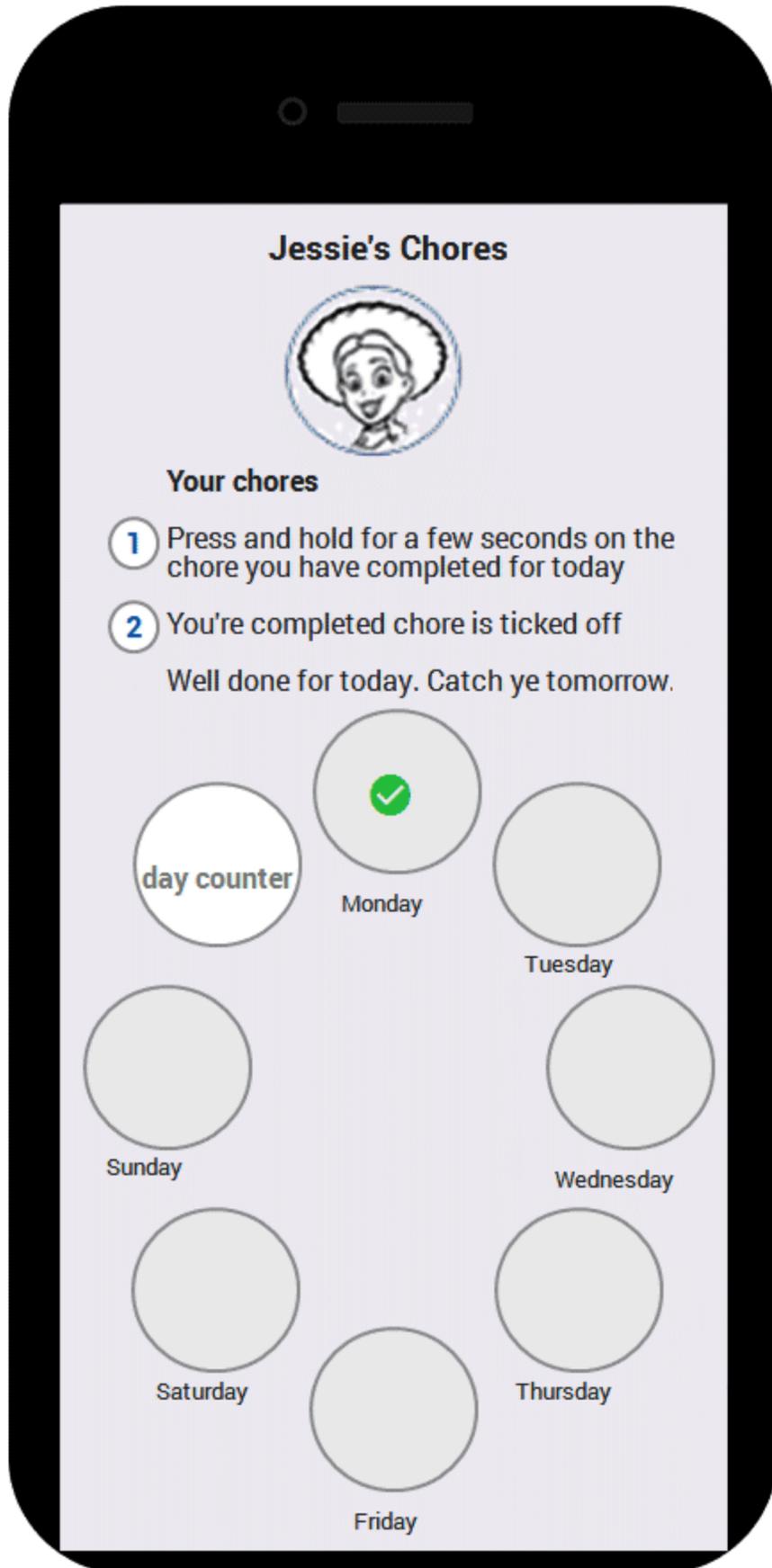
# Wireframes 