

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: Demonstrate an understanding of the techniques used to evaluate game mechanics, play, flow, and design (standard 16.0) Identify popular games and identify commonality between them (17)
2	Student will: Demonstrate an understanding of the vocabulary related to game evaluations.
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.

Game Evaluation

Follow the format below. By Friday you should have 4 game evaluation documents turned in and one review document.

Monday: Open the Game Evaluation template and “Game Evaluation and Analysis” document. Choose a game of your choice to play from **online** (cannot be rated M). Fill out the game evaluation template and upload.

Tuesday: Open the Game Evaluation template and “Game Evaluation and Analysis” document. Choose a game to play from **Roblox or Minecraft**. Fill out the game evaluation template and upload.

Wednesday: Open the Game Evaluation template and “Game Evaluation and Analysis” document. Play a game **online** 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).

Thursday: Open the Game Evaluation template and “Game Evaluation and Analysis” document. Play a game **online** 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: Play a game **online** until it is your turn on the **Xbox or Wii**. **Write a review as a blog or word document that identifies current popular games (at least 3) and the commonalities between them.**