

Cardboard Economics

Unit: External Playtest Document	
Workshop: 11	Date: Nov

Objective(s): Students will create a document for external play-testing

Materials & Resources: CBE Forum, game library

[The design of fun](#)

[BLP external playtest](#)

Lesson Agenda: _____

Time (): _____

Lesson Elements: Tech writing, design thinking, and collaboration.

Engagement: Students will use the results from the internal playtest to create an external Q&A document for external play-testing.

Assessment/Evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

The purpose of an external play-test is to have testers who have not been deeply involved in the game, which will bring a fresh perspective on the game and will be beneficial in determining any issues with the game's mechanics.

Emphasize to students that a fun game is more important than a balanced game.

Examples:

The focus of the external playtest should be:

- Is the game fun?
- Do the play-testers understand the rules on their own?
- Does the game go on for too long?
- What would happen if I removed X from Y?
- Ideally for your playtest you want a combination of non gamers and gamers.