03



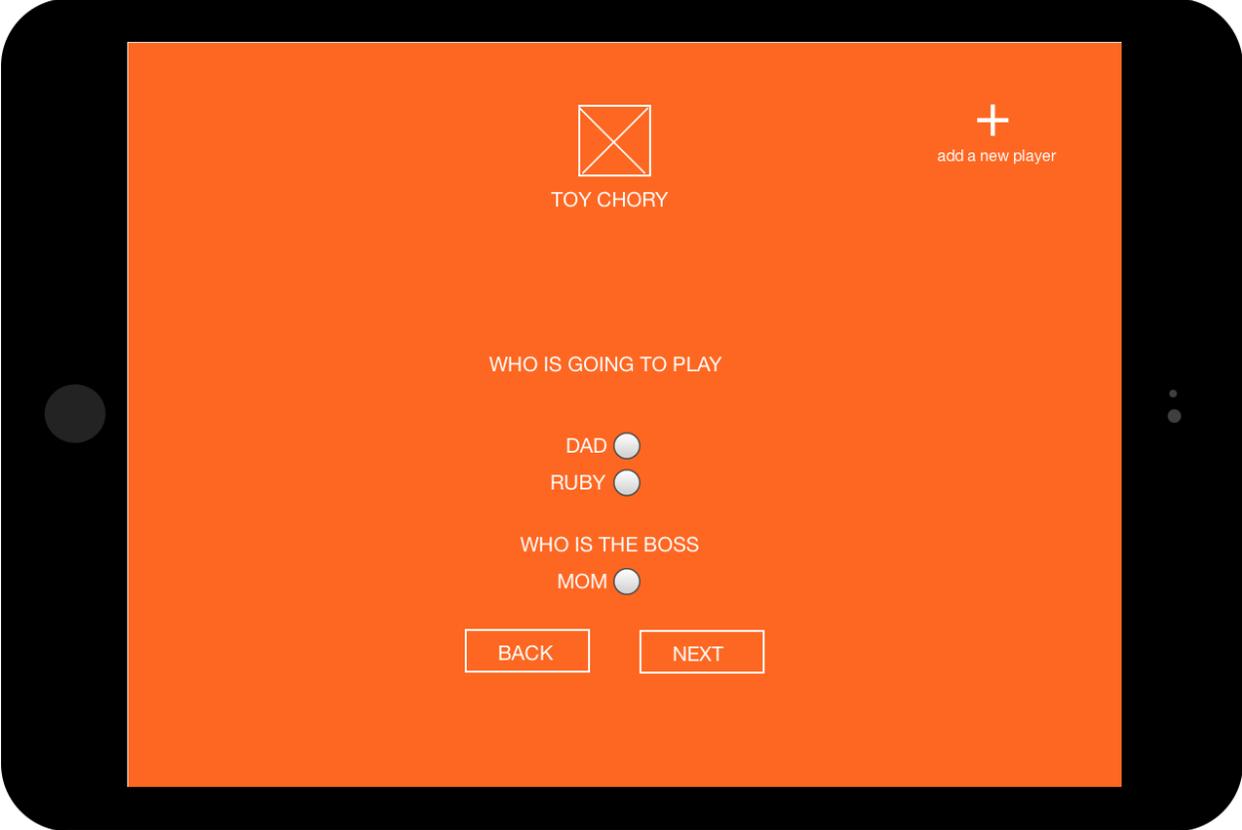
