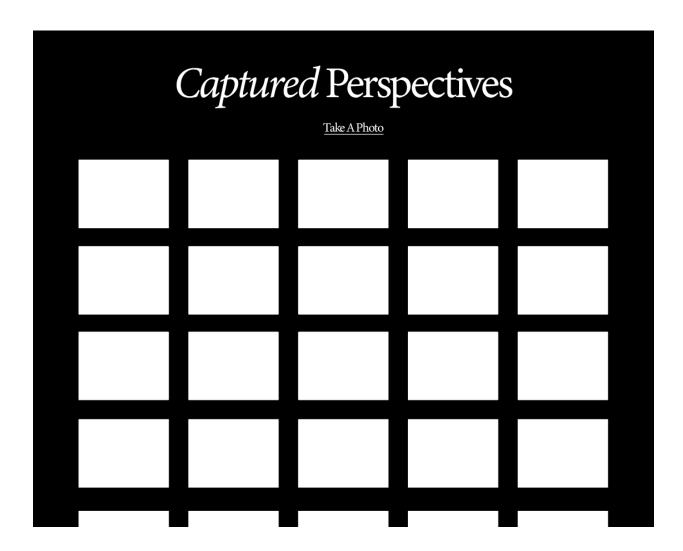
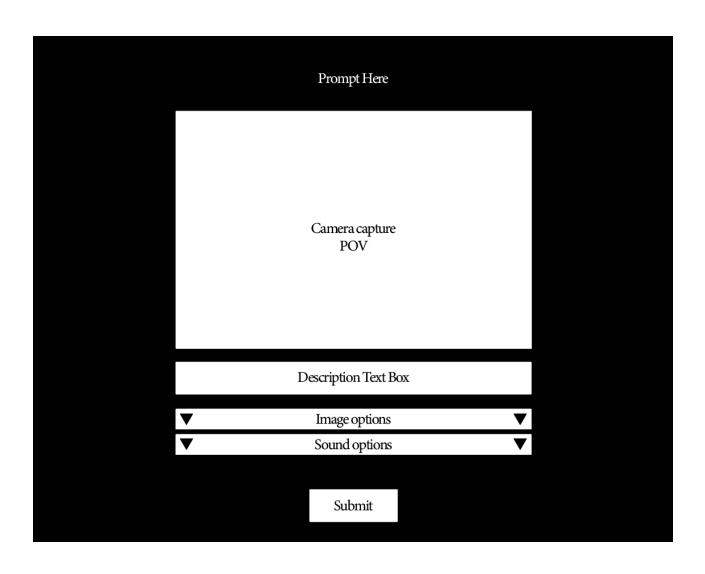
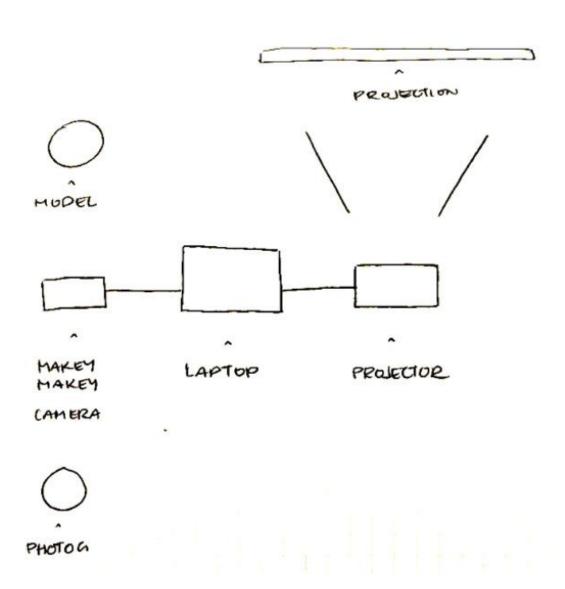
Kamyar and Rebecca CART 263 28/03/2023

