

Flash Talk

Peer Review Workshop

CMSC 19929: Creating Computer Games for Learning

July 17, 2026

Flash Talk - time

- Each group will have **5 mins to present**
- You are permitted about **30 secs variation**.
 - I will give a warning when you have 1 min left
 - If you are still presenting after 5m30s, I will probably ask you to stop and take some points off.
- You can use your own computer to present.
Each group will **2 mins to set up**.

Flash Talk - grading

- **Visuals** - appropriate pictures, not just words
- **Vocal delivery** - Project your voice, speak clearly, and don't fidget
- **Clarity** - Did we leave feeling like we understood how your game will work?
- **Vocabulary** - Did you explain your game using the vocabulary of the course (e.g., scaffolding, learning trajectory, flow, dramatic elements, etc.)?
- **Design** - To what degree does your design reflect the design principles of this course?

Flash Talk - order (random)

1. Jonathan Ma, Kevin Wang
2. Aaron Young
3. Max Bergman
4. Haruto Inoue, Anson Jia, Taeon Kang
5. Ruocen (Zarina) Wan, Monica Tian
6. Ian Zhao, James Momtazee
7. Jeremy Xia, Tiffany Zhang, Daniel Du
8. Roselyn Xi, Jessica Xu, George Nguyen
9. Andrew Yung, Jacob Trotter

Peer Review Workshop - format

Files	CMSC 19929 30 (Summer 2026) Creating Computer Games for Learning							0 selected			
People											
Grades											
BigBlueButton											
Collaborations											
Outcomes											
Pages											
Quizzes											
Discussions											
Rubrics											
Modules											
	☐	Name	Created	Last Modified	Modified By	Size	Status	Actions			
	☐	Basic Game Design Peer Rev...	10:28am	10:28am		--					
	☐	Lab (all-in-one)	Monday	Monday		--					
	☐	Unused course_image	Jul 5, 2026	Monday		--					
	☐	OOP Lecture Python W2A ...	Monday	Monday	Han Dang	1.5 MB					
	☐	Pygame Lecture W2B Han	Tuesday	Wednesday	Han Dang	2.3 MB					

- Quickly review the Basic Game Design documents of your assigned groups (10 min)
- Get together with your assign groups and give them feedback / ask questions

Peer Review Workshop - group

- **Group 1:**

- Haruto Inoue, Anson Jia, Taeon Kang
- Ruocen (Zarina) Wan, Monica Tian
- Jonathan Ma, Kevin Wang

- **Group 2:**

- Andrew Yung, Jacob Trotter
- Aaron Young
- Jeremy Xia, Tiffany Zhang, Daniel Du

- **Group 3:**

- Max Bergman
- Roselyn Xi, Jessica Xu, George Nguyen
- Ian Zhao, James Momtazee

Week 2 Guest Speaker Series Debrief

- How was the guest speaker series?
- Which one(s) was your favorite?
 - Motivation & Player Types w/ Ms. Erica Goodwin
 - Inclusive Design w/ Ms. Erica Goodwin
 - AI Literacy Games for Children w/ Dr. Aayushi Dangol
 - Collapsing Qubits w/ Mr. David GM
 - Pygame w/ Han!!!
- Let me know if you'd like to or need help connecting to any of our speakers!

Milestone #3:

Final Game Design + MVP Description

- **New deadline:**

- ~~Saturday 7/17 at 11:59 PM~~

- **Monday 7/20 at 11:59 PM**

- **Milestone #3 instructions** will be released by the end of day today

- **Milestone #2 grades** will be released by the end of day tomorrow

- make sure to read my feedback carefully and consider integrating them in Milestone #3 if applicable!)

Field Trip (this afternoon)

- Meet in lab room (Ryerson 277) at **12:30pm**
- Han and I will spend about 10 minutes going over some announcements about **more Pygame practice** and **next week agenda** so don't be late!
- We will start walking together to the Weston Game Lab at exactly 12:40pm



Field Trip - agenda

1-2pm: A brief tour and intro by **Kent Lambert** (Associate Director, MADD Arts Labs) and **Kate Peteet** (Weston Game Lab Manager)

- talk about game-related activities happening at UChicago
- show some board games and video games developed at UChicago

2-3pm: Students are welcome to stay and further engage with games or facilities in the lab