Showcase day:

On Thursday, May 15th, I took part in the Showcase Day. This event was arranged by our teachers, and it brought together students, teachers, and stakeholders, all of whom provided valuable feedback on my group project work. I presented my board game project and the Figma application designs that we have been working on. This event was both a chance to show my progress and to test my designs with real users.

Preparation and Presentation

Before the event, I prepared by finalizing my board game elements, improving my Figma prototypes, and setting up interactive demos. This allowed people to try out my designs, test the game, and explore the application prototypes, which gave me useful feedback.

User Testing and Feedback

During the showcase, people could test our board game in a quick, fast-track format. This was important for seeing how users interact with my designs. I realized that my board game needs a clearer, more engaging story to improve the overall experience. I plan to add a stronger storyline to make the game more immersive.

I also tested two different interaction methods within my Figma prototypes:

1. **Four-Time Stop** – This method has a more step-by-step approach. First, the player selects the game, then enters the game, opens a box, and finally reveals the hidden content. This four-step process aims to create a more exciting and suspenseful experience.

2. **Three-Time Stop** – In this approach, players choose a three-step interaction, which immediately reveals extra challenges or mysteries. It is a quicker, three-step interaction, which I found to be more intuitive and engaging during the showcase.

Stakeholder Engagement

The day before the showcase, We had a meeting with one of my stakeholders to present my progress and get some early feedback. On the day of the showcase, I also showed my work to a second stakeholder, making sure my project direction aligns with their expectations.

Exploring Other Projects

During the showcase, I also encouraged my friends and other group members to showcase our game to more people. Meanwhile, I took some time to walk around the OIL hallway to check out other projects. I came across some interesting work:

- **Dcode** – They had a well-designed Figma prototype for a language learning application, which caught my attention due to its clean design and intuitive layout.

- **MissChef Studio** – This group presented a cool concept for their first-ever video project, which stood out as a creative approach for a first-semester team.

- **Another Board Game (Loop)** – I also found another board game project that had a unique approach, which gave me some inspiration for future improvements.

- **Flux** – This was the only group I didn't find as impressive overall. They were from the Fontys Marketing program and seemed a bit uncertain about their project direction. However, I did appreciate the PWA they built, which had a nice, responsive design displayed on a screen.
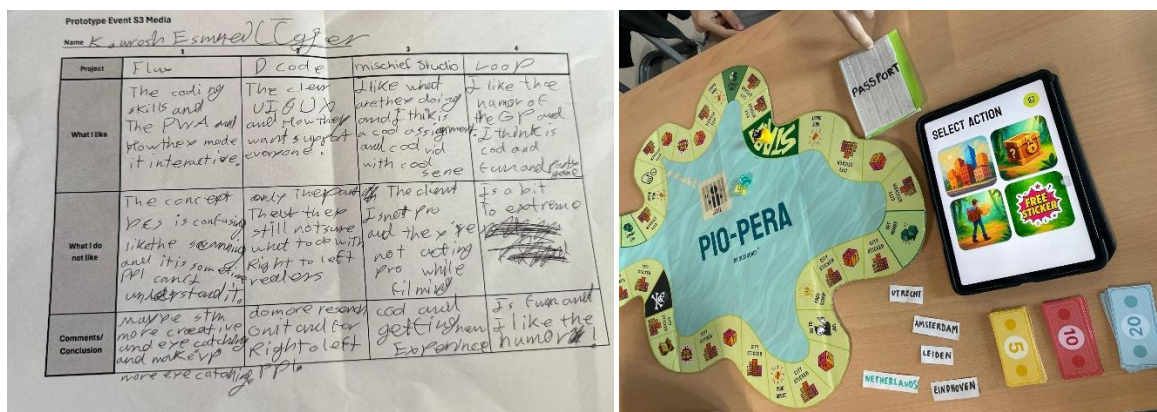
Next Steps

In the coming weeks, I plan to improve my game mechanics, update my Figma designs based on the feedback, and add a more engaging story. I will keep brainstorming to make the game more interesting and fun for players.

Overall, the showcase day was a valuable experience, helping me understand what works and what needs to improve as I move forward.