



# Dinner Table

The family togetherness toolkit

## Dinner Table

***Assignment #18 Prototype 3 Testing Plan  
& Way Forward***

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# Prototype Testing Reflection 3



## The Dinner Table

December 05, 2021

**Participant family:** Ashish Ajmera (Father), Kanan Ajmera (Mother), Siddharth Ajmera (8), Vikrant Ajmera (8)

**Family Location:** Mt. Kisco, New York

**Activity Conductor:** Sharvari

### Activity 1: Show me your Face Game

**Goal:** To test the game - players must be able to use the cards to illustrate their picture and make up elaborate stories for their artwork in order to get a higher valuation for it.

### Insights from the testing

- The children loved this game
- They loved the concept of creating abstract faces without any restriction
- They also traded with the other players
- Vikrant wanted to buy cards from the deck knowing he had money to do so
- I observed the parents were quick at wanting to sell their illustration whereas the children were just enjoying creating them
- The kids had so much fun
- The kids loved the concept of buying or trading a feature and used that very often

### Suggestions from the testing

- If we got to align the cards, we can have a pocket or file like thing to have the cards put in it
- We would like to be as abstract as possible
- The points mentioned at the back of the card needs an improvement

### Feedback from Kanan Ajmera

Hi Sharvari - thanks for the text! The kids had an awesome time and they surprised me with their willingness to think about suggestions and enjoy the game! The Table Talk card game is beautiful. We would love to buy a prototype when you launch it. They are great topics for kids to discuss with parents and vice versa. I love the face making game too. So clever and fun - both of them! I look forward to chatting more today later and of course beyond !

9:32 AM

### Activity 2: The Table Talk Game

**Goal:** To test the game - the quality of the questions and how the family reacts to the type of questions

- Parents loved the quality of the questions
- Rules in the manual are to the point
- The children as well as parents understood the rules very well
- During the session, the parents were eager to raise the conversation beyond that very question. These questions were a mode to initiate a conversation over a specific topic and that I guess is a very nice insight
- The parents used 'answering' as a tool to inculcate values in the children
- The parents were not very keen on discussing the points, maybe because they had twins and did not want the game to grade them. They just enjoyed the game and the conversation that began through it
- Loved the way of increasing communication within a family
- What after we finish asking all the questions?
- We need more questions with answers that change after a course of time
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**Conclusion:** The rules overall were easy to understand. The game needs design and print polish. The manual needs to be curated in a way that the rules are easy to understand

### Next Steps:

- Revisiting manual for the toolkit.
- Developing the games better based on the feedback, and articulating the rules of the games better.
- Creating branding for the 3 elements of the toolkit (Show Me Your Face, The Table Talk, The Manual) to make a cohesive product.

# Prototype Testing Reflection 3 (2)



## The Dinner Table

December 05, 2021

**Participant family:** Christine (25), Ivy (15), John (11)

**Family Location:** Flushing, New York

**Activity Conductor:** Brielle, Zainab

### Activity 1: Show me your Face Game

**Goal:** To test the game - players must be able to use the cards to illustrate their picture and make up elaborate stories for their artwork in order to get a higher valuation for it.

#### Insights from the testing

- John was the most competitive and more interested in gaining the highest number of points.
- The element of trading or exchanging the cards enabled laughter and conversation.
- Once the rules of the game were understood, all the players were deeply invested in playing it and wanted to play another round.
- The story-telling part of the game turned out to be a success wherein the players actually got creative and made funny and intuitive stories on the spot.
- They loved the concept of creating abstract faces without any restriction.

#### Suggestions from the testing

- The rules can be simpler and easier to understand.
- We should reconsider the use of cash in the game, since it makes the game much more complicated and the family may avoid talking by trading with cash.
- The quality of the transparent cards can be better.

#### Conclusion:

Because Table Talk was much easier to understand and play with, families may prefer the game. We need to update the rules of Show Me Your Face. Then consider if we should add more challenging questions and wild cards to Table Talk.

#### Next Steps:

- Update the rules of Show Me Your Face
- Work on the questions of Table Talk
- Finalize design and print high-quality version of the cards

### Activity 2: The Table Talk Game

**Goal:** To test the game - the quality of the questions and how the family reacts to the type of questions

- The family thinks the rules of the games are very easy to understand.
- They had a great time with it.
- When John had the chance to use two wild cards to ask Christine questions, he asked "when you will get married" and "when you will have children". Everybody laughed because how concerned John was about Christine's marital status.
- Everyone answered quickly and honestly. For all of the rounds, the pass card was only used once.

- Ivy mentioned that the questions can be harder to answer so it will be more fun.

# Photos From Prototyping



# Business Model Canvas: Dinner Table



## Business Model Canvas

