

# Goal: Playtesting - Pt. 2

## Session 12

### LEARNING OBJECTIVES

- Teens gain critical thinking and analysis skills
- Teens build confidence in decision making

Teen well-being concepts are noted using the following key:

**M** = Mental well-being   **P** = Physical well-being   **E** = Emotional well-being   **S** = Spiritual well-being

### Software used in this session:

- [SideQuest](#)
- [Zoom](#)
- [BeatSaber](#)
- [Miro](#) and [Session Example](#)
- [Sample Playtesting Prompts](#)

This session focuses on a final playtest of the VR build. To do this playtesting teens will work in small groups of 1 teen and 1 adult. In order to support all of the teens, you will have half the teens play Beat Saber while the other half are playtesting. Then you will swap the groups so that the teens that were playtesting move on to Beat Saber and the teens that were in Beat Saber begin the playtesting process.



**We have realized that framing the design around game design with goals, rules, components, settings, etc. might be useful for the next implementation.”** – *Field Notes*

### Reminder:

**It is key to have a good demo of the VR tool that will be used. The demo should be concise and provide key elements regarding interface, interactivity, and how to use the platform effectively so everyone is able to contribute without too many technology related barriers**

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ACTIVITY	FACILITATION	TECH	MENTALHEALTH & WELL BEING
<b>Start the meeting</b>	Welcome everyone to the session.	Zoom Miro	
<b>Open with the QotD</b> 5 MINS	For this session’s QotD, consider asking the co-designers to answer the question, “Throughout this program, what did you learn about mental health that you didn’t know before?” This question gives the co-designers the chance to reflect on their learning and understanding of mental health as a result of the work they’ve been doing on this project.	Zoom Miro	<b>M E S</b>
<b>Review the agenda</b> 5 MINS	Go over the agenda and see if there are any questions before getting started.	Zoom Miro	
<b>Playtesting or Beat Saber</b> 5 MINS	Explain that you are going to have the teens go into small groups of 2 with 1 teen and 1 adult. Let the teens know that if they are not a part of the playtesting group at the start, they will play Best Saber until there is a switch in breakout rooms.	Zoom Miro	<b>M E S</b>
<b>Playtesting</b> 45 MINS	<p>Each adult should start the playtesting of the current build by making sure the teen co-designer is set with SideQuest and installing the latest build.</p> <p>Once the build is installed, talk with the teen about using a talk aloud process for the playtest. You can have the teens practice the process, before playtesting, by walking you through their home, and counting the number of windows they see as they go room to room. You should encourage the teens to continuously share what they are seeing, feeling, and thinking during the playtest.</p> <p>Then have the teen open the latest build and use the talk aloud process as they go through the experience. Feel free to interact with the teen as they go through the experience, ask questions, and help them if they get stuck. Prior to the session it is useful to come up with a set of prompts of activities and actions in the VR that you would specifically like the teen to try out and talk about.</p> <p>As the teen talks aloud, take notes on what works and doesn’t work on the Miro board.</p>	Zoom Miro SideQuest	<b>M E S</b>

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<b>Best Saber</b> <b>45 MINS</b>  [Concurrent w/ playtesting]	Teens that are not yet playtesting will play Beat Saber.	Zoom Miro SideQuest	<b>M P E S</b>
<b>Teen Switching</b> <b>10 MINS</b>	When the teens have completed the first round of playtesting, switch the groups so that those playtesting will play Beat Saber and those playing Beat Saber will playtest. Use the same playtesting processes as described above.		
<b>Reflection</b> <b>10 MINS</b>	Give the co-designers a chance to reflect on the design session activities and write comments about their experience in the session. Co-designers can reflect on the difficulty of each of the parts of the design session.	Zoom Miro	<b>M E S</b>
<b>Closing</b> <b>10 MINS</b>	Thank the designers for joining and participating in the session and let them know what's coming next.	Zoom Miro	

