Evaluating
Learnability of Games

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What is it?

Learning Case Mining - A method for evaluation of gameplay learnability in games during development, based solely on eye tracking data and user interaction
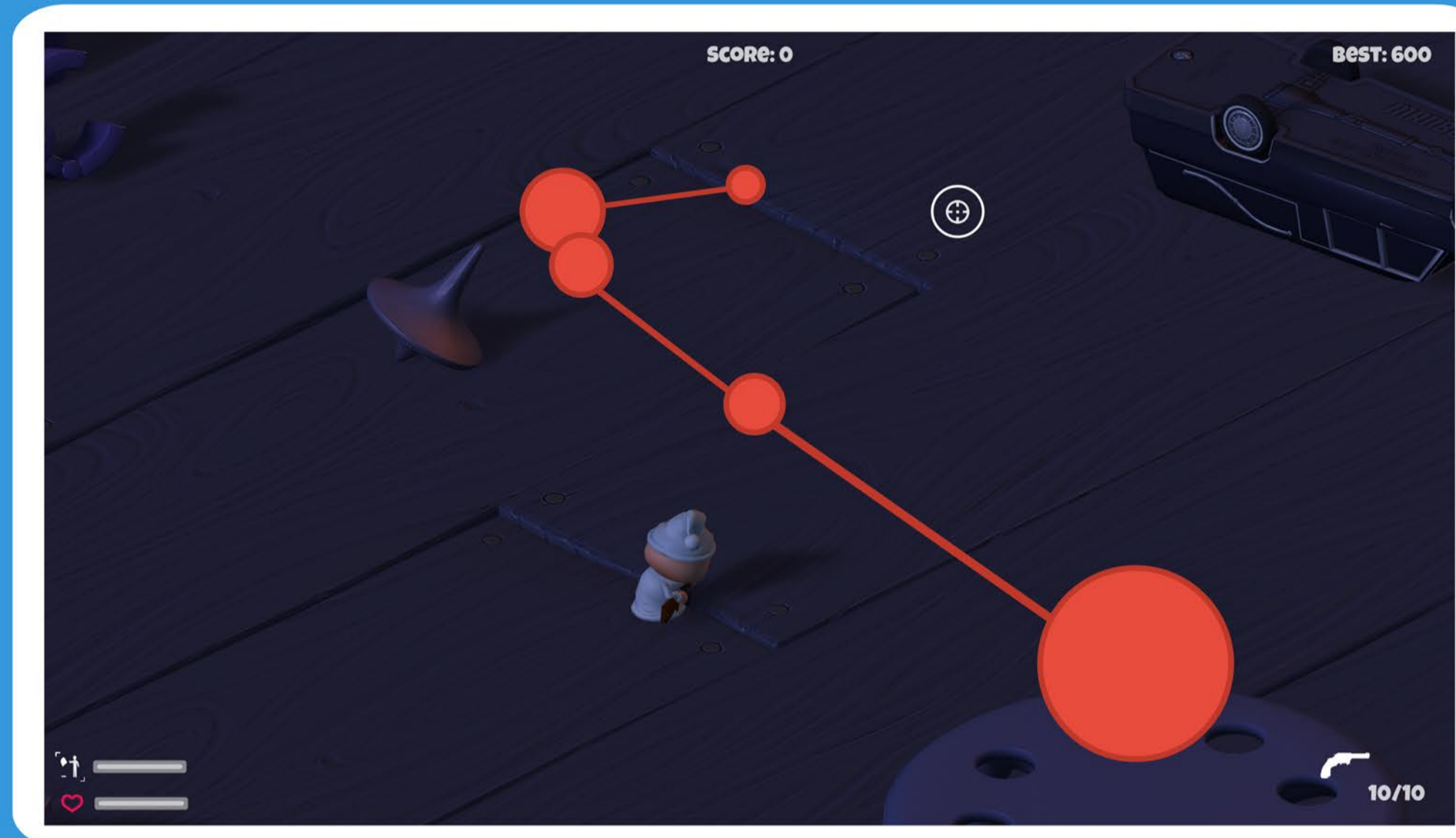
Who is it for?

Game designers

Why?

