

Automated Commentaries for Simulated Soccer

End User Testing

Audience	All
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Scope	Testing
Date Created	03/01/2007
Version Number	0.1
Version History	0.1 – Original Document (AMu)
Reviewed	Yes
Last saved by , 20/03/2007	

Sign-off sheet

Date: 20/03/2007

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End-User Testing

1. Did you enjoy watching the game?

Yes No

2. Was the game easy to follow?

Yes No

3. Did you notice any errors in the commentary from what was displayed on the pitch?

(Please select the error you saw from the list below)

- Goals

- Shots

- Passing

- Tackling

- Offside

- Comers

- Kick-ins

- Free-kicks

- Other

- N/A

4. Did you notice any significant lag that flaws the commentary?

Yes No

5. Did the GUI help you understand what was happening in the game?

Yes No

6. Did you find the Action-Replay of the goals useful?

Yes No

7. Do you have any suggestions for improvements?

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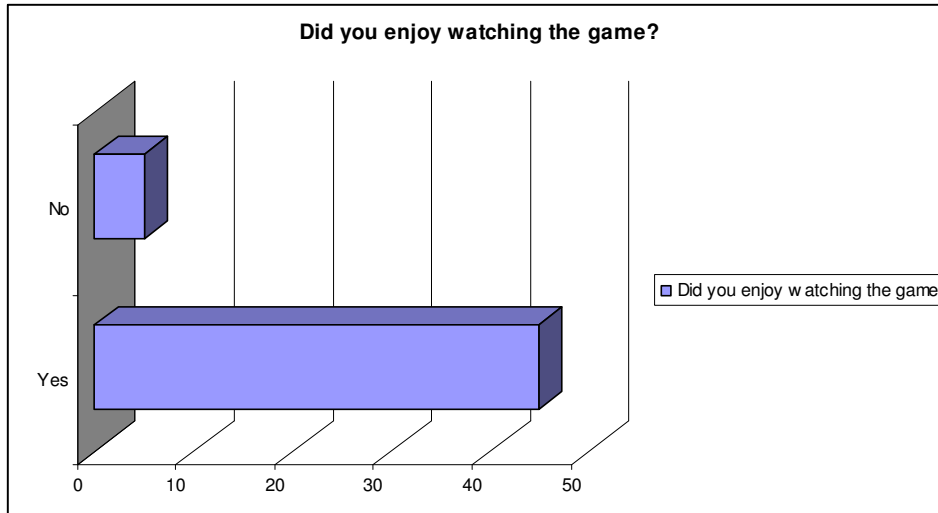
Thank you for your participation.

Results

The questionnaire was given a random sample of 50 end-users, who used our system to perform the testing. The results of which have been given below.

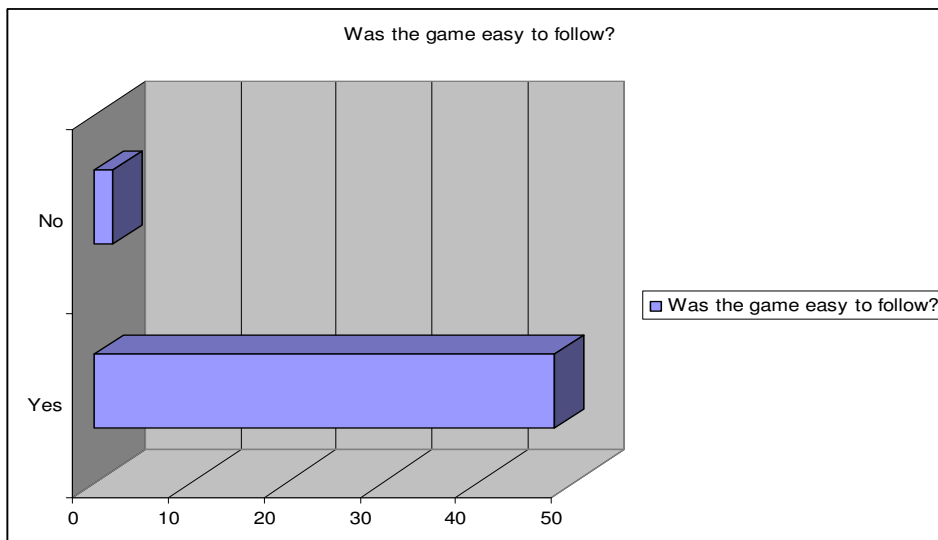
Question 1

Did you enjoy watching the game?



