

What I like	To make it perfect
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

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