

Playtest Reflection #1 – Client Project

In this milestone, your group will share your in-progress simulation project with another team and gather feedback. This is an early-stage, low-fidelity playtest meant to identify usability concerns, unclear interactions, or confusing steps. Your group will then reflect on the feedback you received and how it might shape your project moving forward.

Instructions

1. Partner with another group that is working on a different part of the project.
2. Conduct a 10–15 minute walkthrough of your current design using:
 - a. Screenshots, mockups, or rough scene visuals
 - b. Storyboard descriptions or GDD elements
 - c. Any available working prototype features
3. Ask your partner group to provide feedback on:
 - a. What was clear or intuitive?
 - b. What was confusing or unclear?
 - c. What parts seemed engaging, realistic, or fun?
 - d. Whether they could tell what the simulation is trying to teach or train.
 - e. Any suggestions for improvement

Reflection Submission

Write **1–2 paragraphs as a group** (about ½–1 page total). Your reflection should address the points below in complete sentences:

- 1. Summary of feedback**
 - a. What did playtesters say was clear, confusing, or engaging?
- 2. Connection to goals**
 - a. Based on their comments, how well do your current interactions support your stated learning objectives or client goals?
- 3. Planned changes**
 - a. Identify at least **two specific changes** you plan to make (or strongly consider) as a result of this playtest and briefly explain why.

Be as specific as possible about any design changes or questions that were clarified during the session.

What to Submit

Submit one document per group (.docx or .pdf) with your written reflection. Include your group name, simulation title, and the date of the playtest at the top.

Tips for Giving Constructive Feedback

- Be honest but supportive.
- Use “I noticed...” or “It might help if...” language.
- Focus on whether the interaction makes sense, supports the learning goals, and would make sense to your intended learner.