

## Assessment: Neophyte with Neopets

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For my assessment exercise, I propose to learn, by dialoguing with two users in an online chat, how to play Neopets, an online shopping game that my daughter and several of her friends play as often as possible. The goal of this exercise is to evaluate

- if an online chat can capture interaction
- if online chat can elicit useful information in a dialogue about a game

**Equipment.** We will use the College of Extended Learning office for this test because the three of us can all be at computers in the same area and still be isolated from each other. This office also has both Mac and PC's, so each participant can select the computer type they prefer. We will be far enough apart that we cannot observe each other, thus relying on us to chat online to communicate. Internet access is high speed.

**Situation.** I am unfamiliar with this game, but my daughter and her friends love it. I will become enough familiar with it to open the chat function, then will ask me daughter and her friends for directions as we play the game at the same time but physically separated.