

This week, we've been focused on our playtest with a local middle school – preparing documentation, scripts, and ourselves for the playtest, and then conducting the actual playtest on Wednesday. As the week winds down, we're processing and analyzing the data, which is especially useful as we prepare for our Quarters Walkthroughs next week. By presenting as much useful data as possible, we hope to make the most of faculty insight as they all visit the project next Monday.

## PLAYTEST AT EFMS



On Wednesday, our team went to visit Elizabeth Forward Middle School, where we spent half a day with four science teachers and two student teachers. We started with a brief introduction to the MinecraftEdu software, its capability, and what others have done with the game for both entertainment and education. From there, we asked the teachers for their initial reactions to the software and its capabilities, whether they'd want to use it in their own classroom, and how they'd want to use it.

We then ran three of the teachers through a task list, individually. One goal was to familiarize the teachers with the game interface and teacher privileges available to them to create and guide student lessons. Perhaps more importantly, we also wanted to introduce them to the process of setting up a Minecraft server using the MinecraftEdu software, and in turn logging into the server through the game client as they would whether they were a teacher or student.

After the tests, we asked a series of followup questions, including how they would want to use the software with a new hands-on understanding, and what they'd like to see added. As our client had also mentioned in the last week, a "Quiz Block" would be invaluable – a way to easily build a quick student assessment into the game with meaningful interaction with the rest of the game world.

We came away from the test with mountains of data for next steps: how teachers want to use the existing MinecraftEdu software, and how they actually used it. As we sift through everything, we're coming up with some solid ideas to streamline the entire MinecraftEdu experience – especially in the Launcher, the Server Tool, the in-game menus, and we're especially excited to add and create content for teachers to use within their own classrooms.

## EVALUATION TOOL

We're pleased to announce that we now have a working Evaluation Tool – it can successfully isolate and highlight blocks placed by an individual user. Going forward, the majority of our work on the Evaluation Tool will be in adding a User Interface that teachers can easily understand and navigate. Unfortunately, we are over schedule in getting to this point. As we process our playtest data and Monday's faculty feedback, we plan to reevaluate our project schedule in light of where we can be most effective for MinecraftEdu in the next few months.