Stage Game

In this game, we try to understand the importance of each stage and the most commonly occurring issues of it.
The game begins with discussing each of the questions in chosen category of the UXCG.
We don't need to read the answers. All we want to do is to make students think of how such questions arise. The
students should come up with their own reasons and answers. We can ask each student to come up with at least
three answers to each question (more = better). We don't want to simulate a complex situation with many variables.
We want to limit the answers to 3-4 sentences per each. This game allows creating many new connections in the
student's brain so that they could see the versatility of each question and become more prepared when it specific
stage execution.

The Team-related questions are: 10, 30, 41, 43, 45, 50, 59, 61.

The Development-related questions are: 23, 24, 25, 26, 27, 29, 31, 32, 35, 36, 38, 39, 40, 42, 44, 47, 52, 55, 56, 57, 58, 59, 62.

The Pre-SignUp-related questions are: 1, 4, 6, 10, 12, 14, 16, 19, 20, 21, 23, 24, 26, 28, 29, 31, 32, 34, 44, 56, 57, 58, 60.

The Post-SignUp-related questions are: 2, 3, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 17, 18, 20, 21, 22, 24, 25, 26, 29, 32, 33, 34, 35, 36, 37, 39, 40, 42, 44, 46, 47, 48, 49, 51, 52, 53, 54, 55, 56, 57, 58, 60, 63.

The Analytics-related questions are: 27, 28, 30, 43, 59, 62.