Showcase Event S3

We had this great opportunity to present our work to S3 and S2 students and get constructive feedback. I and Fabiana set up our stand and started accepting guests.

We sped up the game by letting players skip some steps to let them experience all the mechanics. The testers loved the way we do this.

I visited 5 stands and wrote down the feedback on the paper provided by the teachers.

Prototype Event S3 Media

Name: Tamer

Project	1 Krom st.-PLATALEA	2 Rap video	3 studio myo-extension	4 Data mage - Bonds
What I like	Being able to see text from the eye of a dyslexic (whatever) person	Successful use of the Pixel Playground	The focus mode with sound.	The interactive mini-games and talking to NPCs. They asked for feedback a lot!
What I do not like	Instruction page of the website skips too quickly	Only one scene available. Might get boring after some time	The extension for simplifying text might end up missing info.	Testing takes too long
Comments/ Conclusion	Good idea for raising awareness	They are going well and I believe next shot will be more advanced	I couldn't guess that you could expand the Pop-up	I would love to see the end product

Prototype Event S3 Media

Name: Tamer

Project	5 Fomo App - Design Zest
What I like	many functionalities. dating - mood - events. etc.
What I don't like	Not consistent design. - due to dif. ppl working on dif. pages
Comments/ Conclusion	Great project for Night of the Nerds

Reflection:

While it was my turn to showcase the project, I was confident enough to pitch it to peers and let them test the game. Also, it was inspiring to visit other stands and see different projects.

We did not have the Passport and the stickers/stamps ready for the showcase, because it was one of the group mates' tasks, who quit the study a day before this event. Next time, we will have a moscow priority list to make sure we do not miss any important component of the project. We will try to assign the less important tasks to less active people.