

playtest procedure

8 games, 4 in each round

### **round 1 games**

Frontier Delivery (Dylan)

Frontier Secret (Morgan)

A Day in the Life of Jess (Jessica)

Finals Frontier (Jimmy, Matt)

instructions from the authors

3 people per game

10 min to play

authors trade out if game is instantly broken

pics of playing games

diagram of games

### **feedback form**

Is it fun?

Could you finish in 10 min?

One suggestion for the author

What's confusing?

How is the game connected to the Frontier? Is it strong or arbitrary?

What's broken?

write feedback for 2 min.

give feedback in person for 4 min (strange grouping - some authors could not give feedback b/c they needed to receive it - but it worked OK)

pic of feedback groups

### **repeat for round 2**

A Chile Adventure (Jessica)

Duck Magic (Thien)

Joel's Card Game (Joel)

BYOBB (Anh-tu)

### **Pay attention to emergent themes**

technical problems on the platform

fine points about design

tech skills with the platform

big questions (e.g. how do mechanics and place enable experience?)