

## Game Evaluation

LEARNING GOAL & SCALE: Standard	
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 34.0) Identify popular games and identify commonality between them (35)
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

By Friday you should have 4 game evaluations turned in and one blog post.

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

---

## Week Schedule

**Monday:** Use the Game Evaluation template. Choose a game of your choice to play from **online** (should be a basic **Flash based** game- not Steam) Fill out the game evaluation template and upload.

**Tuesday:** Use the Game Evaluation template. Choose a **sandbox game** to play (**Roblox/Minecraft**). Fill out the game evaluation template and upload.

**Wednesday:** Write a review as a blog post or word document that identifies current popular games (at least 3) and the commonalities between them. Be detailed and specific! You can use the evaluation template to guide you.

**Thursday:** Use the Game Evaluation template. Play a game **on Steam** until it is your turn on the **Xbox or Wii**. Fill out the game evaluation template and upload with information from the online game, Wii, or Xbox game **OR** complete a tutorial or look for assets for your group game (upload notes/product if you choose that option).

**Friday:** Use the Game Evaluation template. Play any game of your choice (as long as it is not M rated).

---

## Evaluation Definitions and Information

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

**Description of gameplay-** Focus on the core movements/mechanics. 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.

**Game mechanics-** From the rules and gameplay described above, what are the main strategies? Does the game accommodate different play styles? Can the player save the game?

**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?

**Aesthetics-** The player experience of the game. In other words the effect that the game has on the players. Is the game “fun”? Is play frustrating, or boring, or interesting? Is the play emotionally or intellectually engaging? \*Aesthetics is defined many ways but this is the definition of aesthetics from the Mechanics, Dynamics, and Aesthetics (MDA) game design framework which is extremely popular in the industry currently.

**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?

**Progression vs. Emergence-** Does the game force the player to follow a specific sequence? How does the game guide the player to the correct action? Are there multiple paths? Are there emergent behaviors, or is there room for emergent gameplay? How does the game encourage players to experiment with it?