

The Role of Agile Methodology Use and Feedback Attributes in Game Development Projects: Implications for Game Project Quality

Emergent Research Forum papers

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Abstract

Game development projects (GDPs) adopt agile methodology to leverage its flexibility especially when final design and consumer's tastes are highly uncertain and unpredictable. Although close customer collaboration is an important success factor for agile methodology, game development projects have difficulties in working closely with their end-users. As a result, team members tend to take advantage of game testers' feedback to see whether the features meet the consumer's preferences. Feedback from game testers contains technical and aesthetic aspects that contribute to the quality of a game, that is, stability, functionality and playability. This study argues that specific and immediate feedback from game testers can enhance the benefits of the agile methodology use to achieve the game project quality. To empirically test the model, an instrument has been developed while data collection nears completion.

Keywords

Game development project, game project quality, agile methodology, feedback, game tester.