

3 Team Members, 3 Playtesters, and a Baby



The following events are useful present in the recording and their time stamps are recorded here:

- Clarifying Questions when using stylized rule sheet
 - 2:31 Do we write down smiles? [Need to clarify markers]
 - 4:45 Are these resources [Need for example images]
 - 4:51 How many starting goals? [Goal mechanics missing]
 - 11:15 The rules say keep your cards [Jessica had to correct]
 - 12:13 Know how is brains and the face is People [Jessica had to clarify]
- 6:42 “You have better Mandarin than I have Spanish, so... actually your English is better than my Spanish.” “Yeah, you can go first. I want to see how to play” “Okay, in that case, I'll go first, I feel like I have an idea.” [Some anxiety around rules]
- 8:00 “I don't know the power levels of these resources - unfortunately” [Confirmed target mechanic]
- 11:15 “I got a one so I am doomed” [Unknown is seen as negative]

- 18:42 “Can I borrow all of this for, like, another day? I need something to play with my friends on Thursday.” [Very positive feedback]
- 19:08 “We’re engaged because we’re competitive” [Confirmed target aesthetic]
- 21:23 “So this game is essentially Mario Party” [Confirmed target dynamics]
- 26:32 “Money is way more valuable than I thought it was” [Confirmed target dynamics]
- 26:50 “There’s good things in the unknown, yeah. Yeah, never know. Yeah, but the resource is always positive. So, yeah, you get it from an EV perspective. They’re risk-averse, guys. It’s not risk-averse, it’s just plus or minus. True, true.” [Unbalanced]
- 34:50 “It’s like, exactly. No, yeah, no, the game’s basically over. Wait, I could have got, like, 5 smiles in the next unknown. Yeah, yeah, definitely, definitely gamble. More loot boxes.” [Unbalanced]



We will make the following changes to gameplay:

- We updated the rules document to clarify rules based on questions.
- We updated the map so that there is a determinate path to prevent people from going back and forth in the same space or moving zero and removing the dynamic of traveling around the map.

- We updated the rules so that they must move the rolled number of times to ensure players are taking unknown cards and learning from them.
- We added additional positive unknown cards to resolve the lack of balance referenced.

We assessed learning by asking a series of questions following the game:

What did you learn from the game?

- “The only one that I remembered is the unknown that scooter confidence exceeds scooter skill. I lost two health, and that was bad.”
- “I had the passport, in a very safe place you cannot remember, and I lost two smiles”

Do you feel like the game supported learning?

- “especially if you played it multiple times, right? You get to the point where you kind of memorized the cards, right? And then it would just be in your subconscious, and you'd know it.”
- “But yeah, I think the... the information on those cars is pretty useful, right? Like. having band-aids, See the routes... Having all of the, like, the key information online. Yeah, and also keep the exact hotel name and address accessible. Yeah, I feel like those are bad things in terms of the game, but I think these are good information to remember”

Name 5 travel troubles?

- “It's Generally... Dangerous to travel on a visa in the States.”
- “Your triple hotel problem was a good one.”
- “The scooter confidence one, I, like, that's one that, That can happen anywhere, right?”
- “Like, this one also happened to me, but, like, it's not a hotel, like, it's the library”
- “Like, canker? Like, canker sore? It's something on my end, but... So it's very hard to find, like, that kind of medication if you're, like, following your way.”

Name 5 travel tools?

- “A crinkled map”
- “An offline backup”
- “One thing that's obviously clear is friends with the locals, right? Or having... having some sort of... some sort of... some sort of connection. Yeah. Right? Having... having somebody who, is...you know, likely to help you.”

- “Front desk- they really know a lot about like where you're living so definitely reach out to them.”
- Overall the learning seems to be present but we can incentivize greater learning by altering mechanics to have more unknown cards drawn which was the source of the most memorable learning.