

CMS.594/894- EDUCATION

TECHNOLOGY STUDIO



SPRING 2019



PLAYTESTING

# UNIT 4: NOW WHERE ARE WE GOING?

Unit 4, Final Project: Improving your innovation by...



Learning more about your user's needs

Understanding the education ecosystem in which you are designing in order to maximize your impact



Effectively communicating your innovation and its value to users and stakeholders

# HOW WILL WE GET THERE?



Week 0:

## Reflect

- ★ Review your final reflections from each mini-project
- ★ Complete the final project survey



Week 1:

## Identify a problem

- ★ Identify a problem of practice
- ★ Research existing solutions
- ★ Propose or enhance your solution
- ★ Draft an interview protocol to learn more about your user



Week 2:

## Ideation & prototyping

- ★ Come ready to discuss findings from your user interview
- ★ Come with prototype and playtest protocol
- ★ Conduct playtest



Week 3

## Playtest

- ★ Collect data during class playtest to improve final project
- ★ Practice presentations



Week 4:

## Final Public Presentation\*

- ★ Due: (1) final prototype, (2) presentation slide deck, (3) written product
- ★ Invite 2 guests
- ★ Dress up!



TEACHING SYSTEMS LAB

OVERVIEW OF  
TODAY'S CLASS

# TODAY'S CLASS

- **Part 1:** Playtest your prototype
- **Part 2:** Learn about the role of lab playtesting in product design with guest (MIT M.Eng. student)
- **Part 3:** Final project logistics
- **Part 4:** End-of-course housekeeping

PART 1:  
PLAYTEST YOUR  
PROTOTYPE

# PLAYTEST SESSION 1

Format:  
20 minutes then swap

Don't forget:

1. Your playtest protocol
2. You will need to report how you used data from the playtest to improve your prototype

# PLAYTEST SESSION 2

Format:

20 minutes + 20 minutes



BREAK - PLEASE RETURN IN  
10 MINUTES

PART 2:  
ROLE OF LAB  
PLAYTESTING IN  
PRODUCT DESIGN

PART 3:  
FINAL PROJECT  
LOGISTICS

# PREPARING YOUR FINAL PRESENTATION (SEE SYLLABUS RUBRICS)

- **Customize** template but include all headers
- **Prioritize visuals** over text
- Include a **brief demo/screen shots** when possible
- Practice with a **critical friend** and a timer!  
*Remember: 10 min. pres. + 5 min. audience questions*
- **Budget your time** wisely
- Write out a **few key points** for each slide in the notes
- Prepare a **null response**, “That’s a really good question. I [wish I knew the answer myself, will have to get back to you, would need some more time to think about it...]”
- Proofread (spell check, references, sources documented, APA format, make sure links are working/shareable)

# FINAL PROJECT RESOURCES

- **Final written product:** Examples of writing in different genres compiled
- Review the directions in **the syllabus**- important details!

Have you decided which written product you will complete?

1. Stakeholder/funder pitch
2. Conference proposal
3. Policy brief
4. EdTech news article
5. Infographic

PART 4:  
END-OF-COURSE  
HOUSEKEEPING

# END-OF-COURSE EVALUATION & DEBRIEF

- A brief debrief: Questions for the class
  - **General**
    - How well did the ordering of Units work?
    - How well did you think the units were integrated across the course?
    - What technology supports would have been helpful?
    - Interested in advanced version of course?
  - **Final project:**
    - How prepared did you feel for the final project? What would have made you feel more prepared?
    - Would you have liked to have more explicit focus on presentation/reporting in the course (e.g. more practice presentations, more emphasis in grading)?

WRAP UP



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