CS/INFO 4154:
Analytics-driven Game Design

Class 16:

Alpha Playtesting 2
<table>
<thead>
<tr>
<th>Mon</th>
<th>Wed</th>
<th>Fri</th>
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<tbody>
<tr>
<td></td>
<td></td>
<td>9/29 Alpha Testing 2</td>
</tr>
<tr>
<td>10/2</td>
<td>10/4 Logging</td>
<td>10/6 Data Visualization</td>
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<tr>
<td>Alpha Postmortems</td>
<td></td>
<td></td>
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</tbody>
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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