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## Overview

This standard is about setting up and conducting user tests of games or interactive media project outputs. This is likely to be an iterative process during development.

This standard can apply to games or interactive media. Interactive media can involve any type of interactive media content, products or services including, but not restricted to, websites, applications, or online marketing campaigns.

Games and interactive media projects can be for multi-platform or multi-channel use and can also involve the use of immersive technology which can include, but is not restricted to, Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR).

This standard is for anyone involved in user testing of games or interactive media projects.

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## Performance criteria

### *You must be able to:*

1. set up an appropriate environment in which user testing can take place
2. seek clarification about requirements and instructions from relevant people when required
3. recruit test participants in accordance with test specifications when required
4. set up testing environments in accordance with provided instructions
5. ensure any equipment and materials necessary for recording test data are available and are in working order
6. give instructions to test participants, in accordance with provided scripts, plans or briefs before, during and after user testing
7. ensure test participants understand and complete their tasks in line with test specifications
8. devise ways to mitigate any factors which arise before or during user testing which may affect results
9. document test results in accordance with provided instructions

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## Knowledge and understanding

### *You need to know and understand:*

1. how to obtain information about the functionality and features of games or interactive media projects
2. how to obtain information about user tests including purpose, objectives, methods, specifications, instructions, and documentation methods
3. ethical issues relating to user testing including privacy, confidentiality, diversity, inclusivity, accessibility, emotional intelligence, and behavioural psychology
4. how, and of whom, to ask questions to clarify requirements or raise issues in response to the instructions
5. how, and from where, to recruit test participants
6. how to use a test laboratory or set up a testing environment in accordance with provided instructions
7. equipment and materials necessary for recording test data including hardware, software, questionnaires, forms, pens, pencils
8. what factors may affect test results including equipment, environment, clarity of task instructions, leading questions, awareness of being observed
9. how to follow test scripts or interview plans
10. how to follow specified test procedures and instructions for set up, user briefing, during tests and on conclusion of tests

SKSIM26

Conduct user testing of games and interactive media projects outputs



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<b>Relevant Occupations</b>	Arts, Media and Publishing, Crafts, Creative Arts and Design, Media and Communication, VFX Technician, Animation Professionals, AR/VR Technician, Interactive Media Professionals, Games Professionals
<b>Suite</b>	Games and Interactive Media
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