

Playtest Zero

What?

Playtest Zero is an online playtesting meet-up for RPG designers organized on the Session Zero discord server. Designers bring games or fragments of games for testing and feedback from a group of supportive peers.

When?

It happens fortnightly on Tuesdays at 12 noon UTC / 8 PM GMT+8. It runs for around 4 hours with a short break in the middle.

There's also an additional session on Thursdays at 6 PM PDT / 9 PM EDT which is Fridays 9 AM GMT+8.

Who can attend?

Designers who want their games tested or anyone who's willing to test games out! There's also no obligation to attend the entire session. People are free to drop in and out.

How it works:

In a session, we usually test out two games so each game gets approximately 1.5-2 hours. Ideally, designers should plan for around one hour of play and the rest of the time for feedback and discussion. Not planning in this manner can lead to another designer losing time so please be thoughtful!

Safety

We want to build a safe, creative and diverse space that is intolerant of harassment in any form. To promote a culture of safety and caring, we use a variety of tools. First, we use a common Lines and Veils sheet that is updated and read at the start of every session. We also use the X Card and Script Change. If you aren't familiar with these tools, you could take a look at the [TTRPG Safety Toolkit](#) but they will also be explained during the sessions.

We also have an Open Door policy which means that you can leave a game at any point for any reason. You don't need to justify it or feel any guilt whatsoever. If possible, you can let people know if you expect to return soon, but that isn't required either.

Frequently Asked Questions

Q: How do we test a whole game in one hour?

A: We don't! In the sense, we don't usually play full games. We usually either play only a specific piece of a game (say character creation, combat, a move or two, etc). Or we play as much of the game as we can in an hour or so. This isn't meant to replace regular or full playtesting. It's specifically for you to test ideas or pieces of a game with other designers who know how to work under those conditions.

(If there's no one else who has anything to playtest, we can even spend the whole session on one game but don't count on that.)

Q: What happens if I join in the middle of a session?

A: Since this is a discord call, you'll be able to join in automatically. If a session is going on, just relax till there's a pause in the conversation and someone will say hello and tell you how to join. If a session is nearing conclusion, then it's best to just wait for the next one to start.