CS/INFO 4154:
Analytics-driven Game Design

Class 15:

Alpha Playtesting 1
Please sign in!
Monday Postmortem Activity

• Goal: summarize the results of your playtest
• Discuss two design challenges and what you learned from the playtest
• Report results from your survey
• No slides
Today

Please be doing one of these things:

- Playing other prototypes
- Helping people play your prototypes
- Giving feedback to other teams
- Receiving feedback from other teams
- Discussing your prototype with your group
- Revising your prototype
- Working towards Monday’s postmortem activity
- Signing the sign-in sheet