

## Game Evaluation

LEARNING GOAL & SCALE: Standard 21.0	
4	Student will be successful in level 3 and: Student will complete several game evaluations that demonstrate a high level understanding of evaluation techniques.
3	Student will be successful in level 2 and: Demonstrate an understanding of the techniques used to evaluate game mechanics, play, flow, and design (standard 21.0)
2	Student will: Demonstrate an understanding of the vocabulary related to game evaluations including: audience, rules, goals, game environment, aesthetics, mechanics, progression, and emergence.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

**Work Scenario:** You are starting to write game review and evaluations for IGN.com. You have no experience so you need to research and understand common terms used in evaluating games, learn how to compile game information based on play.

Then you can try out your new knowledge before you begin the job by evaluating games and writing evaluations now.



## Game Evaluation

Rules: No "M" RATED GAMES, GRAPHIC VIOLENCE, and/or FPS involving people vs. people\*\* No Raging\*\* We take turns on days we use Wii.

DO NOT SIMPLY PLAY THE GAME- TAKE NOTES, RECORD BUGS/ISSUES, PLAY LIKE A DEVELOPER!

---

If you do not have a 'C' or higher you will be doing makeup work until you finish all past due work and current homework/test corrections for EVERY class. You can also work on academic work if you have a C or below.

---

Evaluation Definitions and Information on the following page...

## Evaluation Definitions and Information

**ESRB Rating/Target Audience:** Check ESRB rating. Look at game info if available. If not available what do you think it should be based on type of game, violence, etc.

**Rules and goals of the game-** basic rules, goals, instructions.

**Feedback System:** Lives, score, death, upgrades, etc. How do you know you've done well or not.

**Game mechanics/Controls-** What are the most recurring actions in the game? Examples: Tetris- core mechanics are rotate, drop, clear. Mario- run, jump, pick up, slide down tunnels, stomp. What are the main strategies and controls.

**Gameplay environments/Spaces-** Where does the game take place? How does the player navigate the space? How does the game encourage exploration of the space, if at all? Are there different types of spaces, corresponding to different levels?

**Is overall User interface efficient-** Input controls, dialogue, navigation, and info.

**Difficulty levels and game balancing:** Are there different difficulty levels? How is the level of difficulty increased? Is it well-balanced, i.e. the game becomes difficult at reasonable increases? What proficiency does the game expect from the player? Is it easy to pick up, difficult to master? How does the game teach you how to play it, if at all? Is there a tutorial, or does the game introduce one new element on each level?

**Audio/visual design-** What is the audiovisual style of the game? Does it evoke / imitate the style of other media (e.g. painting, photography, cinema, classical music)? Does it use other games as aesthetic reference (e.g. retro games)? What is the color scheme? How do these audiovisual elements contribute to the fiction and/or mood of the game?

1 Definitions retrieved from MIT OpenCourseWare <http://ocw.mit.edu>