Games: Design, Strategy, Philosophy, and Society
Writing Assignment: Game Design Peer Feedback

For this assignment, you will give feedback to classmates on their game designs, and reflect on the feedback they gave you.

1. In class Tuesday September 15, and later in the week outside of class: Play at least three of your classmates’ games, and fill out a feedback form for each one. Feedback forms are available on google drive and linked to on the course webpage.

2. Obtain at least three feedback forms from classmates who have played your game. In 500–800 words, reflect on your classmates’ feedback. Think about what features of your game worked and didn’t work the way you expected. Was the experience that your playtesters had the same as what you hoped to give them? Write about ideas you have for revising your game in the next iteration to fix these issues, make the positive features of the game even better, or fill in gaps in the design you didn’t get to in the first iteration.

Submit a copy of your feedback to your classmates, together with your reflection about your own game, on WISE sometime on Thursday September 24.