Rubric to Evaluate Serious Video Games by: Jane Christensen, Wendy Blancher and Kris Sward

Name of Game:	Score: /18	Date:
Content/Topic/Grade:	Cost:	Developer/Version
Reviewed by:		Website:

Criteria	Exceeding (3)	Accomplished (2)	Developing (1)	Not Meeting (0)
Embedding - Connect with LO's and accuracy of info	Game is very closely aligned with curriculum objectives and content within is accurate.	Game is aligned with curriculum objectives and/or content is mostly accurate.	Game is somewhat aligned with curriculum objectives and/or some content is accurate.	Game is not aligned with curriculum objectives and content is not accurate.
Relevance - Age/Gender/Needs	Game is very relevant for age group and strongly appeals to both genders. Adaptations are possible to engage all learners. Game allows for numerous individuality and collaboration possibilities	Game is relevant for age group and appealing to both genders. Some adaptations are possible to engage all learners.Game allows for some individuality and collaboration possibilities.	Game is somewhat relevant for age group and/or may be more appealing to one gender. Few adaptations are possible. Game allows for only individuality or collaboration possibilities.	Game is not appropriate for age group and does not appeal to both genders. No adaptations are possible. The game only allows for individuality possibilities.
Transfer - use previous knowledge, knowledge transfer, time to proficiency	Game strongly encourages the use previous knowledge and behaviour changes to progress. LO's are easily transferred from game to reality. Game is not complex and takes very little time for proficiency.	Game encourages using previous knowledge and behaviour changes to progress. Transfer of LO's from game to reality fairly easy. Game is somewhat complex and takes a little time for proficiency.	Game occasionally encourages the use of previous knowledge or behaviour changes to progress. Transfer from game to reality is possible. Game is complex and takes time for proficiency.	Game does not encourage the transfer of knowledge and behaviour to progress. Knowledge/behaviour transfer difficult. The game is very complex and needs a lot of time for proficiency.
Ease and Enjoyment of Use	Game is easy to use, intuitive and provides a wealth of information that helps players to figure out what to do next.Tutorials are easy to access and appear prior to being needed or when requested by players. Consistent and timely rewards encourage players to persevere and want to learn more.	Game flows logically from start to finish and information on how to progress through the game is available throughout to assist players. Tutorials on all aspects of the game can be found in a main menu tab. Players are rewarded for patience and perseverance and want to continue playing	There are some lags or inconsistencies in the game or in how players progress through it. No sense of linear completion. Some tutorials can help players progress - they may be hard to find or follow. Players often get frustrated with how the game 'won't work' and quit, leaving them with no desire to finish.	Game is difficult to follow or understand and little help in the form of tutorials or hints are given. Levels tend to seem un-passable and player fatigue or frustration is high. Players aren't motivated to stick with it and finish the game.

Functionality, Cost and Graphics	Game is available for multiple platforms/devices and is reasonably priced. Online option. Bulk pricing is available for use in schools. Graphics are clear and provide detailed information to the player. Great processing speed with extra information given while levels are loading.	Game is available for the major platforms/devices. Online available. Cost is marginal and bulk pricing may or may not be available. Graphics are engaging and entertaining but are not cutting edge. Good processing time and not much lag between levels.	Game is available for only one or two platforms/ devices. May or may not be available online. Cost is somewhat prohibitive for many users and bulk purchasing is not available. Graphics are somewhat primitive and leave the player wanting more. Processing time is slow with little 'filler' between levels.	Game has limited availability to one platform/ device. Not available online. Game is expensive for purchase and bulk pricing is not available. Graphics are primitive and rough, leaving the player unsatisfied with the quality. Processing time is slow and frustrating.
Quality	'Missions' have detailed outlines and prompts are provided for sub-goals. Each level builds on knowledge learned in previous levels and all skills are used to progress through the game. There are few distractions or glitches to lead the player astray. This is a well produced and entertaining video game. There is ample storage	'Mission' outlines are clear and concise. Players can find supports and prompts if they are unsure how to proceed. Knowledge and skills learned in previous levels are applicable throughout the game. Some glitches or distractions allow players to get side-tracked, though the game effectively brings them back on track. This is a well produced video game. There is ample storage.	'Mission' outlines tend to be vague or incomplete. Players struggle to understand how to proceed in a logical manner. Knowledge and skills learned in levels are used randomly and inconsistently. Players often get off track and struggle to find their way back to the overall goal. This video game is not recommended. There is some storage available.	There is no outlined 'mission' to follow and very little information is provided that guides the player through the game. No incremental learning and skills learned in one level don't apply elsewhere in the game. This is a poorly produced video game. There is very little storage.

Brief Overview:
Overall Comments/Concerns

References:

Ulicsak, M.& Wright, M. (2010). Games in Education: Serious Games. Bristol, Futurelab. Retrieved on April 1, 2014 from http://archive.futurelab.org.uk/resources/documents/lit_reviews/Serious- Games_Interviews.pdf