To provide an easily scalable source of feedback without it influencing the way the players play the game

Integration in playtests

Observation

Think-aloud protocol

Learning Case Mining

Questionnaire or Inteview

⭐ Gaze tracking provides insight into the mental processes of the player
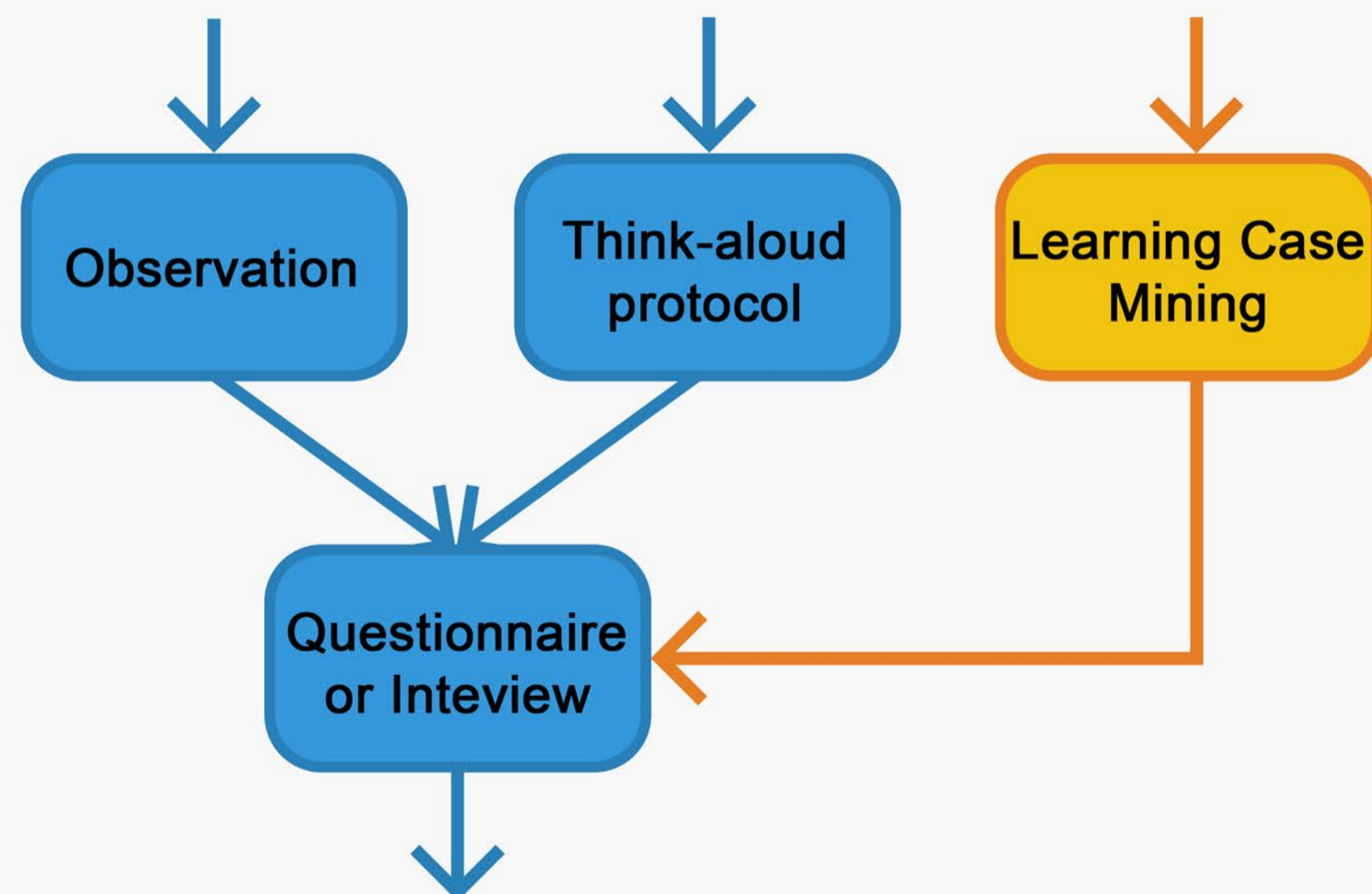
Playtest guideline

Players must come in contact with the tested gameplay mechanic/dynamic for the first time during the test

