

## Night of Nerds Experience:

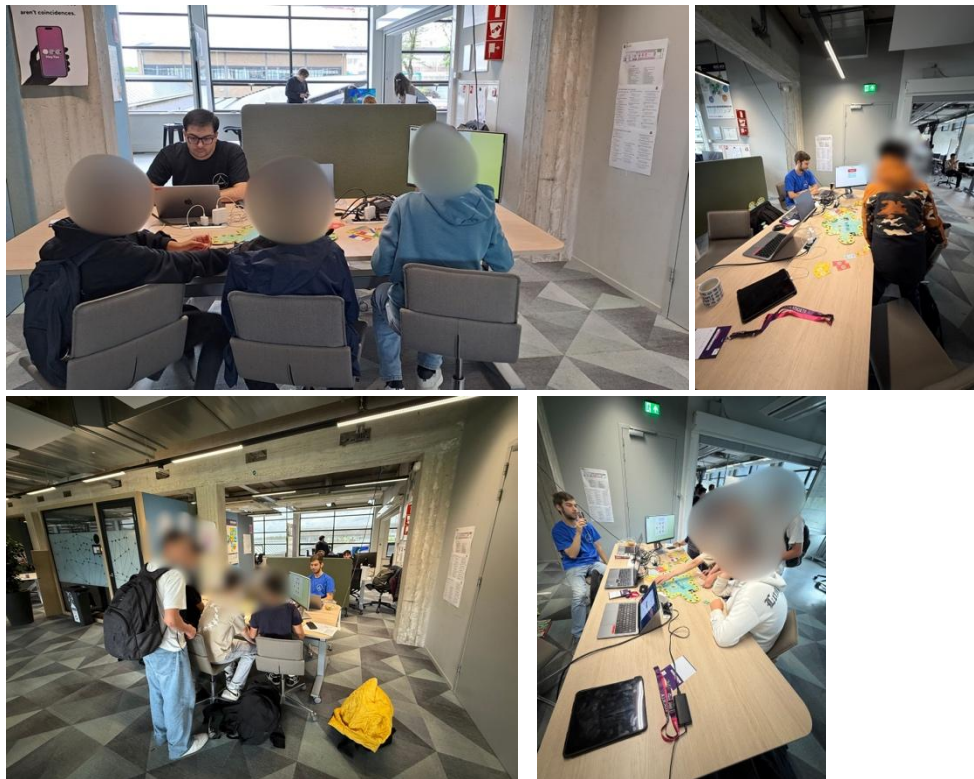
### Introduction:

At the start of the day, Tamer and I set up the project and web app using a touch screen monitor and a tablet to enhance the experience. Link for the Web App :([piopera.netlify.app](https://piopera.netlify.app)). We also set up the board game with all its components, including the passport, city stickers, country stamps, and everything else needed for play.

### Play the board game and experience the users:

When I explained our board game to some people, teachers and students, they thought it was cool. A few of them even stayed at our stand to play, and they genuinely enjoyed it—they were laughing a lot while playing.

As people were playing our board game, they were also asking when the release date is and when it will come to the market, so they can buy it and play it with their friends at home or at school.



## Other Projects:

Since I had the stand, Tamer and I took turns during our free time to check out other groups. There were some interesting games and projects you could actually interact with and have some fun, such as different games that people made such as VR and some with controllers. I also saw some of the projects of GLOW that you could interact more with it.



## Reflection:

Night of Nerds was a great chance to showcase our board game with the web app to real users and the target audience. People really enjoyed playing it—some even asked when it would be released, which was super motivating for us and a good feedback. It helped me feel more comfortable and natural when presenting and explaining our project.

Checking out other stands also gave me new ideas, especially seeing projects using VR and physical controllers or GLOW again. Overall, it was a fun and valuable experience that helped us test our project and get real feedback and user test our product.