

Cardboard Economics

Unit: Internal Play-test	
Workshop: 10	Date: Nov

Objective(s): Internal playtest

Materials & Resources: CBE Forum, game library

[Play-test example](#)

[Quick playtest review](#)

[An internal playtest for GameSprout board game concept Fate, Deeds, & Glory.](#)

Lesson Agenda:

Time ():

Lesson Elements: Co-design collaboration, constructive feedback, computational thinking.

Engagement: Students will playtest their game and modify and mechanics needed before beta (external) testing.

Assessment/Evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

Internal play-testing is an exercise in quality control. Play-testing (internal-external) is a method of quality control that reveals design flaws, complications, misunderstandings and missed steps.

Examples:

- Modify game mechanics as needed & design document as needed.
- Track any changes that are made during the mechanics play-testing. By documenting them, the students may encounter instances when the game changes they have made were not the best option and will enable them to undo the changes made.
- Follow the internal play-test document.