Observation Recording Sheet

Aspect of user testing	Observation
Starting the game Does the user know how to begin the game? Do they press the correct buttons to start the game? Do they read the text (if relevant)?	
Playing the game What are users actually doing? As opposed to what you expected they might do.	
Pace Is the user moving through the game at the pace you would expect? Do they complete it quickly or slowly?	
Emotion What emotions does the user have at different times? What is the look on their face? Laughter, confusion, sadness?	
Navigation Do they know what the icons in your game mean? Do they use them as you intended?	
Verbalisation What does the user tell you as they are playing the game? Do they like it? Would they play it again?	