

Stakeholder Meeting Feedback Reflection

Introduction

Last week, I had the opportunity to present our board game project to the stakeholders. It was an exciting moment for me because I was curious to hear how they experienced the result and what suggestions they might have. I was happy to see that they were overall really positive and supportive. Their feedback gave me both motivation and direction for future improvements.

Stakeholder Feedback

The stakeholders were very pleased with the project. They appreciated the concept and the overall quality of the work. It was encouraging to hear that they genuinely liked the game and thought we did a good job. Still, they also provided helpful feedback that can push the project even further and we added to the advice report as well.

- One of the stakeholders, who is also a board game expert, pointed out that the rulebook could be improved. While it works well already, he mentioned that some minor details could be refined over time. He suggested adding more interaction or fun elements, which could make it even more engaging. His experience in board games made his input especially valuable.
- Another stakeholder suggested that the visuals in the rulebook could be improved. According to her, adding more visual elements like icons, diagrams of the boardgame, or highlighted sections could make the rulebook easier to use and more attractive, helping users to find the right information more quickly.
- Regarding the web app, they mentioned that although it's a good foundation, it could be made more complete. We all agreed that it would be part of the future development, and I've already included this in the advice report. Their feedback helped me recognize the direction the app can take to reach its full potential.

Conclusion

In the end, It meant a lot to see that they liked our game and saw potential in what we created. Their suggestions weren't negative they were helpful and inspiring. And for future they can upgrade the game more and more.

Reflection

I learned something new in this semester, that feedback is not just about fixing things, but also about finding chances to grow and improve creatively.