Extra Credit (0.5%) - AGP Playtesting

We've set up a pipeline between CSCI 526 and USC's Advanced Game Projects (AGP) program. AGP projects are large student games, developed over the course of a year with teams of 20-30 students from across all disciplines.

AGP projects are required to run detailed playtests throughout their development cycle, using the extensive feedback to improve their games as they develop them. We're awarding extra credit, 0.5% of the overall course grade, to 526 students who sign up and complete AGP playtests.

Sign up is through the playtesting volunteer form: https://forms.gle/uBGZqayL6AjhWcdA7

After you submit this, you'll be contacted by the teams interested in playtesting you. You'll be matched to projects based on your genre preferences, experience, and availability. You may be matched to more than one team. For this extra credit, you only need to complete one playtest, but you're free to participate in as many as you want. This is a great opportunity to learn how playtesting works on larger games projects.

The deadline for **sign-ups is February 7th, 2025.** After that, we cannot guarantee this opportunity. We encourage you to apply as soon as you can. You'll also receive a $5 e-gift card for completing a playtest.

There are no wrong answers to the volunteering form. Different teams are looking for different genre preferences and levels of experience. Hence we recommend you apply regardless of your genre preferences or experience with playing games!

One playtest is expected to run for 30 to 60 minutes. It may include playing the game, answering a questionnaire, providing detailed feedback, and being recorded. Some playtests are conducted in person, while others are conducted remotely. The specifics are handled by the team conducting the playtest, so you should direct questions about the specific process to them once you're matched.