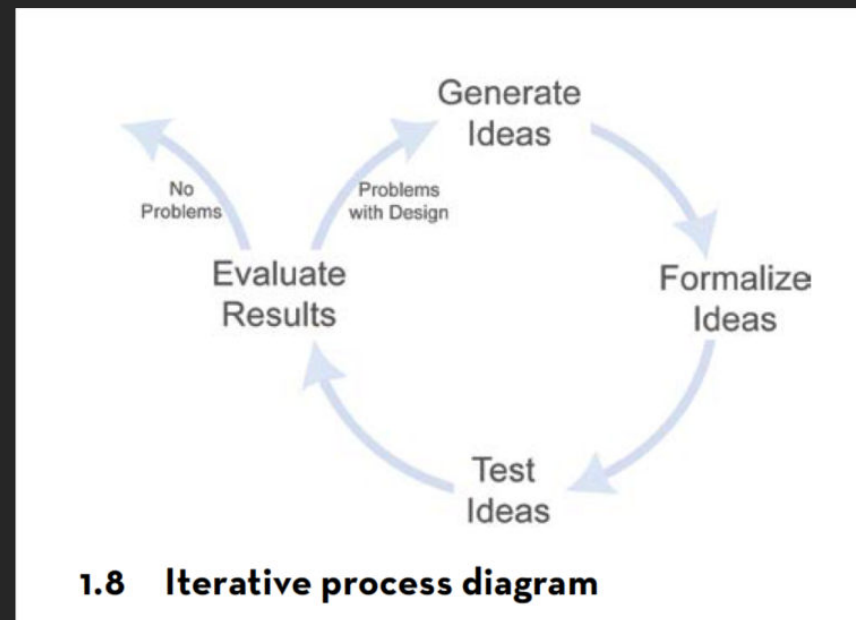


Digital Escapes. On the Importance of Spatiality in Game Design.

Block III, session 1
05.06.21, 10:15 – 16:45 h

Escape rooms provide **non-linear spatial exploration**
in order to construct the **overall linear narrative**

“The **iterative process** is a cycle between planning, building, and testing.” (Sylvester 2013: 295).



(Fullerton 2019: 17)

“The real purpose of playtests is not to gather suggestions – it is to understand the experiences other players have with the game.” (Sylvester 2013: 172)

Methods of Playtesting

- Self-testing
- Over-the-shoulder Playtesting
- Group testing
- One-on-one interview
- Open discussion
- Feedback forms
- Metrics

“Rather than telling players what to think about your game or explaining how it works, let them play with no or minimal explanation. Allow them to make mistakes. (...) You will learn much more from the mistakes players make than you will if they play the game flawlessly based on your explanations.” (Fullerton 2019: 281)

“We should not ask, “Did you notice the door on the left?” because the question itself gives players information that might corrupt their answer. (...) A better question might be, “Tell me about why you chose that path.” The playtester will either mention the door on the left and why he didn’t take it, or he will not. One indicates that it was noticed and rejected; the other indicates that it might never have been perceived at all.” (Sylvester 2013: 300)

Giving feedback

→ Praise/Question/Polish technique

- 1) Begin with praise: compliment on something that was designed (particularly) well.
- 2) Pose (clear and text-specific) questions and observations on what crossed your mind during the game session. What was unclear to you and what aspects could need clarification or explanation?
- 3) Close your review with polishes: offer specific improvements or revisions the designers should make.

Digital Escapes.

On the Importance of Spatiality in Game Design.

Block III, session 1 (05.02.21, 10:15 – 16:45 h)

Playtesting

- 1) *Each group will think about postgame questions they want to ask their testers.*
- 2) *Over-the-shoulder playtesting: Designers observe players and remain completely silent through the test. They explain as little as possible about the room.*
 - click on 'return to main session' when the playtesters finished playing
- 3) *One-on-one discussions: 1 designer will meet up in a break out room with 1 playtester.*
- 4) *10 min. discussions so the designers can compare experiences and talk about issues.*
 - 15 min. break – groups switch roles