

# CS/INFO 4154:

## Analytics-driven Game Design

Class 15:

Alpha Playtesting 1

# Mon

# Wed

# Fri

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9/27  
Alpha Testing 1

9/29  
Alpha Testing 2

10/2  
Alpha Postmortems

10/4  
Logging

10/6  
Data Visualization

# Please sign in!

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# Monday Postmortem Activity

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- 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

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## **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