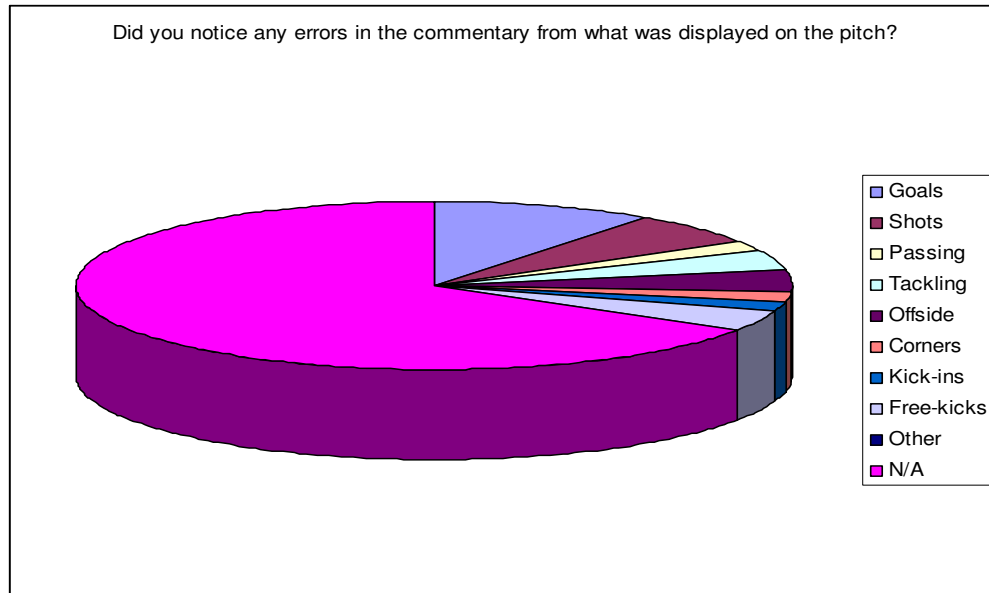
Question 2

Was the game easy to follow?



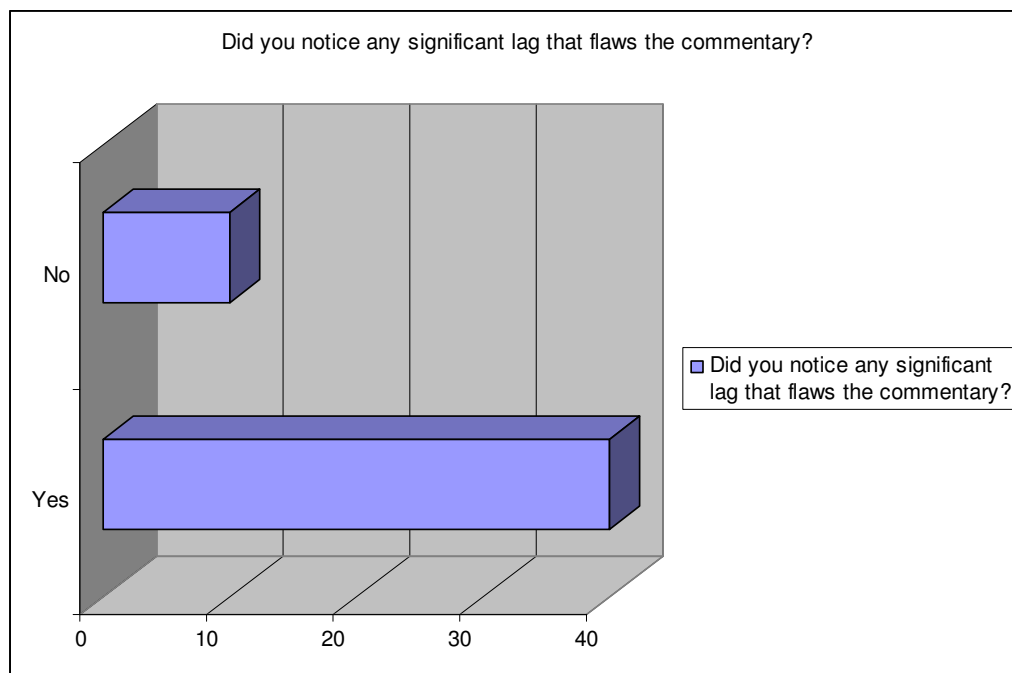
Question 3

Did you notice any errors in the commentary from what was displayed on the pitch?



