

| What I like | To make it perfect |
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| Creativity Metaphor Experience evolutionary design | Add more material like toothpicks, little stones Somehow try to “challenge” designs -> e.g. reject something |
| The concept | Add testing system to measure the build features (e.g. just adding a tail doesn't make it fast) and to know what to improve |
| Very nice material! Great fun Great to make the mind switch between IT and evolution | Maybe add a rule that only 1 task can be done at a time When enough time: 5 minutes showing the results to other teams |
| Great idea, nice to do. But difficult to make the link towards SW stuff (frameworks, evol design...) | More time to explain the design ideas and challenge against goals Link to some SW evolution ideas/concepts? |
| Much fun, very interactive | Little more time for debrief and perhaps recognizing patterns and theory or tactics: “decide as late as possible” or so |
| Good interaction in groups Great technique to make evolutionary design impact | Make overall teaching points clear More radical change to the “design” scenario |
| It's a game Nice way to speaking of adaptive design Fun | Find a way to make mechanics more strict (common set of features/tasks?) Make it longer |
| The whole interactive part and the fun way of learning the concepts of evolutionary design | The group should be smaller to keep focusing on the exercise |
| Creating an animal, a real life example. The scenarios on how to adapt your animal | A little bit more theory. How to keep your animal surviving. What to keep constantly in your mind |
| The hands-on approach, the laughing, the very optimistic coach | The cost of features could be better taken into account; gold plating is done while not cost taken into account. Try to figure out a cost factor |
| Easy to visualize the objective Great idea | Speak slowly |
| Funny game! | Emphasize more on the link with product development |
| Confrontation with changing requirements Fun | Add theory to the exercise -> explain what's happening and why |

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| Fun game! | Add a wrap up and conclusions, because I'm not sure what to take home after this session |
| Good fun. Ben is really enthusiastic | Of course the game is more designed for PMs, business people |
| Nicely presented Good fun | Get the material available for own use |
| Nice way to explain the evolutionary design | |
| Very appealing approach | Not really applicable |
| Idea of evolving designs is good Clay is nice | Maybe actually test the criteria Have other teams compete? |
| It's fun! | |
| Fun. Action. Simple but effective game to understand evolutionary design | |
| The play element The metaphor | More time More links to real projects |
| Fun. | The overall goal was not entirely clear Add some theory to the session. The session will be a bit longer but that's not an issue |
| Fun, you learn something Extremely creative | Finish on time |
| Acceptance criteria reviews at each iteration | Environment (predator, herbivore) attributes should evolve Time keeping |