# Playtesting Discussion Prompt

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## Discussion Board Prompt

Playtesting, Feedback, and Iteration in Game Builder Garage

### Objective

This asynchronous activity aims to facilitate collaborative learning through playtesting, feedback exchange, and iterative improvements of game prototypes created in Nintendo's Game Builder Garage.

### Detailed Timeline

* Monday by 11:59 PM: Submission deadline for Game Builder Garage demo share codes, visual assets, and brief game descriptions.
* Wednesday by 11:59 PM: Deadline for providing peer feedback on game demos.
* End of the Week by 11:59 PM: Instructor feedback and ongoing revisions.

### Instructions

Prepare Visual Assets (Due Monday):

* + Create visual assets such as screenshots, concept art, or promotional graphics.
  + These should effectively convey the unique qualities and educational aspects of your game.

Share the Demo and Visual Assets (Due Monday):

* + Post your Game Builder Garage demo share code, visual assets, and a brief description to the discussion board.
  + Your description should highlight the educational aspects and key features of your game.
  + Note: All materials, including the Game Builder Garage share code, must be posted together.

Playtesting in Game Builder Garage (Due Wednesday):

* + Download or access the Game Builder Garage demos using the provided share codes.
  + Play each game and provide feedback (see evaluation criteria below) as a response to the discussion board to share your impressions, suggestions for improvement, and insights on educational value.

Peer Feedback and Discussion (Ongoing):

* + Engage in the discussion forums to share and receive feedback.
  + Take note of comments and engage in thoughtful discussions about the educational value and effectiveness of the games.

Reflection and Iteration (Next Steps):

* + Reflect on the feedback received from peers and the instructor.
  + Use this feedback to make iterative improvements to your Game Builder Garage game, ensuring it aligns with the learning goals.

## Playtesting Evaluation Categories

Game Mechanics and Controls

* Are the game controls intuitive?
* Do the mechanics align with the game's educational objectives?
* Are there any glitches or issues affecting gameplay?

Educational Value

* + Does the game effectively convey its educational content?
  + Is the educational material well-integrated into the gameplay?
  + Could the educational aspects be improved or expanded?

User Interface and Visuals

* + Is the UI intuitive and easy to navigate?
  + Do the visual assets (screenshots, concept art, etc.) effectively represent the game?
  + Are there any visual elements that could be distracting or confusing?

Engagement and Fun Factor

* + Is the game engaging and fun to play?
  + Does it sustain interest over time?
  + Could any elements be added to increase engagement?

Innovation and Creativity

* + Does the game offer a unique or innovative experience?
  + Are there creative elements that stand out?
  + Could the game benefit from additional creative features?

Sound and Audio

* + Does the sound design complement the gameplay and educational content?
  + Are there any audio issues that need to be addressed?

Overall Impressions

* + What are the game's strengths?
  + What areas need improvement?
  + Would you recommend this game for educational purposes?

### Scoring

For each category, provide a score between 1 (Needs Improvement) to 5 (Excellent), along with specific comments or suggestions for each.

**Note:** Your detailed feedback will not only help improve the game but also contribute to a collaborative learning environment. Please be constructive and specific in your evaluations.