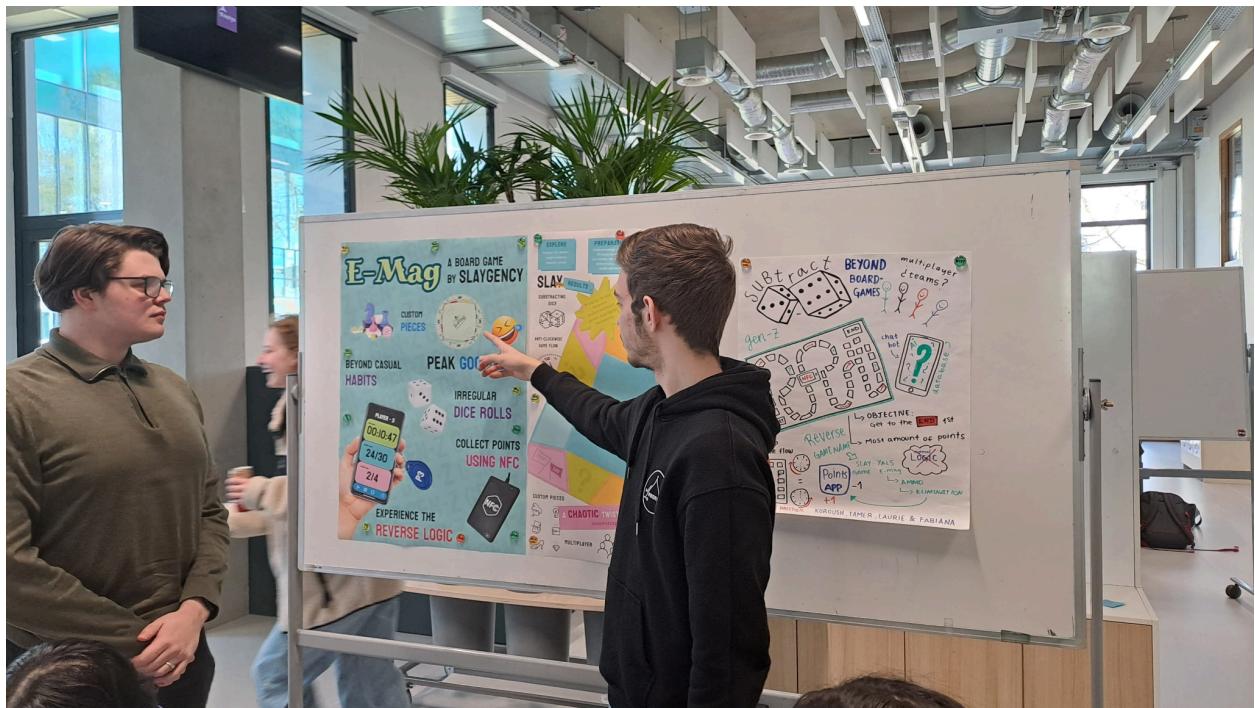


Poster Presentation

On April 7th, we had a stand in our OIL, where we received feedback from teachers and peers. We had 2 different posters, and the papers where we brainstormed ideas to be able to show the process.

I presented our posters and concept to Pennie, Kadian, Jan, Dirk, and peers from the 2nd and 3rd semesters. I was confident primarily while presenting and was able to answer all questions.

We received valuable feedback from teachers and peers, which we will discuss later with the group and implement the ones we find beneficial.



Feedback from teachers:

Checkpoint 13 Dirk - Concept presentation (WK8) 07-04-2025



Barrios Peña, Fabiana F. 3 hours ago

We talked to Josh about our poster stand. He liked the posters, thought we had a lot of complementary and visual products to show but he said we were missing "what" the game is actually about. We need to specify our concept and have like a story to it so people actually want to play. "Find a purpose"



Barrios Peña, Fabiana F. 3 hours ago

We talked to DIRK***



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

[Post feedback](#)

Checkpoint 12 Poster Feedback Kadian and Pennie 07-04-2025



Candemir, Tamer T.T. 3 hours ago

Kadian and Pennie were the first to visit our stand today. Kadian liked the fact that we had so much to show. She also liked the reverse logic concept. She suggested to do a research about virality since we mentioned making something different than usual makes it go viral. There will also be a observation research done by Tamer (me) this Thursday.

We also showed the other poster made by me and they liked the name idea E-Mag, which is "game" in reversed.

Present: Tamer, Kourosh, Sumana, Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

[Post](#) Microsoft

Feedback from peers:

FEEDBACK

* like the Second poster
Clean, Funny, eye catching.
- Abi.

7th April 2025

what is the game
about?

Great work!
Registration - look
into persuasive
design & gamification
Techniques to boast
no rules.
Also see review
the concept?
try to suggest
new design techniques.

Add more "rule breaking"
rules / cards.

→ multiplying dice
→ more guests
→ reverse game flow direction

I liked the idea,
continue with it,
Dylan T

STORY GAME ideas :

- ➡ building up points to unlock "X"
- ➡ "saving the world"
- ➡ accumulating the most Aura points

EXCITING CATCHY POSTER
Lots of material to showcase

really like the
design of the
boardgame mad-
ness, predesign
is beauti-
fully done.
cohesive poster

Reflection:

It was nice seeing the progress of other groups, it gave us motivation to keep up the work. I see this kind of events as opportunity to exchange feedback, because it is difficult to get this much feedback during a normal school day since everyone is working on their own project. It was also an opportunity for me to practice presenting to get better at it.