

# Playtesting

Use this form to collect feedback from your playtesters.

Date ..... Time game started ..... Time game finished .....

Number of playtesters ..... Names of playtesters .....

Did the playtesters have any difficulty understanding the rules? If so, which parts?

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What did they like best about the game?

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What was the most enjoyable or interesting moment in the game?

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What did they like least? Was there anything they found frustrating?

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Would they make any changes?

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Was the game the right length? Or was it too long, or too short?

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Any other comments?

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**Are you interested in designing more of your own board or card games?**

Submit your ideas to the Tabletop Game Design Challenge, a contest for anyone based in the UK and aged 7-16. Find out more at [kidsgamedesign.org](http://kidsgamedesign.org).