

Exercise 3: Analysis and reporting on quantitative data

Scenario: Your friend Frejman once again asks for your help, this time for some data analysis. He has collected data from a recent playtest that he conducted. The goal of the test was to evaluate the game pace. Frejman also sent you his notes from meeting the game developers on their rough intended user experience:

- Smooth difficulty curve
- Levels 4 and 6 should be the “hardest”
- Game should take around an hour to complete all 6 levels
- Players should have a relatively similar experience regardless of prior skill
- Most players should collect at least half of the stars (collectables) in the game

Challenge: Download Frejman’s dataset from [the course page](#). Determine if actual player experience (based on the dataset) aligns with intended experience (based on the developer’s notes). Prepare a quick report to present your findings.

Exercise: Discuss at your table 20 minutes then group then class discussion 10 minutes (30m)