Community Engaged Pedagogy
Adam Rebello

Part A:
Student: Aqsa in Software Engineering
Feedback: I approached a classmate named Aqsa, she was willing to try out my Java-based GUI tic-tac-toe game. After playing a few rounds, she provided feedback on the user interface, suggesting that the x and o`s could be more visually appealing. She also liked how I have a cool sound in the game that matches the clicking noise and fits the scenario.

Taking her feedback into account, I can probably pick colourful symbols instead of black and white images for the two icons.

Reflecting on this experience, I realized the value of seeking feedback from others to improve my work. It not only helps in making the product better but also makes a collaborative and learning environment among my peers

Part B:
Student: Matthew in Psychology
Feedback: Matthew tried out my Java-based GUI tic-tac-toe game and mentioned that the gameplay was smooth and intuitive. However, he suggested adding a feature to change between who started, since sometimes he wanted to be "o" but also wanted to start off, which was not possible. He also said my "o`s" were not too visible and I could have maybe picked a better image for them.

In response to Matthew's feedback, I definitely agree that picking a more visible image for the o icon can help, however as I was short on time I decided to stick with what I had. Also his idea of changing who started is something I will definitely implement in the near future.
This interaction with Matthew highlighted the importance of considering usability aspects like feedback indicators in game design, enhancing the overall user experience.