CS/INFO 4154: Analytics-driven Game Design

Class 22:

Beta Playtesting 2
**Mon**

10/16
Beta Playtesting 2

**Wed**

10/18
Beta Postmortems

10/19: Midterm Peer Evaluations Due

**Fri**

10/20

10/23

10/25

10/27
Friends Release
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