

COSC 419:
Mobile Educational Game
Development

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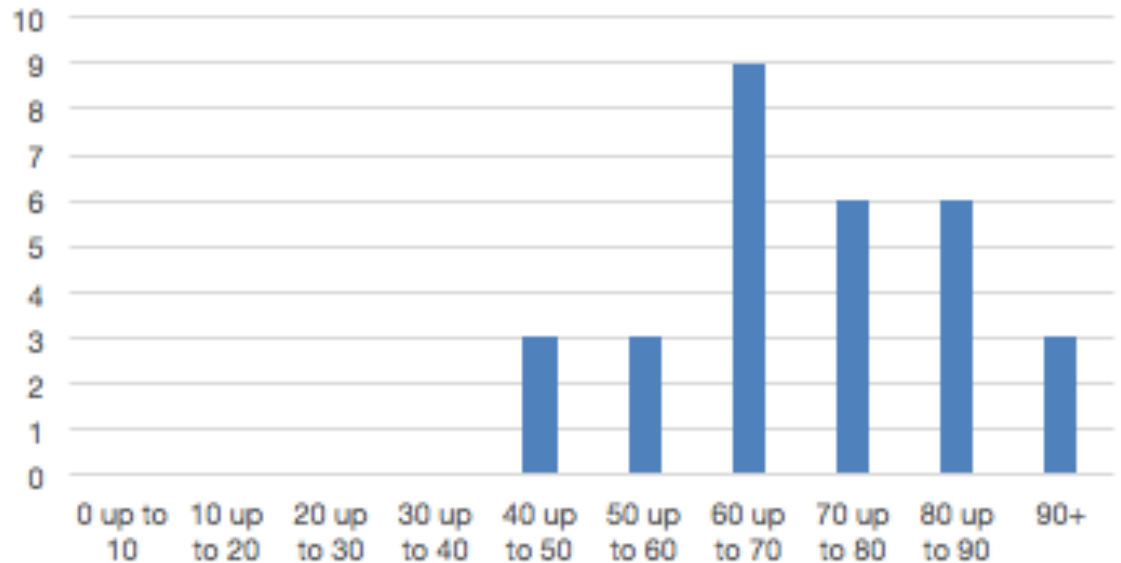
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Peer Critique Activity

- Purpose:
 - To foster creativity
 - To get feedback from peers and other designers
- Spend 45 minutes each, total 2 teams:
 - Pair up with another team
 - Discuss your game ideas with each other
 - Each team completes a critique form (electronically)
- Submission:
 - Graded based on quality of critique given
 - Submit on Canvas by 10/06 Friday 9:00am

Feedback on Design Activity #2

Histogram of Design #2 Grades



- Statistics:
 - Average: 70%
 - Max: 100%
- Common mistakes:
 - Goals not defined based on story
 - Doesn't compare other methods to your storytelling method
 - Verb/progression too abstract and doesn't correspond to actual action in game