Through a Visual Novel-style Game

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1 | Who Am I?

MELLISSA LOCHMAN

- BACHELORS IN HUMANITIES WITH CONCENTRATION IN CREATIVE MEDIA, UHWO
- GRAPHIC ARTIST, STUDENT LIFE, UHWO
- ART LECTURER, UHWO
- USAF VETERAN, DUSTYN'S MOM, MOLOKA'I GIRL, ENTHUSIASTIC GAMER
Program Planning is an essential training for Chartered Student Organizations, otherwise known as CSOs. These organizations are run by students with a Faculty or Staff advisor.

Due to time conflicts, some members of student-led organizations are unable to attend the required F2F training. Some students can spend their entire time within a CSO without getting the training.
A study on college students and time management found that participants reported low to moderate time management skills...

- Poor planning
- Students attitude toward how much time they use for each activity.
- Found it hard to balance courses, work, and family.

Khanam, Sahu, Rao, Kar, & Quazi, 2017
Solution

Create an online training game for Chartered Student Organizations to learn Program Planning in their own time.
But what kind of game???
What is a Visual Novel?

Visual Novels are an interactive game genre that originated in Japan. It uses both text-based story with narrative-style literature and interactive static or animated sprite visuals for gameplay.

Episode

Doki Doki Literature Club
Why Visual Novel over other game genres?

- Choose-Your-Own-Adventure (CYOA)
- Interactive
- Engaging and Fun!
What is Program Planning?
Program Planning is the process in which an event or program is created to being fully realized. It is a 7-step process that helps organize and plan an event for organizations.
Online Learning, Game-based Learning, and Usability Testing

Narrative and Game-based Learning
- Study of gameplay mechanics and game with storytelling (Jenkins, 2004)
  - Not all games have a story
  - Many games have story aspirations
  - Room for all games to have story elements
  - Gameplay cannot be reduced to just story

Orienting learners for Online Learning (Stavredes, 2011)
- Due to different online strategies, orienting the learner to the training is important.

Usability Testing in Games
- Observational Method (Moreno-Ger, Torrente, Hsieh, and Lester, 2012)
- Task Performance (Krug, 2010)
Content Analysis

Cognitive-based (Knowledge, Application, and Synthesis)
Merrill’s Principles of Design & SAM² Model

Program Planning Research (Diaz et. al., 2017 and Beechman, 2008)

- Assess Needs, Identifying Program/Purpose, Developing Goals, Address Risk, Organization, Implementation, and Evaluation
Technology/Tools

- Google Slides (Choice Board)
- Google Forms (Pre/Post Survey)
- Usability Task Protocol
- Informal Interview
- Zoom Video Conferencing
A Choice Board is a graphic organizer that students are able to select different options to learn about a particular concept. Using Google Slides, different options become active when the user clicks on an option which will send them to different slide sections.

- Easy to create different pathways without knowing how to code.
- Anyone is able to update content.
- Errors are easily fixed without having to search code.
Prototype

Program Planning

Chapters
How - To
About
“The purpose of this usability study seeks to evaluate visual novel gameplay about program planning through navigation, efficiency, and user satisfaction for CSOs at UHWO.
2 | Research Questions

1 | Navigation
   - How easy is it to navigate the online visual novel game (VNG)?

2 | Efficiency
   - How efficient is the VNG in providing the Program Planning information?

3 | User Satisfaction
   - How do users rate their level of satisfaction (user control, aesthetic, and perceived relevance) in regards to Program Planning through the VNG design?
This Usability Test included...

3 Rounds of testing

20+ Participants were invited

8 Participants Completed the test

Because there was a lack of participation within the original target audience, I had to expand it to any student interested learning more about Program Planning.
More than half of participants were under the age of 23.

43% Female Participants

- Spend between 14 - 18 hours a week on extra curricular activities

29% Male Participants

- Dedicate 16 - 20 hours or more a week on work commitments.

ONE

- Neglected to complete Pre and Post Survey

4 Female Participants

4 Male Participants
Google Slide Control Bar

Is there a way to remove the Google Slide Control Bar? It’s getting in the way of the Navigation Buttons!
Welcome to the UHWO Program Planning Training

Before we get started here are some helpful tools to help you navigate this training.

- Have Invisible Google Slide Control bar downloaded to hide the Google Slide Controls.
- Use your mouse to navigate by clicking on the directional arrows at the bottom menu.
- Do not use your scroll wheel.
- Using the directional keypad on your computer can create unexpected results.
- Please avoid using your directional arrow keys.

Fix >>>>

- Preview in Google Drive and copy Share Link

<<< Before:

Invisible Google Slide Control Bar

![Google Slide Control Bar](image)
Navigation

Why does the Main Menu button take me back to the beginning?
In the sense of equality, I think there should be an equal presence of both male and female characters.
Fixes...
3| Results - Round 2

Fixes...
Glitches

Why does the Main Menu button take be to somewhere other than the Main Menu?
Missing Characters...

Where did Nic go?

- Will the program reflect the values of the organization?
- Will the program threaten the reputation of the organization?
- What safeguards will be put in place to ensure that the organization’s reputation is protected and/or safeguarded in the execution of this event/program?
Fixes...

Before we get started, let's learn how to navigate this site...
3 | Results - Round 3

Fixes...

2 | Consider Risk

- Will the program reflect the values of the organization?
- Will the program threaten the reputation of the organization?
- What safeguards will be put in place to ensure that the organization’s reputation is protected and/or safeguarded in the execution of this event?

2 | Organize Program Plan

After assessing the health risks that can be encountered, you need to evaluate risks that could affect the organization.

Nic

Reputation Risks

Calendar

- What requirements must be fulfilled to have this event?
- How much time will it take to get approvals?
- How much time is needed to plan this event?
- How should time be broken up (months, weeks, days, hours, minutes)

Nic

The most important thing about your program plan has to be creating a program calendar and/or planning outline. When creating your calendar, think about...

There he is!
Let’s look at some findings!
Navigation

88+ Slides created
(not including final chapter)
4 | Findings

**Navigation**

The most difficult aspect of the VNG to learn was the:

7 responses

- **42.9%** - Navigation/Controls
- **28.6%** - Locating information
- **28.6%** - Choosing different options
- **Other**
Navigation

Participants mentioned...

“It was great! *Easy to navigate*, very user friendly, great visuals.”

“Navigating through it *was a little confusing* because if you click on the wrong choice, it's hard to get back to the area you left.”
Participants also mentioned...

“I got confused when you asked some of your *prompts*, so it took me a while to find where you wanted me to go...”
Do you know what Program Planning is?
I feel that my understanding of the general concept of Program Planning has increased significantly.

7 responses
Efficient

Participants mentioned...

This was a great, simple way to learn the basics of program planning. It provides the main points of what needs to be done to do effective program planning.
User Satisfaction

The layout of the Visual Novel Game was aesthetically pleasing.

7 responses

- 0 (0%)
- 2 (28.6%)
- 2 (28.6%)
- 3 (42.9%)
User Satisfaction

Participants mentioned...

“Visual Novels is the new era of learning, but also has to run smoothly and be appealing”

“The fact that it's a game and not a boring book.”

“It as was fun! Using visual novel style to learn information was a first for me and I think this really has some usability function!”
Mahalo Critical Friends Casey and Tasia!

Also, Mahalo to Dr. Dan and Dr. Ho!
Questions?