I liked this section of the book. I will certainly read more of this book. It helped explain the iterative process and the application of it to my work. I see the cycle of ANALYZE - DESIGN - TEST more clearly in the way we try and do things here.

The case studies were very helpful in illustrating how to look differently at the design process. I think the LEGO JunkBot probably resembles best the problems we get here in AgComm. The client comes to us with a goal and an age group and ask us for a product. We story board out ideas and then develop a low level prototype for basic “workability” testing, and then proceed through the iterative cycles.

I really liked the idea of paper prototypes. I think that if a game is fun without the technology we envision than it might have a greater chance of being successful and we can also find problems early in the design stage.

I am all for play as research.