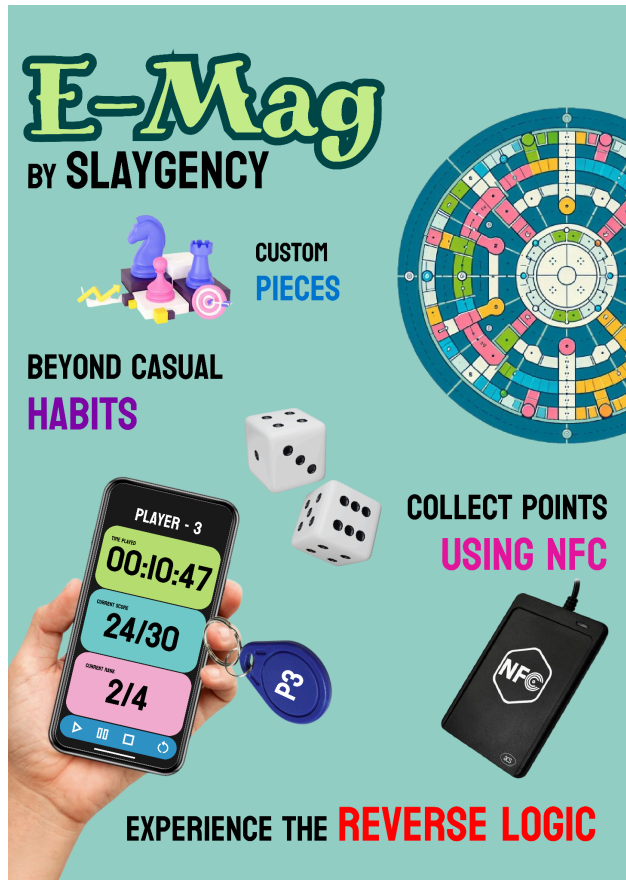# Concept Poster

I made this poster to show the concept of our board game project. I made sure to use the style of our studio Slaygency.

Feedback:

Checkpoint 5 Feedback poster content - Maikel 31-03-2025

Candemir, Tamer T.T. 2 days ago
I showed the first iteration of my board game concept poster and received some remarkable feedback.

He mentioned that the design looked consistent and fitting with our studio. He also liked the small app prototype I made.

He told me to make sure to include the word "board game" with the type of the game (eg. educational, entertaining), and the target audience. I will try to make it in a short sentence (eg. Educational strategy game for teenagers.) and the rest of the design would complete it as a concept.

In the next iteration I am going to include this information mentioned above and find a better game board image that is recognizable. I might just use an image of the circular monopoly.

Iteration 2:

New feedback:

After the client-teacher said that the poster included everything they wanted, I went to test print it. Using the poster printer in the makerspace, I first printed it on A2 size. I like how the colors looked on print and also went for a A1 size print that could be used during the presentation.