

What I liked	To make it perfect
It was a game! Well designed On interesting stuff, usually difficult to cover	Make it more collaborative: very focused on personal efficiency, maybe take team efficiency into account Print a rule leaflet
New concept (important vs urgent) Well thought out game Well presented	Some small improvements to the slides to get the key concepts clearer (e.g. "axes" on the quadrants)
I learned how to play a game	Didn't learn anything about time management
Fun game, but not much points	Confusing "scale" of urgency Not enough discussion about real world time management issues
I like playing games	Second session
Learn by doing It's fun	Change quadrants slide, it is confusing
Slides about effectiveness Active up-beat presentation	Make the cards match some real world situations
Beautiful zen presentation Clear explanation	More room for discovering learning More time (to finish the game?)
Beautiful Fun tactics	Point vs. Time/Locations => two distinct currencies => symbols for locations Clearer rules for discarding Include team strategy
The game was fun	To be honest, I didn't learn a lot about being effective, but still it was good fun
Interactivity, exciting	The quadrants are still confusing to me, can't recognize cards quickly enough
Nice game	Drop the point symbols More on time management strategies More time to play More time to explain

The game is fun The message & strategy is clear	A little bit less chance possible? e.g. Make sure in game: if a player took cards of Q1, Q2, Q3, Q4, they have to choose another one? (I'm talking about the activities, not the Q's on the game board)
Game strategy related to real life	In the quadrants slide, put arrows or something to show which side is urgent
Learned much about importance & urgency or requirements	
Game! Discussing the topic	Longer session with another round and more time to reflect
Fun and educating	Make clear which quadrant is high urgency and high importance
You learn and have fun at the same time	Get the initial introduction to the game shorter and start playing faster
Game play slowly showing Eisenhower principle in a fun way	Be careful with the quirks: - explain urgency clearer - one card discarding instead of whole hand
More feeling for urgency vs. importance subtleties	Introduce some methods of handling with the quadrants in a meaningful way
Great session, fun, well prepared and time boxed	I was a bit lost in the beginning with all the rules, can you make it simpler?
Cool game, great materials, explained well. I like the confusion at the start, when NOBODY understands the explanation, and nobody dares to say so... :)	Mark high/low in the quadrant Keep the quadrants permanently visible after explaining Tell us how much time we get for a round, and inform us of the remaining time.
New slant on an older subject	Less rules/complexity (team made their own rules up eventually) Strip to the core