ACTIVITY WORKSHEET
PROTOTYPE EVALUATION

Mastery
Are you able to play the game from start to finish?   ☐ Yes   ☐ No

Clarity
Do you understand the *rules* and know what was expected of you as a player?   ☐ Yes   ☐ No

How do you win the game?

_____

_____

How do you lose the game?

_____

_____

Usability/Accessibility
Are you able to take actions and move through the game smoothly?   ☐ Yes   ☐ No

If not, what type of difficulty did you have?

    a.   Visual (e.g., information overload)
    b.   Motor/physical (e.g., dexterity, reach, awkwardness)
    c.   Cognitive workload
    d.   Non-standard materials/usage

Multiplayer
If the game involves two players or more, is the interaction between players primarily *competitive, cooperative,* or a *combination* of both (*coopetition*)?

    a.   Competitive
    b.   Cooperative
    c.   Combination (coopetition)

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Progression
Are you able to finish the game, round or turn in a reasonable amount of time?   ☐ Yes   ☐ No

Feedback
Do the game components provide you with necessary feedback while playing?   ☐ Yes   ☐ No

Difficulty
Does the game seem too easy, too difficult, or just right (the "Goldilocks" test)?

a. Too easy
b. Too difficult
c. Just right

Playability/"Fun Factor"
Is the game fun to play?   ☐ Yes   ☐ No

Why or why not? (Also elaborate on whether or not the game is intentionally designed for non-replayability – and whether or not you're satisfied with the games outcome, including victory/defeat conditions):

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Critique

Please provide any suggestions for improvement:

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