

Second Stage Feedback.

Feedback from MA User Experience Design
Students 18/11/25

prefer the second one it's highly competitive

the question I would want to see the one which
asks about what shaped me and how I've
been through my journey so far.

maybe there should be more than 10 cards as some
members might play same roles also
cards on how to cooperate together.

The questions could be indirect or through
a game because people may have their
own biases in answering them even if
it's coming from good intent.

For example for question 9: instead of the
actual roles you could ~~ask~~ give examples of
positions like "manager", "individual contributor",
etc. that may help participants to be more
honest in their responses.

Feedback on Basic prototype ideas and
Card information.

This class session had poor attendance
due to student submissions, hence
2 students present and responses.