

Lessons:

Takes effort to simplify designs and lower cognitive load

But this is often the step before a big breakthrough in the transformational experience

Sometimes the hardest part is removing components, once they're already in the design

For the Manifesto, I had to abstract from my experiences in Sleepy Game Design and also

approaches made the design process work

Learned difference between identifying what elements make a game work, versus what

Presentation/Feedback:

As a team we often presented where we were in the design process to the rest of the lab

discuss with other designers to come up with general principles

how users interact with the game

Both of these are important, but the second one is easy to forget

My approach to using feedback is choosing the pieces that resonate and also lead to

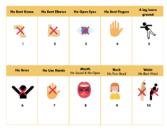
Then, it was important to combine the lab's feedback with our own notes to make design

It was important to first playtest without talking about design decisions, to get more data on

decisions

design decisions that stay grounded in the transformational goal/user group









Software Engineering

Internship