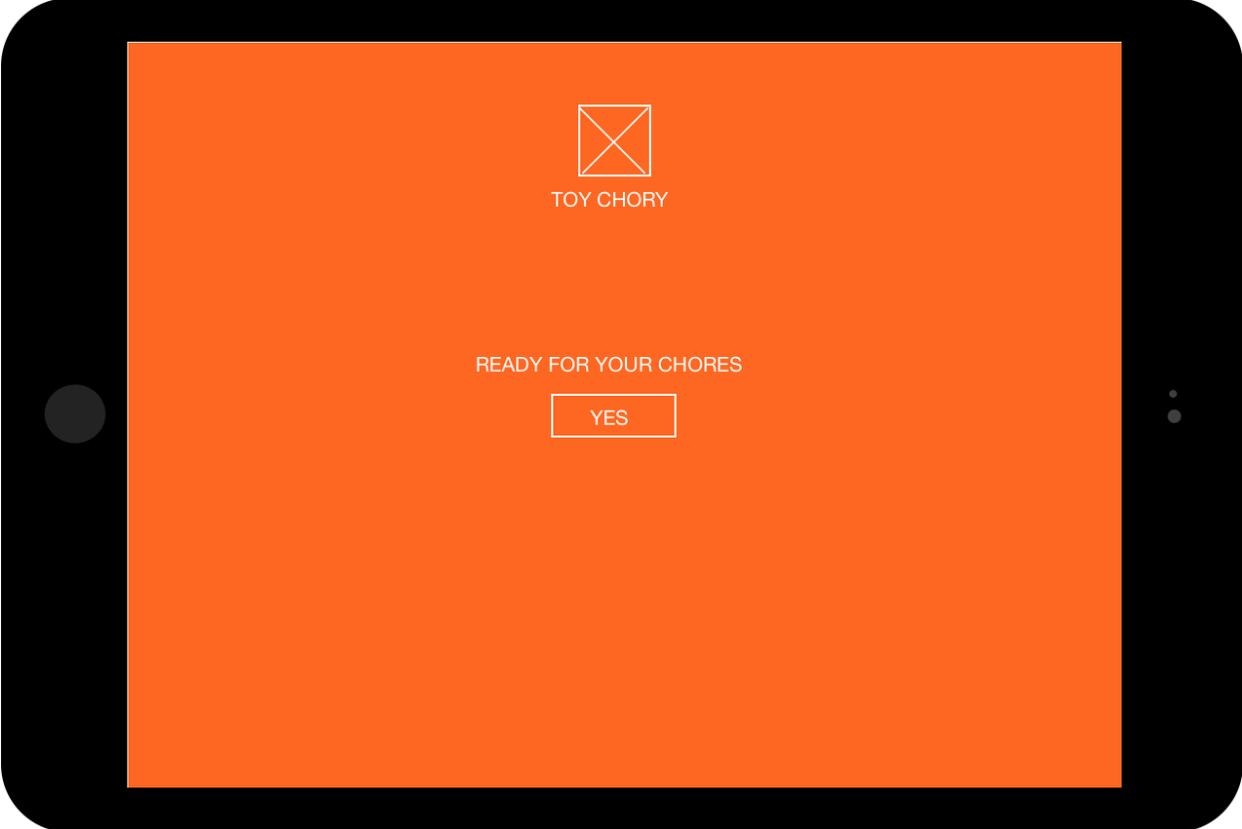
# Wireframes 04



