Evaluating

I. Introduction

1. Project Recap

- This semester in the IDU class, we were meant to design a Sports game that is suitable for a diverse group and develops some physical ability. The goal of the soccer basketball hybrid game was to provide an engaging and challenging sports experience while promoting teamwork and using strategic moves.

2. Test Overview

- This test was conducted to provide feedback and show the outcomes of the game design. The game was tested with 15 players over a 40 minutes PHE block in the Basketball court. The actual game toke about 25 minutes to complete.

II. Evaluation Criteria

1. Define Metrics

- Gameplay

- Mechanics: At first, some people were unable to understand the rules and keep making fouls and hand balls. But after some time, they got used to the game. It was very interesting to see the players collaborate and switch quickly between hand and feet dribbling. The game progressed quite well, although there was a slight miscalculation in the number required for winning, that’s why we changed the points needed to 10 instead of 15 after seeing it was too much. Players also gave valuable feedback during the game like it was too hard for the goal keeper or they promptly reported any fouls committed.

- Difficulty: Despite a slightly unsuitable final score, the difficulty level seemed to be quite proper, we can see players scoring evenly as the final score settled at 10:8.

- User Experience: Although unfortunately I did not successfully collect direct feedback from all the players, some gave some feedback. Like Hasti, Jason, Arya, Clarance, Inya (if remove a ball) would like to play the game again, Rebecca and Mihika remained a bit unclear saying “maybe” and Mihika addressed the concern for defending as a goal keeper: she thinks it’s very challenging for a goal keeper and she is afraid that she would get hit by the ball that goes in the basketball hoop. Most of them enjoyed the game too; this can not only be seen from the scoring data and their feedback, but also by their casual smile appearing time to time during and after the game. Some players had specific preferences, like Hasti, who enjoyed scoring (we can see by how many goals he made) and Clarance who liked “elbow stricking” others (for some reason, although he didn’t do it in game, if he did, I am concerned). And I have to mention, the PE teacher was also very supportive, he provided some constructive feedback: He liked the idea of having a soccer and basketball goal, but maybe we could only keep one ball and remove the goal keeper, make the goal bigger, but reduce points for soccer goals. All of this, is very helpful for my reflection.

- Interface: Except for the few misinterpretations of rules at the start of the game. Most players fully understood the rules and as time passed, even got proficient in the game. With early preparation of a complete introduction to the rules, clear area and role separation, the game was not very complicated to comprehend.

- Immersion: While the results where pleasing, there is still a significant amount of players not engaged in the game. However, this is common in other games too. As for the players that were dedicated, they seemed to enjoy the game and most of them said they would like to play the game again in future. It was also wonderful to see that even after the game, the defeated team talked about who they thought did well and why did they lose with the guide of our cards made especially for after game. I can see that this was not only a growing and self-enhancing experience for me and my team, but also for the every participant. (Turning into Shakespeare now☺)Sport is not only a simple physical activity, but also an important part of life that connects people through it, and makes you a better person.

- Learning and Engagement

- Learning: Although we didn’t have much time, I made cards that incorporated some short quizzes about what Mr. Ben taught in his IDU class, it is a good revision of what we have learned.

- Engagement: Thankfully, there wasn’t any major stuck up in the game play. Everything was smooth and there was a power struggle between the 2 teams (since we considered the most balanced separation in teams, ok, we used coin tossing but then we made adjustments too), this made the game exciting. It was good to see effective collaboration and some players leading and encouraging their team to score.( that’s why I forgot to record some data☹)

III. Results and Findings

1. Quantitative Data

- Present any numerical data collected during the test. For example, “[X]% of players completed the game within [time limit], while [Y]% of players reported encountering [specific issue].”

2. Qualitative Data

- Share players’ feedback, comments, and observations. Many players noted that the game was fun and they loved the combination of soccer and basketball, but several also complained about too many balls, dangerous and tiring for goal keeper, bit too hard and long.

IV. Analysis and Reflection

1. Positive Aspects

- It was great to see players working together, and although considered too complicated, I still think there were positive aspects of having 2 balls, since it significantly increased participation (so many players that don’t normally get possession of the ball had a chance) and I was able to see 1 team scoring 2 balls at the same time! Like one in a soccer goal and the other in basketball. Or a simultaneous goal.

- Explain why these elements were effective. “The clear division of tasks and the real - time interaction features contributed to the positive experience.”

2. Negative Aspects

- Some of the rules were still a bit confusing, and the number of points needed to win was a bit too much. The 2 balls also caused some inefficiency, like although we had 2 referees (or it wouldn’t be possible) sometimes a ball will get left out of bonds for an extended period of time. IT was more difficult to spot fouls sometimes; it seemed a bit “chaotic” at first.

- I think this was primarily caused by the less time and less people to look after ( although there were already 2 referees).

V. Conclusions and Recommendations

1. Conclusions

- Overall, this game succeeded in many ways, the game ended in a desirable time, most players enjoyed it, it was mostly safe and players combined strategy and cooperated. Like some players entered the “hand ball zone” and immediately picked up the ball, this proved the game encouraged and developed both soccer and basketball skills at the same time. Players helped each other and actively passed the ball, transferred it back and forth between the hand ball and football area. And I have to give a special thanks to our team that also effectively organized the game with a clear separation of roles. That’s why the game went smoothly with the help of attentive, competent referees James and Selvia, clear explanation form Chris, some ideas and tables constructed by me (well that sounded weird) and good equipment preparation. My teammates never hesitated and offered many useful suggestions throughout the game design (like removing some over complicated rules, adding points for various scoring).

2. Recommendations

- For future developments, we could consider reducing the ball as well as points or removing the goal keeper and setting the hand ball zone only for basketball goals. (Like this they can practice long term shooting for football) And we can save a few minutes for some Q&A or simple questions and punishments.