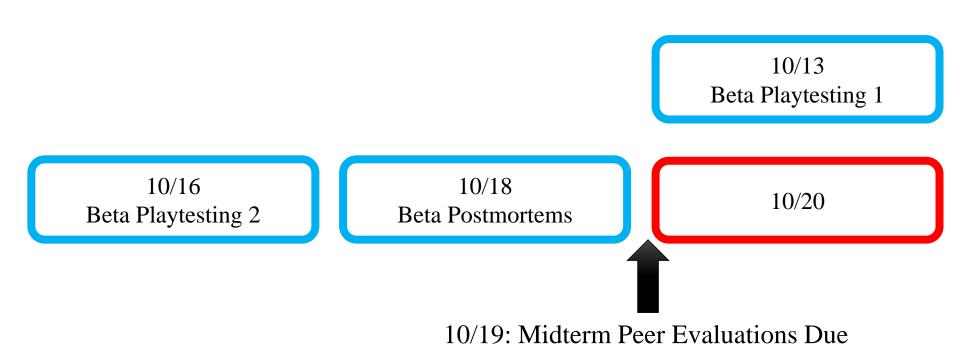
## CS/INFO 4154:

Analytics-driven Game Design

Class 21:

Beta Playtesting 1

#### Mon Wed Fri



# 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