



## EVALUATION SHEET JAMTODAY GAME JAM

**Name of Game:** \_\_\_\_\_

**Name of Team:** \_\_\_\_\_

If any of these two questions can be answered with a NO this game cannot finish in the top 3

**Q1: Does the game run?** Yes / No

**Q2: Does the game meet the assignment?** Yes / No

### General questions

	Poor				Excellent
<b>1. Wow! factor</b>					
Does this game inspire you or does it stand apart from the others in any original way?	1	2	3	4	5
<b>2. Game design</b>					
Is it a good concept and is it well developed?	1	2	3	4	5
<b>3. Artwork</b>					
Is the Artwork well done, consistent and fitting to the game?	1	2	3	4	5
<b>4. Programming</b>					
Does it seem to be well set up, is it free of bugs?	1	2	3	4	5
<b>5. Audio</b>					
Is the Audio(Music and sounds) well done, consistent and fitting to the game?	1	2	3	4	5
<b>6. Game feel</b>					
Does it play well, do the controls work for you?	1	2	3	4	5
<b>7. Polish/Finish</b>					
Does the game seem to be well rounded on all disciplines (art, progr,audio, design) ?	1	2	3	4	5



## Evaluation questions

1. Is the Game informing learners/users of its objective? Yes / No

2. Do you define this Game suitable to be used for educational purposes? Yes / No

3. Would you suggest using the game in:

K- 12

High school

University/Higher education

Informal Learning

Adult Education

4. Does the game meet the following assignment? Poor 1 2 3 4 Excellent 5  
*“Develop a game that stimulates teachers and learners to work together with coding logic in order to promote critical thinking, creativity and design”?*

5. Considering the assignment proposed, does the Game	
Stimulate coding logic and promote critical thinking	1 2 3 4 5
Encompass the whole learning environment (teachers + learners)	1 2 3 4 5
Stimulate fun in learning coding skills/assets	1 2 3 4 5

6. Does the Game in general tackle the proposed assignment? Explain why or why not. Yes / No

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7. Considering the goal it had to achieve, do you find the Game entertaining? Yes / No

8. Is the Game a good example to be selected for the Train the Trainer? Yes / No

9. What suggestions do you have for the group that designed this Game?

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10. Other comments/suggestion

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