D12 IV: Beta / Blind Test & Reflection (Ind. Assignment)
(80 pts; Draft Due **D14**; Final **D17**)

One good way to get a taste of what the players of your game are **thinking** is to conduct a **Beta / Blind Test.** As mentioned in previous assignments (**PBL II, etc.**), there are many people who love to play games, and if you completed that assignment, you likely have some acquaintances or friends now that you can take your **prototype** to and get **feedback** from to improve your game. **Otherwise,** we will allow you to get feedback from other students here at Merit.

For your assignment, I'd like you to take your prepared game **prototype,** any components, rules, etc., and find a group of friends or others who are mostly unfamiliar with the game. Sit back, and **let them play** the game with the instructions and rules, components, etc. that you've given them without further direction.

Watch as they play, and **refrain from interrupting** to correct any questions or concerns they may have. They will need to figure it out themselves (just like anyone else playing your game would, because you likely wouldn't be there to "fix it"). You'll want to take note of the **frustrations, questions,** and other **difficulties** that they run into. However, feel free to also **ask general questions**, during and after they play. This allows you to understand what they are thinking, and know if they are experiencing the game the way you intended, or if they are perhaps acting in a way you hadn't considered.

Afterwards, write up a **reflection about the experience.** Consider the following questions as you attend and reflect on this experience. After you do, type down your thoughts (+3 ¶ typed), while considering the following questions (adapted from the "Testing Questions" list on p 78).

**Note**: Mention specifically at least **2 questions from each category** in your final reflection:

Game Foundation:
* _Did the players have fun? What was the best / worst part of their experience? Did their experience seem to match your vision of the game? Should the vision perhaps change? Etc._

Play Experience:
* _Is the game suitable for the players? Does the game progress well, or get bogged down at times? Does the game have suitable depth? Can people play it multiple times and still have fun? Does the player feel in control, or is everything chance? Is the theme effective? Is the game frustrating? Etc._

Implementation:
* _Are my rules clear? Do they make sense? Are there obvious places where rules need to be added / removed? Are the objectives clear / make sense? Was the player format rewarding / appropriate?_

Outcome:
* _Who won the game? Were they the clear winner? What was the winning strategy? Were any other tactics / strategies worthwhile? Was the game's outcome fair?_

Use the **remaining space** below to write down your notes, etc. _**Reminder:** these are **just notes**; the actual reflection writing assignment will need to be typed up and turned in **separately**:_

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NAME_____ PERIOD / CLASS_____ DATE_____

Blind / Beta Test Reflection Rubric

Criteria	Accomplished 20-16 pts	Satisfactory 15-11 pts	Developing 10-6 pts	Beginning 5-0 pts
Context & Accuracy	Contains fresh, original ideas. Solid content is backed up with examples, illustrations and a variety of support for ideas. The product correctly answers all required questions about the topic.	Good ideas and content backed up with generalized examples. Accurate wording is apparent. Support for ideas is all of the same type. The product accurately answers most of the questions about the topic.	Stale ideas. Worn-out. Content is not well supported. The writer is beginning to define the topic, but development is still basic or general. The product correctly answers several of the questions about the topic.	No real ideas. Content is murky or unsupported. No awareness of audience is apparent. As yet, it has no clear purpose or central theme. Hardly answers correctly any of the questions about the topic.
	Comments:			Score: ___ 20
Structure	All information is well-organized, neat and easy to follow. Illustrations used are well done, powerfully reinforcing the message	Information is easy to follow with perhaps some minor flaws. Illustrations used are adequate, and reinforce the message	Information is starting to make sense, but still a bit difficult to follow, and a bit messy. Illustrations used are adequate, but lack originality, and weakly support the message	Information is poorly organized and difficult to read / understand. Illustrations used are poor, rehashed ideas from other sources; don't really support the message
	Comments:			Score: ___ 20
Message Strength	The message to the viewers is clear, strong, & persuasive; viewer easily understands the message. Answers all of the required questions	The message is clear. Uses several different persuasive techniques to good effect; answers most of the required questions	The message is somewhat clear, but not very powerful or strong. Answers several of the required questions	The message is unclear or weak, and the viewer struggles to understand the point. Doesn't answer the required questions
	Comments:			Score: ___ 20
Creativity	Student has taken the assignment and completed it in a way that is totally his/her own, yet this doesn't detract from the information presented.	Student has taken the assignment and has used source material as a starting place. The student's personality comes through in some parts of the presentation.	Student has copied some info straight from the source material. There is little evidence of creativity, but the student has done the assignment.	Student has not made much attempt to meet the requirements of the assignment.
	Comments:			Score: ___ 20

Add'l Comments:

Total Score: ___ 80