

Luma's Observation

The designers of the game like the game.

The instructors are excited.



luma

Lumafy Tip 13

Build a game that the learners like! Know your audience: the demographics, motivations & goals.

It is easy to fall into a trap where the designers of the game are excited, but there is a mismatch between what the learners want vs what the designers built.

The instructors and learners are excited.



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