



Serious Games Evaluation Worksheet



by Bottom-Line
Performance

Game Evaluation Worksheet (Sample)

The Game Goal

What was it? Become a Knowledge Guru on the topic of Game Design by delivering 9 scrolls to the Guru.	Was it fun? Yes!
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Core Dynamic(s)

What was it? The core dynamic of Guru is a form of collection - gathering and delivering topic-specific scrolls (3 scrolls per topic). Players do this via responding correctly to the Guru's questions.	Was it fun? Yes
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Game Mechanics: List 1 to 3 rules that stood out as good/bad

1. Each mountain has 3 scrolls and paths to the top. Players must deliver all 3 to master the topic.
2. Players gain or lose points while answering questions.
3. Players cannot advance up a path until they correctly answer questions.

Place a check by game elements you noticed. Write a note on ONE that stood out to you and why.

<input checked="" type="checkbox"/> Aesthetics <input checked="" type="checkbox"/> Story <input type="checkbox"/> Chance <input type="checkbox"/> Conflict <input checked="" type="checkbox"/> Competition <input type="checkbox"/> Cooperation	<input checked="" type="checkbox"/> Levels <input checked="" type="checkbox"/> Resources <input checked="" type="checkbox"/> Rewards <input type="checkbox"/> Strategy <input checked="" type="checkbox"/> Theme <input type="checkbox"/> Time	Competition with other players on the leaderboards.
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How did you know how well/poorly you were doing in the game? What feedback did you get?

<p>Players receive immediate feedback when answering a question incorrectly. Points are gained and lost based on how the questions are answered. Players earn achievements for game milestones and can track how all players are performing in the game.</p>
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