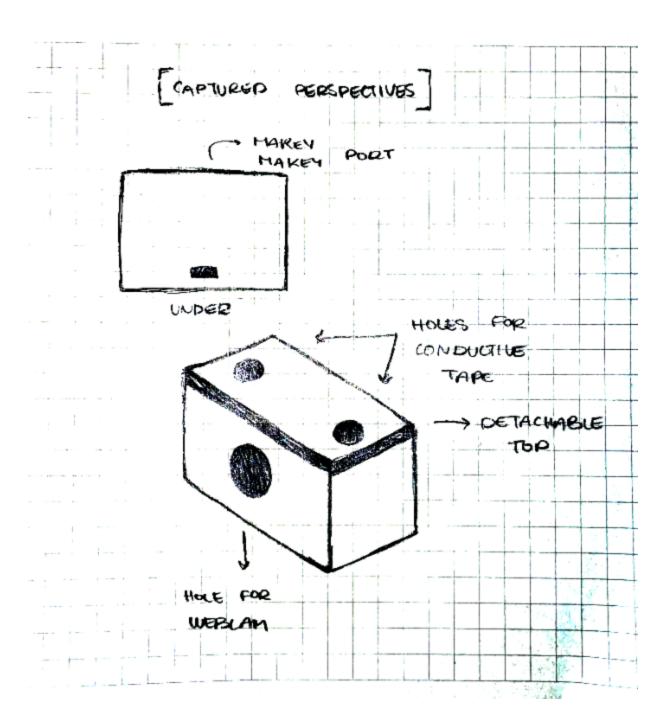
## **Playtest Results**

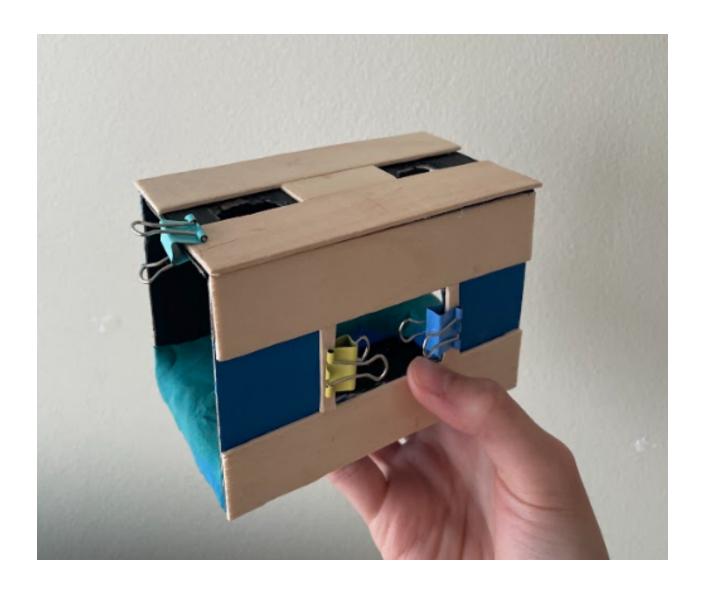
## **IMAGES / SKETCHES:**











## **QUESTIONS TO ASK PLAY TESTERS:**

- Are the instructions clear enough to you?
- Would you need more direction in order to use our makey-makey?
- How would you describe your experience with our prototype?
- How would you make the project more engaging and motivating to interact with?
- Do the prompts guide the audience in a clear way where they feel like they want to participate with the piece?

## **DISCUSSION NOTES:**

- Seem unsure about instructions > prompts are too general
- Prompt looks too much like a title > make it clear that they need to follow this prompt

- Be more in control for them to create > do we want them to experiment?
- Make a narrative > make the model follow a story
- Check github for overlaying camera pov and taken picture
- Storyboard > people telling a story together > have a each person say a sentence that adds to a bigger story
- ^ mixing and matching the different prompts
- Do we want people to input their names?
- Filters > fonts? > sound/music
- Make the camera look more like a camera?
- Make the two pieces of tape touch each other like a button