



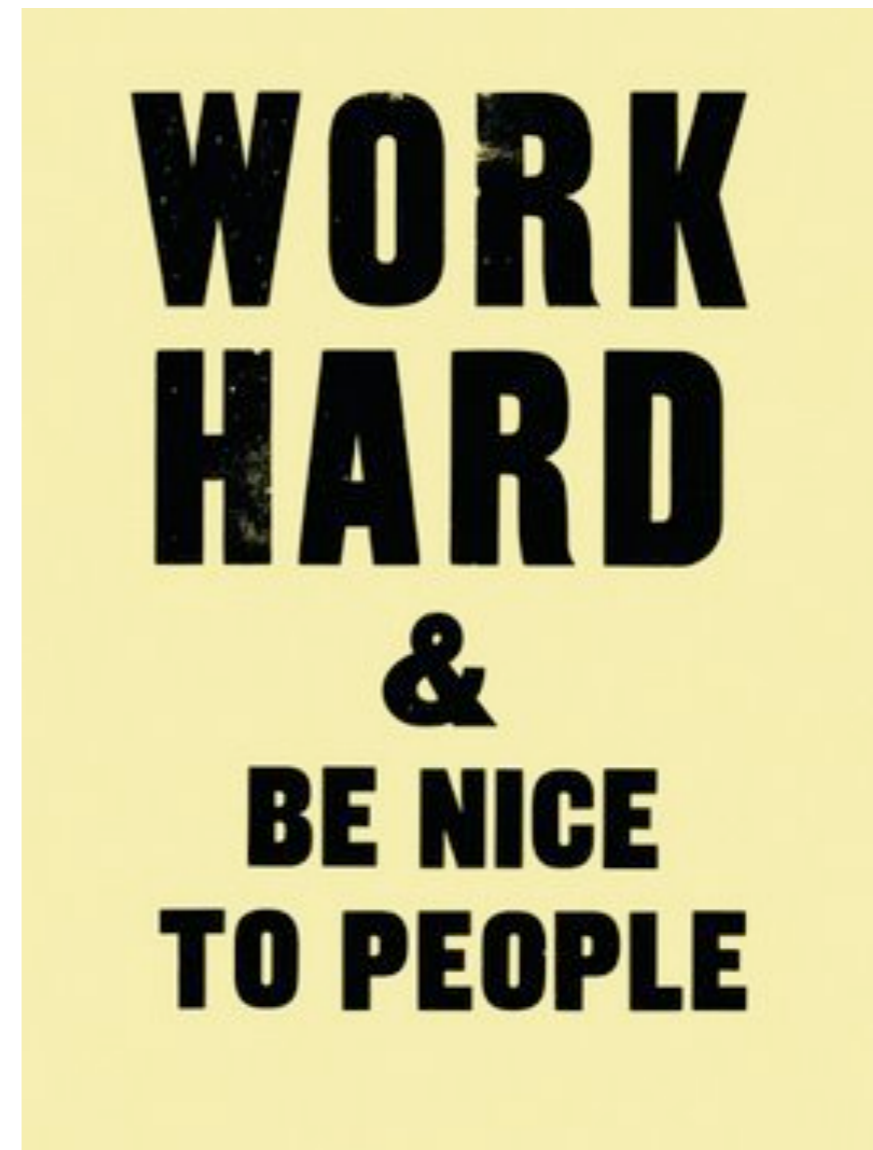
Examinations

These slides

- Why exams?
- What to hand in?
- Individual (... *and the law won*)

Measuring

- Not your talent, but:
- critical capacities: what went wrong
- identifying problems
- coming up with solutions
- use of the literature and course knowledge





What to hand in

- The Game & The Prototypes that *you think* are relevant for understanding the development process
- Design Document: as long as it needs to be.
- Playtest/Usability Test results + a brief document describing how it affected the development
- A short reflection on the whole process



Examinations

Individual exams

- 25 minutes per person, presenting what s/he has been in charge of:
 - 15 minutes presentation
 - 10 minutes questions
- grades are given afterwards