

Cardboard Economics

Unit: External Play-test	
Workshop: 12	Date: Nov

Objective(s): External Playtest

Materials & Resources: CBE Forum, game library

[Game mode workshop: Play-testing](#)

[League of Gamemakers: How many times do I need to playtest my game](#)

[Quirkworthy Playtesting Questions](#)

Lesson Agenda:

Time ():

Lesson Elements: Topical expertise, listening skills, critical thinking

Engagement: Students will moderate and run the external play-tests. Students will also have to identify what changes are needed based on the play-testing feedback.

Assessment/Evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

Invite parents to the play-test

Invite non-designers/developers

Invite designers/developers

Have play-testers fill out the survey at the end of the test

Play-test at: School event, protohub, coffee shops

Examples:

Modify game mechanics as needed post play-test