

Abstract

XYZ game is a game that has the first idle game genre released by Extreme Justice as the developer of this game, so it has the potential to have new users. User Experience is very important for the success of a game in the market, especially for games that have just been released. This is also because the competition in the mobile game market is getting tougher, thus making game developers have to continue to create innovations so that their products are not easily abandoned by their users. And a UX that is not well designed and not easy to operate will make it difficult for users to learn and operate it so that it will make the system easy to abandon. Therefore, the author evaluates the XYZ game by using the Game Experience Questionnaire method. this method is a method that can be used to evaluate Game Experience in a reliable, valid and sensitive manner. The Game Experience Questionnaire is an evaluation approach to the previous methods that only relies on certain indicators to measure Game Experience so it is suitable for evaluating UX in games.

Keywords: *Game Experience Questionnaire, Idle Game, User Experience*