

Playtest Reflection #2 – Functional Demo Stage

In this second playtest, your group will share a functional version of your AR simulation with another group. This version should include at least one complete user interaction and demonstrate how users navigate or complete the training process. Your goal is to receive feedback on usability, clarity, technical functionality, and how well the simulation communicates its learning goals. Then, reflect as a team on how this feedback will shape your final deliverable.

Instructions

1. Partner with a group that you have not tested with previously.
2. Conduct a 10–20 minute live playtest using the digital version of your prototype.
3. Ask the testing group to provide feedback on:
 - Was the simulation **goal** clear?
 - Did they understand what the simulation is trying to teach or train?
 - Was the user interaction intuitive?
 - Were there any bugs, delays, or confusing elements?
 - What worked particularly well or felt realistic/engaging?

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 key feedback**
 - What did playtesters say about clarity of the goal, usability, and technical issues?
2. **Connection to learning/client goals**
 - Based on their comments, how well does your current functional demo support your stated learning objectives or client goals?
3. **Planned changes before the final deliverable**
 - Identify **at least two specific changes** you plan to make (or seriously consider) before your final presentation. For each change, briefly explain what feedback prompted it and what you expect it to improve (e.g., clarity, learning, usability, realism).

Be as specific as possible about changes to interactions, feedback, pacing, or content that you will implement before the final pitch.

What to Submit

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