**Print & Play / Play Testing**

Playtesters Guild

<https://www.facebook.com/groups/BoardGamePlaytestersGuild/?ref=browser>

This group exists to help game designers and playtesters connect, and to share other play testing-related resources. It is open to all game designers and publishers looking for playtesters as well as anyone interested in playtesting new games.

PLAYTEST

<http://playtest.co.uk/>

A friendly group of board/card game designers and playtesters.

The gamers get to try new game prototypes and maybe get a playtesting credit.

The designers gain valuable feedback to help them develop their games further.

We organise our groups on www.meetup.com/Playtest

BoardGameGeek

<https://boardgamegeek.com/forum/1530034/boardgamegeek/seeking-play-testers>

An account is needed to post on the forum.

Board Game Designers Forum

<http://www.bgdf.com/forums/game-creation/playtesting>

An account is needed to post on the forum.

/r/tabletopgamedesign's Play Testers List

<https://www.reddit.com/r/tabletopgamedesign/wiki/play_testers>

This page contains a listing of reddit members who are willing to help you test your game and/or members who are seeking players to help them test their games.

If you are developing a game and would like feedback on it, feel free to select a few appropriate members who have listed themselves as volunteers and message them to see if they can help. Do not spam volunteers or ask for feedback on a game that isn't mostly finished. If you want general feedback or help brainstorming ideas, then make a text post in r/tabletopgamedesign.

If you want to play test in person, you should select people who live near you. Most members will be only able to give feedback by printing out your game's materials and testing at their home/with their friends.

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<https://www.printplaygames.com/prototypes/designer-resources/print-playtest/>

Beginning Oct. 1, 2018 Print & Play AdMagic will host a bi-weekly, intimate gathering of game designers and playtesters for the purpose of playing and critiquing projects that are still in development, Print & Playtest. We will live-stream each event as a way of connecting the local (Portland/Vancouver) gaming community with our supporters around the world. Each gathering will be held at a different location as a way of showcasing the many ways tabletop gaming is a part of our local culture.

On Print & Playtest we will live-stream a panel of tabletop gamers playing and critiquing 1 – 2 projects in development, along with participant interviews and MORE! We are looking for designers with projects that are ready for public testing and willing to have them honestly critiqued online by a panel of playtesters. To join us, or if you have questions regarding these events, email our Community Manager, at community@printplaygames.com with the following:

* Your full name
* Date(s) you would like to participate
* Whether you would like to take part as a Game designer or Playtester
* If you are participating as a Game Designer:
  + Include the name of your game and a short description.
  + Your game must be unpublished and accepting feedback from playtesters.
  + If you would like to have your game featured on Print & Playtest but are unable to join us in person, let us know in your email so arrangements can be made. Live-stream recording priority will be given to designers who are present for the gathering on the day they requested.
* Playtesters must be willing to appear and speak candidly live & on camera while playing and providing constructive critiques for developing tabletop games.

KICKSTARTER

Here at Print & Play, we are at work daily with Kickstarter and other crowd funding campaign creators to produce high-quality review, demo & preview copies of their games. Trust us in saying that the more you pour into growing a community around your project before you start your campaign the better.

These sites allow you to upload and play your boardgames with a virtual tabletop:

https://tabletopia.com/

http://store.steampowered.com/app/286160/Tabletop\_Simulator/

http://www.roll20.net/

http://www.zuntzu.com/

These companies are known to provide free or low-cost playtesting services:

http://www.boardgameauthority.com/send-us-your-games/

http://www.patreon.com/gamedesignersclubhouse