Completed by: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(list all members of the team)

Team being evaluated: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Your Understanding of the Game [2 pts]**

1. What is this game about?
2. Who are the target users?
3. What educational concept does it teach?
4. Describe the main game activity and what the user’s goal(s) are.

**Your Critique of the Game [8 pts]**

1. In comparison to other games you know, what is **unique** about this game?
2. In comparison to other games you know, what is **fun** about this game?
3. What’s **interesting** about this game?
4. What are the **strengths** of this game?
5. **Level of difficulty**: Is the game too easy or too hard for the target audience?
6. Does this game have **re-play value**? Would you re-play it over and over again? Explain.
7. What improvements can you suggest to the **storyline**? Be constructive.
8. What improvements can you suggest to the **character design**? Be constructive.
9. What improvements can you suggest to the **game activity**? Be constructive.
10. Overall, if you had to pay $1 to purchase this game. Would you buy it? Explain.

Completed by: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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