



# Evaluation Deception bay

SLQ Wiki Fabrication Lab 2026/04/26 22:57

## Evaluation Deception bay

See here

[https://wiki.edgeqld.org.au/doku.php?id=planning:one\\_last\\_apocalypse:deception\\_bay\\_outcomes:start](https://wiki.edgeqld.org.au/doku.php?id=planning:one_last_apocalypse:deception_bay_outcomes:start)

## Evaluation The Edge

See here

[https://wiki.edgeqld.org.au/doku.php?id=planning:one\\_last\\_apocalypse:the\\_edge\\_outcomes:start](https://wiki.edgeqld.org.au/doku.php?id=planning:one_last_apocalypse:the_edge_outcomes:start)

## Debrief with the community members that created Bio Crisis at The Edge

This group of community members were engaged over a period of 2 months in the creation of Bio crisis. Design thinking and making skills were explored.

See full feedback here

[https://wiki.edgeqld.org.au/doku.php?id=planning:one\\_last\\_apocalypse:the\\_edge\\_outcomes:start](https://wiki.edgeqld.org.au/doku.php?id=planning:one_last_apocalypse:the_edge_outcomes:start)

## Feedback from audience who experienced bio crisis

28 people from the public experienced Bio crisis on 3rd December 2017. There was also another 3 test audience members. Bringing the number to 31.

4 people completed the survey online.

### Community Development

50% somewhat feel a connection to the edge

### Cultural participation

25% somewhat engaged

50% probably not engaged

### Community Development

Did you have a conversation with someone new?

75% somewhat yes

### Accessing Resources

50% somewhat yes it felt inclusive

### Idea building

25% somewhat yes

50% probably not

'The division of tests by blue and red badges was neat, but not obvious to me until the very end, so I think I did the "wrong" tests.'

'Unfortunately, I found BioCrisis confusing. I still don't get the point of the experience. The disorientation, awkwardness with a stranger as a "partner", and lack of explanatory background meant that I couldn't concentrate on the story that was being told through the headphones. Maybe it's also the subject matter, hard to contemplate on big issues like annihilation of the human race when rushed through a 15 minute physically disorientating experience. (On the other hand, loved the Kaiju game'

## **Feedback from community groups working on Cardboard Kaiju**

'I was so heartened to see a decent sized group checking out the Edge and realising that it is not so threatening being a different space and it is actually really cool!! ' (Flexi school teacher)

---

This letter is to thank you for your help over the past two months As "oldies" from the men's shed, we did know what to expect when we rocked up to our first session.

We were split up into two groups, the CNC team and the Laser cutter team. We left very impressed at what we had learnt. The discovery of what actually happens at the Edge, excited us and we looked forward to our next session.

A few of us, not being satisfied with learning one thing decided to make "The Edge" our home for a few weeks and take on other projects that were being offered. The professional and courteous help we have received has encouraged us to go even further.

We are keen to build a CNC Router for our shed We also wish to pass on our new skills to other members of the Sunnybank District Men's Shed We are looking at doing a CCC course for members who could not make it to the city or need a lot of understanding of computers. (There are a few issues that need sorting out before we take this step)

We hope that we will continue to drop into "The Edge" to sniff out any other interesting "stuff" that might become available.

Once again our deepest thanks to the team ( Emma, Mick Phil, Andre and Peter )

Regards, Alan, Keith, Bruce and Ted

## Cardboard Kaiju survey responses

### Community Development

50% probably not connected

50% somewhat

### Cultural participation

50% very much so

50% not sure

### Community Development

Did you have a conversation with someone new?

50% very much so

50% probably not

### Accessing Resources

50% very much so

50 % probably not

### Idea building

have any new ideas?

50% very much so

50% somewhat yes

The props were fantastic! Finding some way to encourage players to be out on the board with the pieces more would be great so everyone could feel more like they're in the middle of a giant boardgame, instead of just watching from the sidelines. Maybe moving the card area to the middle somehow? Or projecting the cards on the wall so people don't have to be in one cluster to see them?