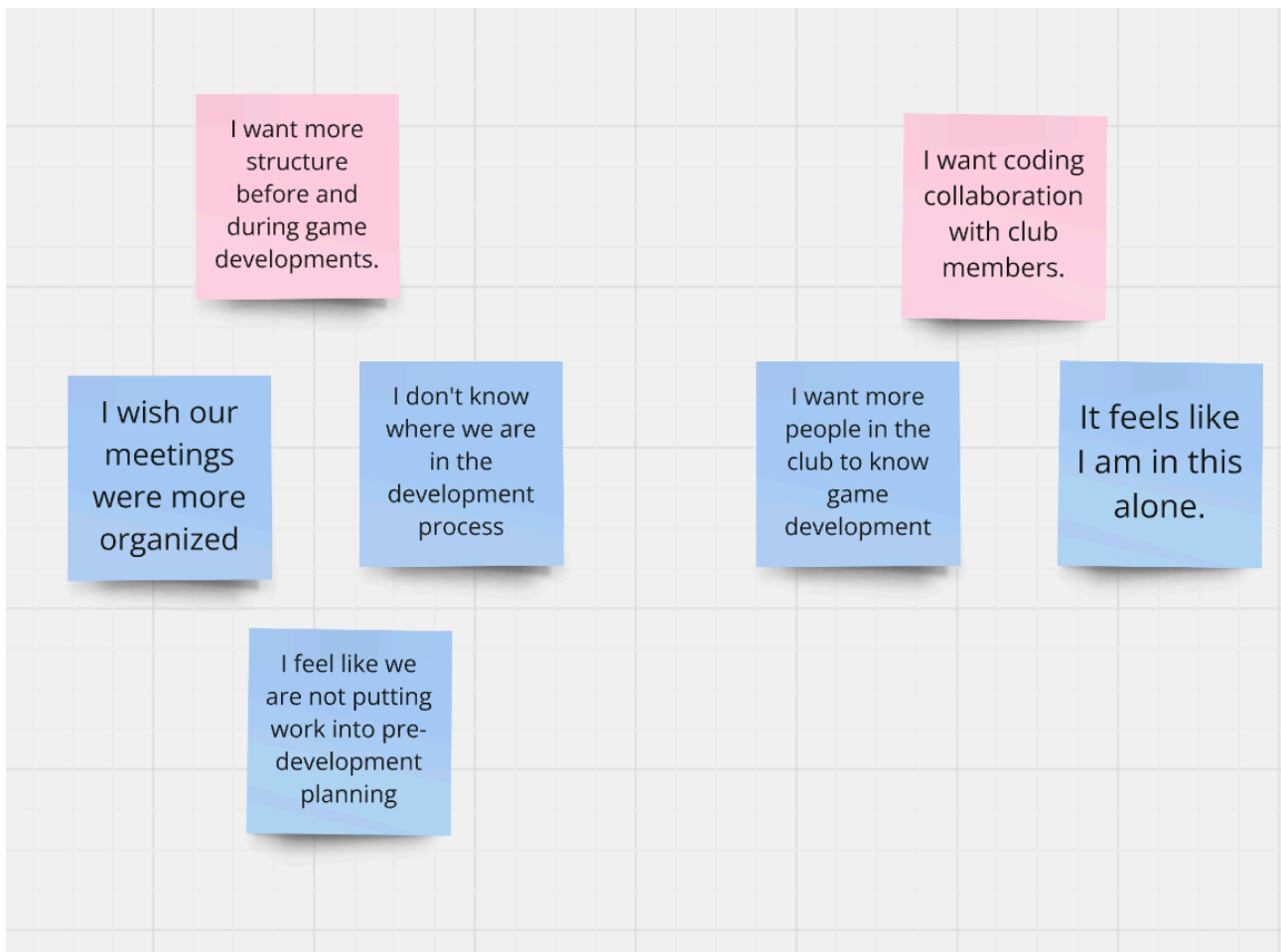


# PART 1: Affinity Diagramming



Sticky notes 6 and 15 feel like the cause for 11. A person is prone to feel that an activity is unimportant when their club members neither providing them feedback nor working on it together. 5,10 and 13 are clearly an indication of a lack of structure within the development process. 1, 8 and 16 are also clearly related to the lack of game development experience within the club. 14 and 2 directly mentions meetings and 12, I thought, could be the reason why meetings are so unorganized. 4, 7 and 9 naturally group together since they all point to not having enough pre-development discussions; 3 was a tricky one, but I still decided to place it with 4, 7 and 9 because I think this is a problem created by the lack of pre-development communications.



The 3 blue stickies on the LHS implies the necessity of organization and structure throughout the entire club, not only pertaining to the game development. The 2 stickies on the RHS are both expressions of loneliness, either due to the lack of ability or lack of communication.

One way to improve the game development club would be to come up with a meeting schedule with intent. For example, schedule a meeting for initial brainstorming, then a follow up meeting to expand on previous ideas instead of daily meetings just for the sake of it. Another way of improvement is to host more information sessions/code together sessions to teach more club members about game development.