# Wireframes 04



Wireframes 05





TOY CHORY



propose a new charity

CHOOSE YOUR CHARITY



BACK

SKIP



TOY CHORY

HOW MUCH WOULD YOU LIKE TO DONATE

€1 €5 €10



BACK

NEXT



TOY CHORY

SET CHORE FOR DAD

Choose chore

Choose days

Set target

BACK

NEXT



TOY CHORY

SET CHORE FOR RUBY

Choose chore

Choose days

Set target

BACK

NEXT



TOY CHORY

ARE YOU READY TO PLAY TOY CHORY

Give your game a name:

BACK

NEXT



TOY CHORY

THE CHORE BOARD

CHORE	PLAYERS	STATUS	BOSS
"Your Toy Chory" game	Dad - Ruby	Playing	Mom
Mom versus Sander	Mom - Sander	Played	Dad
The parent challenge	Dad - Mom	Played	Ruby

BACK

NEXT



## TOY CHORY

"Your Toy Chory" game

	Dad	Ruby
Monday	<input type="checkbox"/>	<input type="checkbox"/>
Tuesday	<input type="checkbox"/>	<input type="checkbox"/>
Wednesday	<input type="checkbox"/>	<input type="checkbox"/>
Thursday	<input type="checkbox"/>	<input type="checkbox"/>
Friday	<input type="checkbox"/>	<input type="checkbox"/>
Total	5	5
Target	5	5

CLAIM REWARD CLAIM REWARD

BACK

NEXT

Appendix 2: Guerrilla Testing

Scripts

Info rights and permission slip

Testing Results

## Your rights

User ID:

Thank you for agreeing to take part in this testing. Below is a guide to inform you about your rights as a tester and a consent form for the session.

### 1. Your rights

As a tester you have the following rights:

1. If you wish you can remain anonymous, where your name will not be used in any documentation, questionnaires or data collection.
2. If at any time you feel you don't want to continue with the testing, please feel free to opt out of the testing at any time.

### 2. What happens to the information you provide

1. The information you provide us with today will be used for its intended purpose. Your personal details will not be used for any other reason or shared with any other third party.
2. This testing is being used to help evaluate and compare your experience of using mock-ups for the development of a game. It is not a test of your ability to complete the tasks, nor is it a speed test.
3. Permission acceptance

In the course of this testing your actions and conversation may be noted by the facilitator in either hand-written form and in some instances your actions may be recorded using sound or video recording.

If you agree to this note-taking and recording please sign the permission form attached.

## Recording Consent

**User ID:**

I \_\_\_\_\_ give my consent to the facilitation of this testing either by note-taking or recording.

I understand that this recording will be used for the purpose of the evaluation intended.

Signed:

Co-signed:

\_\_\_\_\_

\_\_\_\_\_

Facilitator

# Guerrilla Testing

## Child Script

### ToyChory

#### Background

We're developing a game for children and their parents - or even Uncles and Aunts, or Grandmas and Granddads - to play. The game is about earning rewards for completing weekly chores. The reward is based on toys or small gifts.

As part of the game you can also select a charity to donate some of your pocket money to. Some of the charities we have in mind are "make a wish foundation" "Jack and Jill foundation", "ISPCC" and many more.

#### Your involvement in the Guerrilla Test

We have a few ideas for this game and we would like you to test them for us.

The parts of the game we have chosen for you to test is selecting chores and selecting a charity to which you can donate to.

Because we're not kids and we want to really understand how you would like to play the game so we're asking you talk out while you're playing and tell us how you're playing and just describe what you're doing.

#### Don't feel pressurised

Please don't feel under any pressure during this. This is not a time test or a test of your performance. There is no right or wrong way.

#### Duration

The testing on your part should take no more than 15 minutes for the tests.

#### Reward and Thanks 😊

Thank you so much for taking part in this game testing. This will help us in making this a fun game to play with.

You have been a wonderful tester and for that we have a small gift for you 😊

# Guerrilla Testing

## Adult Script

### ToyChory

#### Background

We're developing a game for children and their parents - or even Uncles and Aunts, or Grandmas and Granddads - to play. The game is about earning rewards for completing weekly chores. The reward is based on toys or small gifts.

As part of the game you can also select a charity to donate some of your pocket money to. Some of the charities we have in mind are "make a wish foundation" "Jack and Jill foundation", "ISPCC" and many more.

#### Your involvement in the Guerrilla Test

We have a few ideas for this game and we would like you to test them for us.

The parts of the game we have chosen for you to test is selecting chores and selecting a charity to which you can donate to.

We would also like to ask you to talk out while you're playing describe what you're doing.

#### Don't feel pressurised

Please don't feel under any pressure during this. This is not a time test or a test of your performance. There is no right or wrong way.

#### Duration

The testing on your part should take no more than 15 minutes for the tests.

#### Reward and Thanks 😊

Thank you so much for taking part in this game testing. This will help us in making this a fun game to play with.