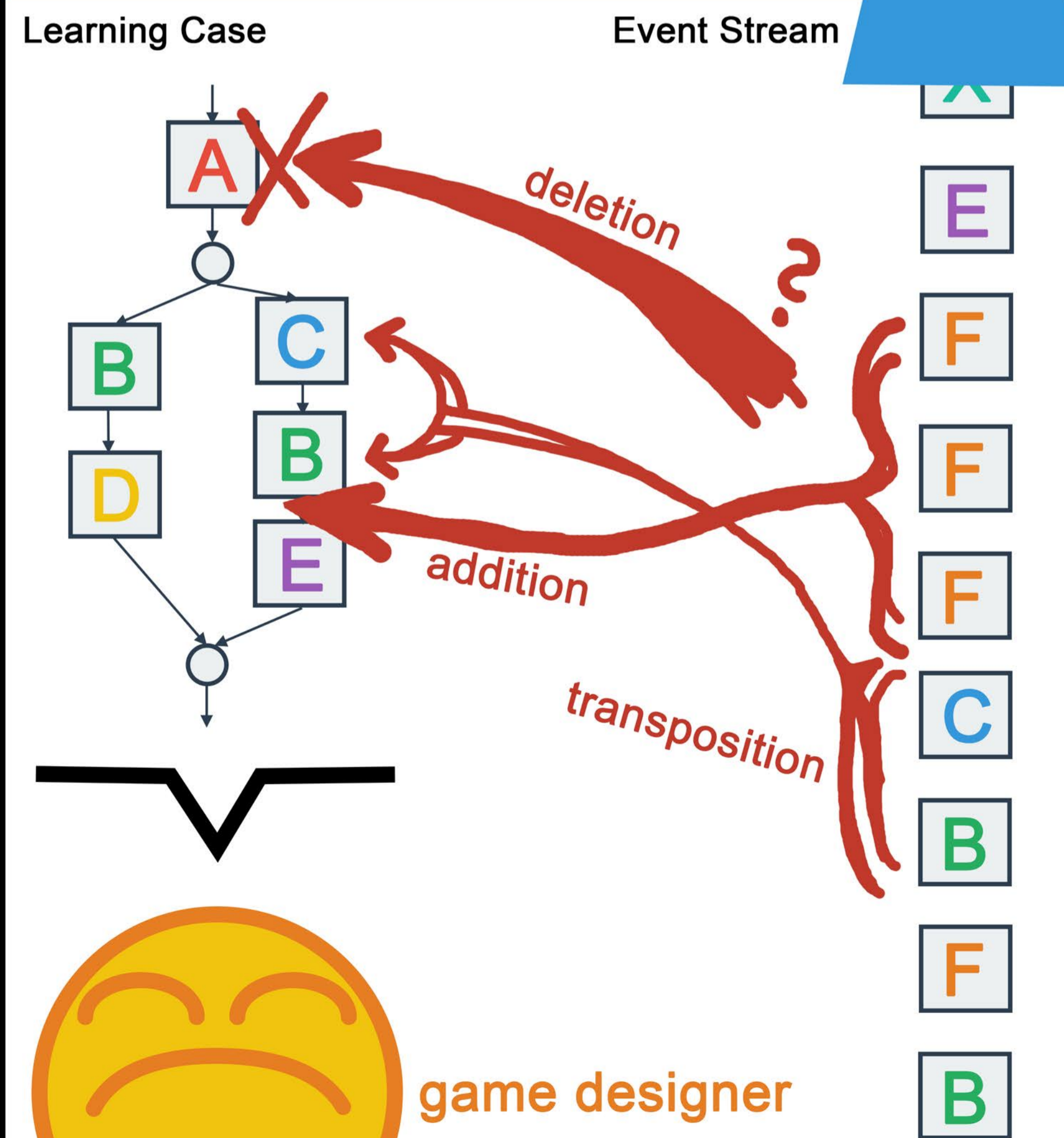*A pilot playtest is recommended to verify the design of the learning cases*

SCORE: 0   BEST: 600
10/10

Learning Case   Event Stream

A ✕

deletion

B
C
D
B
E

addition

transposition

X
E
F
F
C
B
F
B

game designer

Experiment

2 games, 10 participants, 5 learning cases

Players are let to interact with the games as they naturally would. There is no strict time limit.

Additional feedback about the player's experience with the tested gameplay mechanics/dynamics is collected via a video review of the playtest session with the participant