

Name(s): _____ Date: _____

Use a new sheet for every round of testing or each note-taker. Follow the 3 steps so that you can see how the player interacts with your prototype without guidance or help first.



Step 1: Observation (little or no instructions)

Give the player(s) the game and have them play with limited directions.

This will show you how the player interacts with your prototype without guidance or help first.

Write any related observations in the spaces below

Did the player get stuck or confused?	Yes	No	
Did the player use the controls or mechanisms in the way you expected?	Yes	No	
Did anything break or stop working during the test?	Yes	No	

Other Observation Notes:



Step 2: Guided Play (full rules and instructions)

Have the player(s) try your game again. This time, if they get stuck, give them help and provide more directions. Take notes on which parts of the game you had to explain, what mechanisms broke, and what they commented on or asked questions about.

Guided Play Notes:

Step 3: Feedback Chat

After the player has tried your game, sit down with the player for a structured conversation. Use the categories below to guide your questions. Take notes on this page or make three columns using a whiteboard, poster paper, or three separate sheets of paper.

I like...

(What worked well and is fun)

I wish...

(What was confusing, hard, or broken)

What if...

(New ideas to make it better)



Tip: Practicing Empathy

Empathy means trying to understand how your player actually feels. While you are listening to their words, remember to also watch their face and body language! Are they squinting? Do they look frustrated? If your player struggles with a question or a physical task, never say, "It's easy, just do it like this." Instead, say, "Thank you for showing us that. We will design a way to make it better!"