We would like to offer you a cup of coffee and a cupcake for taking part. 😊

Timestamp	1. Out of the 4 tests which one did you prefer	2. Based on your preferred game what changes, if any, would you mak	3. Were the instructions easy to follow as you went through the	4. What rewards would you suggest?	What is your name?	3. Were the instructions easy to follow as you went through the game?			
5/23/2015 21:58:22	I's - wireframe 03	Limit the amount of times in a month you can do a particular chore, so y		5 Customise rewards for each player. Book for mam, beer for dad, sweets for kids	Kim				
5/23/2015 22:34:23	I's - wireframe 03	Add colour		5 Points	Debbie				
5/24/2015 12:52:10	D's - wireframe 05	I would like to earn points		5 make dinner for you, breakfast in bed, toys , music, pancakes	ruby				
5/24/2015 14:23:50	S's - wireframe 04	Have a chore list that I can tick as done once clicked on the day.		4 Points convert to adventures - days out. As new toy could be expensive.	Maja				
5/24/2015 16:47:39	R's - wireframe 02	No, got the message		5 Trips out with family, eg movies, outdoor activity	Paul Gannon				
5/26/2015 10:39:30	S's - wireframe 04	more graphical instruction		3 money!	Alan O'Gorman				
5/26/2015 13:17:00	S's - wireframe 04			4 pizza for dinner	Eoghan				
5/30/2015 8:45:43	S's - wireframe 04	I would redesign R's wireframe		5 Sporting event's ticket	Oia				

## Questions

	test 1	test 2	test3
1. Out of the three tests which one did you prefer			
2. Based on your preferred game what changes would you make to it			
3. Were the instructions easy to follow as you went through the games			
4. What rewards would you suggest			

## Likert scale

(optional testing)

On scale of 1 – 5 (1 – not good – 5 being really good) how would you rate the following

