

Showcase event

Why am I doing this?

During our showcase event we presented our (nearly) finished product to gain useful feedback for improvements. Our goal was to test our board game in a realistic setting and not just get feedback on our concept, since this was already finalised, but to get feedback on engagement and usability to fix last-minute problems to make it as user-friendly as possible.

“What late-stage usability or design issues can still be uncovered when testing a nearly completed board game with its target users?”

How am I doing this?

We did a play-test with students and teachers and let them interact with the rulebook, box/board and app. We did our best to make the game as realistic as possible to make the play-test perform better. Multiple people played at once to see if the app can carry many people and to find out if the game wont get confusing if many people play it. First We gave them a short introduction, but we mostly let them play and discover the game themselves and asked them to think aloud for feedback.

What did I find out?

- The board game doesn't have much purpose. Players suggested to add boosts or punishments to make it more engaging.
- The app has technical bugs than cause frustration. The lobby can crash if the host refreshes the app.

So?

The showcase helped me see that testing your product at every design stage is important, not just in early design stages, since there can still be issues to fix, even though they are small. Creating a board game that is as user-friendly as possible means that we need to fix small issues as well. Without the showcase we wouldn't have seen anything to improve. Since the box, board and rulebook is my responsibility I learned that I need to give the board more purpose to make it engaging. This also means I need to update my rulebook. It will help me iterate further on my rulebook and board design.