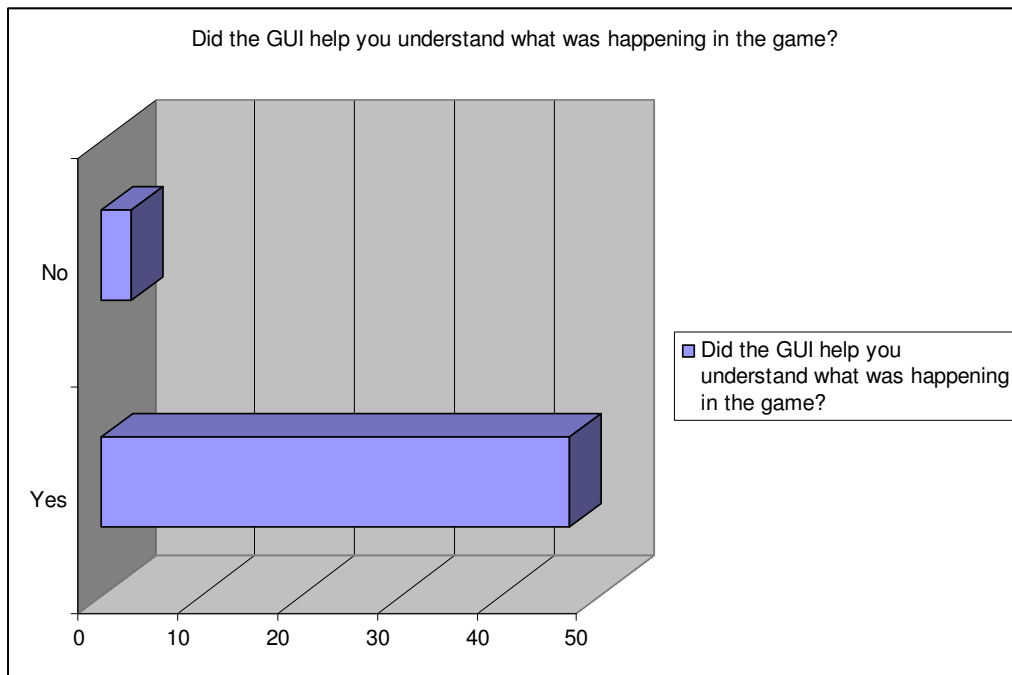
Question 4

Did you notice any significant lag that flaws the commentary?



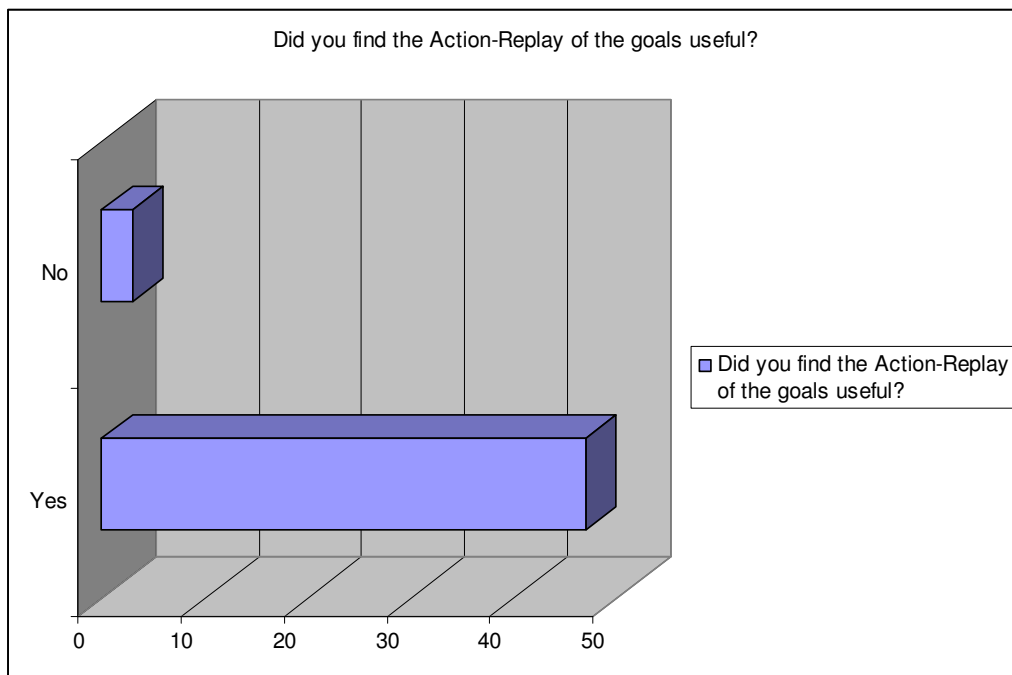
Question 5

Did the GUI help you understand what was happening in the game?



Question 6

Did you find the Action-Replay of the goals useful?



Question 7

Do you have any suggestions for improvements?

1. Make the voice sound more realistic for the commentary.
2. Use more advanced reply techniques.
3. Ability to change commentary into different languages.
4. Play national anthems at the start of matches.
5. Use more than one commentator.
6. Have dialog flowing between commentators.
7. Use a visual person/face to speak the commentary.
8. Add more user interactivity within the GUI.
9. Add more statistical information.
10. Eliminate repeated commentary being spoken and allow for more different comments on the state of play to be given.