**Observations and Playtester Comments**

(cf. Fullerton 2019: 301)

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| **In-Game Observations***(Your thoughts as you watch the testers play.)*  | **Revision Ideas***(Ideas you have for improving the game.)* |
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**Postgame Questions**

*(Questions you ask the testers after they have played.)*

**(Exemplary) questions**

1. Tell me the story of what just happened in the game.
2. What is the objective of the game?
3. Overall, what were your thoughts about the game? And about the game play?
4. Were you able to learn how to play quickly (e.g. solving puzzles etc.)?
5. Now that you have played the game, is there any information that would have been useful to you before starting?
6. Is there anything that you did not like about the game? If so, what?
7. Was anything confusing? Please take me through what you found to be confusing?
8. …
9. …
10. …
11. …
12. …
13. …