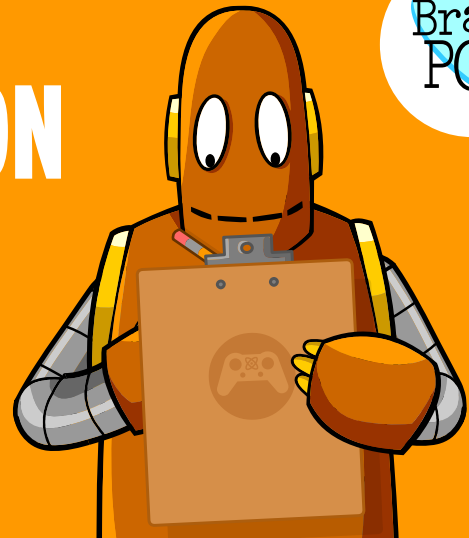


EDUCATIONAL VIDEO GAME EVALUATION RUBRIC



Time to fulfill learning objectives	<input type="checkbox"/>		Are there supporting materials?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
Sound controls	<input type="checkbox"/> Yes	<input type="checkbox"/> No	Is the game browser-based?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
Is it crossbrowser compatible?	<input type="checkbox"/> Yes	<input type="checkbox"/> No	Are there external links?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
Appropriate content and tone?	<input type="checkbox"/> Yes	<input type="checkbox"/> No	Proper grammar?	<input type="checkbox"/> Yes	<input type="checkbox"/> No
Available languages	<input type="checkbox"/>		Characters represent diversity?	<input type="checkbox"/> Yes	<input type="checkbox"/> No

Rate each of the following criteria on a scale of 1-5 with 5 being the best.

REPRESENTATION OF CONTENT

Accurate

● ● ● ● ●
1 2 3 4 5

- 1 The physics of this game are all screwed up and buggy! And what about friction?
- 3 Debatable representation of content.
- 5 Accurate; appropriate detail for learning objectives.

Interactive

● ● ● ● ●
1 2 3 4 5

- 1 Content is largely static with very few ways to manipulate; basically, flashcards.
- 3 Mixed static and dynamic elements, some limited feedback.
- 5 Player has freedom to experiment and receives meaningful feedback.

GAMEPLAY

Compelling Objectives

● ● ● ● ●
1 2 3 4 5

- 1 Once I figured out what I was supposed to do, it was trivial, like TicTacToe.
- 3 It's fun. I'm not sure I'd play it longer than a half hour or so.
- 5 A day to learn, a lifetime to master. The Chess of educational games.

Integrated Content and Gameplay

● ● ● ● ●
1 2 3 4 5

- 1 It's like Go Fish with multiple choice questions stapled to the backs of the cards.
- 3 Pretty good. The educational aspects of gameplay seem a little tangential.
- 5 The content and game are ONE.

Embedded Assessment

● ● ● ● ●
1 2 3 4 5

- 1 You could easily beat this game without learning a thing about the content.
- 3 Some kids might learn the content but others could probably fudge their way through.
- 5 Beating this game without achieving the learning objective seems really difficult.

Bloom's Action Verbs

- Memory – Player memorizes facts, rules, etc.
- Comprehension – Player translates, interprets, identifies examples, etc.
- Application – Applies rules, methods, and principles to unique problems or puzzles.
- Analysis – Breaking wholes into parts, comparing and attributing.
- Evaluation – Hypothesizing, experimenting, and testing, reflecting, validating.
- Creation – Designing, programming, drawing, etc.

List the different content that is covered by the game. Rate based on the following:

Content	Accuracy	Interactivity	Assessment	Integrated	Bloom's

PEDAGOGY

Adaptive Instruction and Feedback



- 1 Out of context, text-heavy instructions and little in-game feedback.
- 3 The directions were heavy at the beginning but you could learn from just playing too.
- 5 I messed up a lot but it's ok and each time I learned a little more (Freedom to Fail).

Amount of Instruction



- 1 Stop telling me what to do! OR I'm completely lost!
- 3 Sometimes there were too many or too little instructions. Usually it was just enough.
- 5 Like Navi in *Zelda*, there when I need it and tucked away when I don't.

Interface



- 1 I've been clicking around for 5 minutes now and I can't figure this thing out at all.
- 3 This is relatively painless to use. There are a few things I wish they'd done differently.
- 5 This is as easier to use than my iPad. Watch out Apple.

MULTIMEDIA

Audio



- 1 This is worse than Christmas carols in April!
- 3 Not bad. I wanted to turn it off after playing for a while.
- 5 Completes the experience.

Artwork



- 1 Seems hastily done. Could be better used to illustrate content.
- 3 Cool concepts but a little rough around the edges.
- 5 Imaginative and well-produced. Excellent visualizations of subject material.

Narrative and Theme



- 1 Uninspired and poorly executed. What does it have to do with the content?!
- 3 Pretty cool story. It's a little stretched how the content fits in.
- 5 Engaging and meaningful context. Player can try on new identities.

NOTES