

CS/INFO 4154:

Analytics-driven Game Design

Class 21:

Beta Playtesting 1

Mon

Wed

Fri

10/13
Beta Playtesting 1

10/16
Beta Playtesting 2

10/18
Beta Postmortems

10/20

10/19: Midterm Peer Evaluations Due



Please sign in!

Wednesday Postmortem Activity

- Goal: summarize the results of your playtest
- Discuss two design challenges and what you learned from the playtest
- Report some result from your analytics
- **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 Wednesday's postmortem activity
- Signing the sign-in sheet