

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z. BREAK THESE RULES!!!

* possible rules for playtesting *

Index
Start @ FAQs
Read A → Z

FAQs

- Q: what is playtesting?
A: methodology of where people try out a work in progress
• attitude to work creative process
(iterate + collab w/ audience)
- Q: when is playtesting useful?
A: any work that involves interaction
Exp + RRR
experience audience
- Q: what does playtesting look like?
A: anything...

G. on playtesters
Never Foolish, Never At Fault
playtester

K. Be selfish
L. encourage talking
M. note everything
N. shut up
O. big picture
P. track data
Q. answer Qs w/ Qs
R. hunger for failure
S. discuss what happened
T. feedback in context
U, V, W, X
Y, Z. BREAK THESE RULES!!!

what do you think?

A. on playtesting
playtest = therefore
playtest early
playtest presentation

D. prepare backups
Ver 1 Ver 2 Ver 3
rules software settings contexts
Then compare!

H. know the testers
very different
understand + contextualize

B. some tips
Scale
try paper version

E. be thankful
designer: Thank you!
playtesters

I. don't explain
less explanation = better
designer

C. why?
pre-playtesting:
clear agenda
Qs to answer
learning goals
simplify project

F. design learning
Zim
Reconsider learning process

J. take notes
BEFORE DURING AFTER
learning process

During Playtesting
After a playtest
shut up
big picture
track data
time used
stops

After a playtest
discuss what happened
Qs + notes
goodbad

Expert	newbie
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break these rules!!!