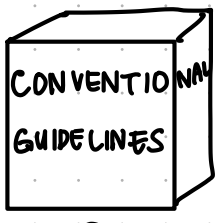
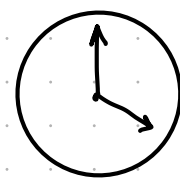


Don't Follow the Rules! Playtesting!

Playtesting is important, but lets be **INNOVATIVE** and **Unconventional**

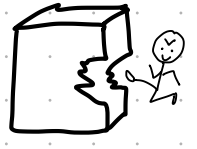


we should be more **experimental**



should spend 30-60 minutes discussing one project.

we must **QUESTION** and



BREAK these Conventions

EMBRACE THE CHAOS

Its Okay if things are **CHAOTIC** and unpredictable.

- This shows **unexpected** outcomes which helps us **design**.

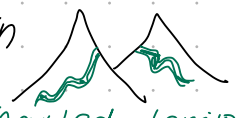
* You DON'T need to feel **READY** *



Playful Experimentation!



and venture in **uncharted territories**

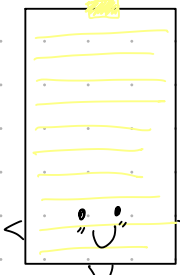


and don't be scared to

FAIL



Don't **EXPLAIN**: we want authenticity.



Notes are your friend!



(shh... don't say anything tho).

Make your tester **THINK OUTLOUD**.



and always seek for the Truth!



we want a **cruelly** honest test.