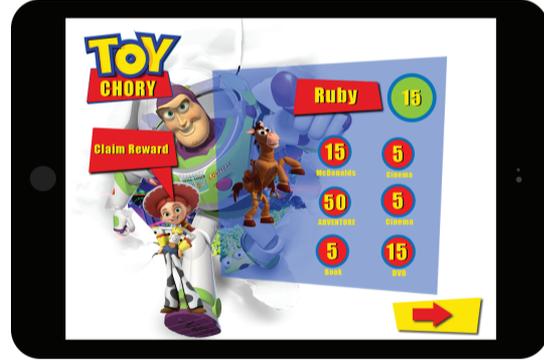
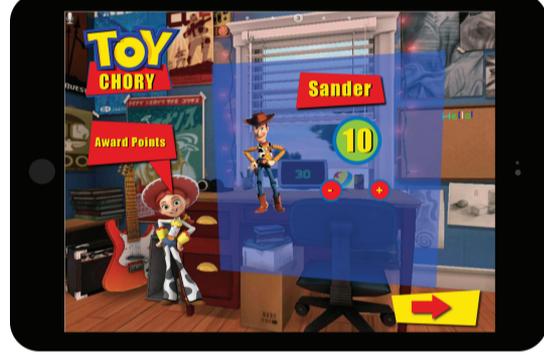
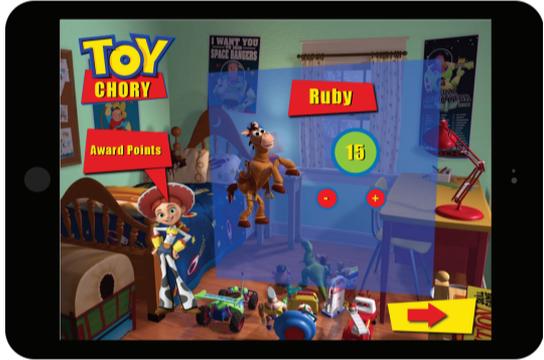
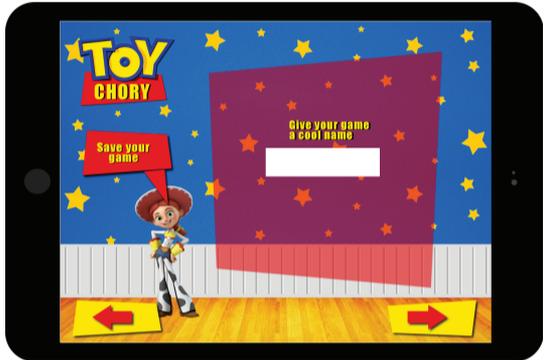
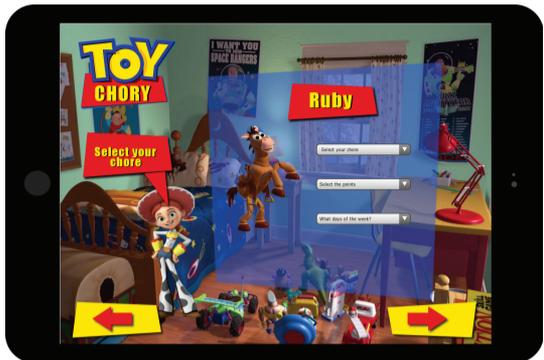
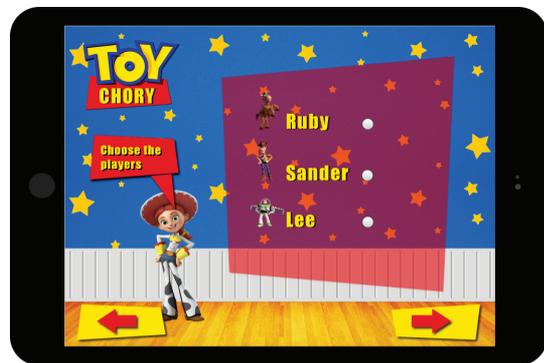
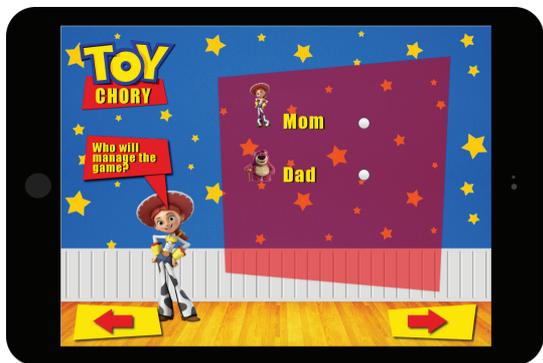
<b>D's test - wireframe 05</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
The instructions were easy to follow					
I could understand the words used					
I'd like to play this game again					

<b>R's test - wireframe 02</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
The instructions were easy to follow					
I could understand the words used					
I'd like to play this game again					

<b>I's test - wireframe 03</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
The instructions were easy to follow					
I could understand the words used					
I'd like to play this game again					

<b>S's test - wireframe 04</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
The instructions were easy to follow					
I could understand the words used					
I'd like to play this game again					

## Appendix 3: Full presentation mockups



## Appendix 4: Post-test questionnaire

Email invitation to test

Rights info

Questionnaire

Questionnaire Results

## e-mail script inviting user participation for post-testing

Hello,

I'm carrying out a user test for a game we are developing. I would really appreciate if you could participate in a user test.

All you have to do:

Follow the link to a prototype of the game and go through the screens as if playing the game as a family with three children

After playing the game follow the link to the questionnaire, fill it in and submit.

**Link to game prototype:**

<http://digitalskillspages.com/work3/ToyChory-Mockup-latest/index.html>

**Link to questionnaire:**

<http://goo.gl/forms/7J9otXIusK>

After reading this email and the attached "Your Rights" document and taking part in the testing you are agreeing for the information you are providing to be used for its intended use, that is in evaluating the usability of the prototype.

Thank you very much for your time in participating in this user test.

Regards,

Name of Sender

## Your rights

User ID:

Thank you for agreeing to take part in this testing. Below is a guide to inform you about your rights as a tester and a consent form for the session.

### 1. Your rights

As a tester you have the following rights:

1. If you wish you can remain anonymous, where your name will not be used in any documentation, questionnaires or data collection.
2. If at any time you feel you don't want to continue with the testing, please feel free to opt out of the testing at any time.

### 2. What happens to the information you provide

1. The information you provide us with today will be used for its intended purpose. Your personal details will not be used for any other reason or shared with any other third party.
2. This testing is being used to help evaluate and compare your experience of using a prototype for the development of a game. It is not a test of your ability to complete the tasks, nor is it a speed test.

# ToyChory Survey



1. What is your overall impression of this game?

2. Who do you think the game is for?

3. If you were to describe the game to someone how would you describe it in a sentence or two?

4. What do you like about the game?

5. Is there anything that you see is missing from this game

What improvements or additions would you make to this game.

6. Would you recommend this game to someone?

Yes

No

7. Would you pay for this game?

Yes

No

Thank you so much for participating in this survey. We really appreciate your time and honesty :)

Submit

*Never submit passwords through Google Forms.*

Timestamp	1. What is your overall impression of this game?	2. Who do you think the game is for?	3. If you were to describe the game to someone how would you describe it in a sentence or two?	4. What do you like about the game?	6. Would you recommend this game to someone?	7. would you pay for this	5. Is there anything that you see is missing from this game
6/18/2015 9:45:19	It's a lovely game giving children the opportunity to understand the importance of chores	parents and children		simplistic	Yes	Yes	
6/18/2015 22:22:39	I think it's a great idea to make the chores fun!	Any parents with little children.	It's a great game to make the children do their chores but by making a game out of it it's fun so they're more likely to do them. The rewards are a great idea as they're simple and doable and will entice the kids to do more.	i like the background pictures, they're very suitable as every child gets excited over toy story. It's easy to use. And I like the charity donation at the end.	Yes	Yes	I'm not sure if it would work but I'd like if there was a section for the kids to swap their chores or change their rewards. I know some kids wouldn't do the chores you gave them. And if you could change the days a week into a daily week so you could put one chore in each day etc.  Also If you had a piece to explain the charities in simple terms. I think it's a good idea to teach children about charities and how to help others but most kids wouldn't understand all the Trocaire advertisements on to etc.  I'd pay a once off fee to buy the game but I wouldn't pay an ongoing prescription for it.
6/18/2015 22:24:08	I liked it because I think toy story will appeal to most children and I liked that more than one child can get involved at one time.	I think the game would be for 5 year olds up to 12 year olds.	It makes the thought of doing chores in the house seem fun for children. It also involves the parents too.	I like the idea that involves both parents and children and makes the idea of doing chores fun and also that the children get rewarded and can choose their reward. I also like the name.	Yes	Yes	I would leave an empty space so that the child could perhaps choose a new chore that wasn't an option already.
6/18/2015 22:37:40	Very good. Really good Gracie's identical to movie characters children relate to an also the type of graphic e.g. Pixar character shape design. Good way for children to learn responsibility in a fun way an interactive compared to star charts.	Children aged 3-12. Although the three years old may not do the job sufficiently they can interact with other family members with fun an interaction while still learning.	modern game to teach children responsibility in a fun way	the graphics are cheap looking, they relate to graphics children see on a regular basis e.g. graphics are like movies children watch regularly. It is easy for children of all ages. Mostly it's a modern turn on star charts. An mainly specifically identifies tasks	Yes	Yes	on option for child to pick mom or dad manages tasks..... Third option should be offered for children not living with parent ....instead of guardian make this a fun option so child does not feel bad they don't have a mom or dad e.g. amazing guardian /awesome manager
6/19/2015 8:38:37	I Really liked it. Great idea to motivate kids. Could be a very useful tool.	To motivate children to take part in and enjoy their chores using a rewards system.	An interactive game for children to make the rewards system for doing their chores fun and appealing.	The premise and the overall look of the game.	Yes	No	I found the radio buttons and pointer tool difficult to see, not really obvious. Young children used to the standard pointer tool may initially have difficulty with this.