APPENDIX 3

This appendix contains the tool used to evaluate the fictional world generated.

READ DIRECTIONS BEFORE STARTING

Evaluate each world one at a time

Before you begin the evaluation be sure to read the Story Conflict, Antagonist Description, Description of World Map, Historical Timeline, and Side Quests and then look over the tables. Take notes on any conflicts or inconsistencies and note anything that seems derivative of an existing work.

CONSISTENCY

Rate as consistent (3) if there are no noticeable logical errors
Rate as inconsistent (1) if there is one or more demonstrable logical error
Rate as fuzzy (2) if something seems off but it can't be proven to be inconsistent, for example things that are improbably but possible

NOVELTY

3

Rate as derivative (1) if the concept is noticeably derivate from another source Rate as novel (3) if the concept is not based the same as anything you recognize Rate as ambiguous (2) if you feel like it is not very unique but can not point to a source or is similar to another fictional world you have evaluated already

Fictional World Name + Code Short answer text	
Reviewer Name	
Short answer text	
Story Conflict Novelty *	
4	Derivative
2	
3	Novel
Story Conflict Consistency	
	Inconsistent
1	
2	
3	Consistent
Antagonist Novelty	
*	
	Derivative
1	
2	

Novel
Antagonist Consistency
Inconsistent
1 2
3 Consistent
World Map Description Novelty *
Derivative 1
2 3
Novel
World Map Description Consistency *
Inconsistent 1
2 3
Consistent
World Map Image Consistency with Description (allowing for artistic interpretation) *
Inconsistent
2 3
Consistent
Historical Timeline Consistency *
Inconsistent
2
3 Consistent
Historical Timeline Novelty *
Derivative
1 2

3 Novel	
Side Quest 1 Consistency *	
Inconsistent	
1 2	
3	
Consistent	
Side Quest 1 Novelty *	
Derivative	
1	
2 3	
Novel	
Side Quest 2 Consistency	
* Inconsistent	
1	
2	
3 Consistent	
Side Quest 2 Novelty *	
Derivative	
1	
2 3	
Novel	
Side Quest 3 Consistency	
* Inconsistent	
1	
2	
3 Consistent	
Side Quest 3 Novelty *	
Derivative	
1	

2 3 Novel Additional Notes and Observations Long answer text After section 1 Continue to next section Section 2 of 4 Conceit **CONSISTENCY** Rate as consistent (3) if there are no noticeable logical errors Rate as inconsistent (1) if there is one or more demonstrable logical error Rate as fuzzy (2) if something seems off but it can't be proven to be inconsistent, for example things that are improbably but possible **NOVELTY** Rate as derivative (1) if the concept is noticeably derivate from another source Rate as novel (3) if the concept is not based the same as anything you recognize Rate as ambiguous (2) if you feel like it is not very unique but can not point to a source or is similar to another fictional world you have evaluated already Fantasy Conceit + Geography Inconsistent 1 2 3 Consistent Fantasy Conceit + Geography Derivative 1 2

Fantasy Conceit + Biology

Inconsistent

Novel

1 2 3

3

Consistent
Fantasy Conceit + Biology *
Derivative
1
2
3
Novel
Fantasy Conceit + Physics *
Inconsistent
1
2
3 Consistent
Fantasy Conceit + Physics *
Derivative
1
2
3
Novel
Fantasy Conceit + Metaphysics *
Inconsistent
1
2
3
Consistent
Fantasy Conceit + Metaphysics
*
Derivative
1 2
3
Novel
Fantasy Conceit + Technology *
Inconsistent
1
2

3 Consistent Fantasy Conceit + Technology Derivative 1 2 3 Novel Fantasy Conceit + Culture Inconsistent 2 3 Consistent Fantasy Conceit + Culture Derivative 1 2 3 Novel Additional notes and observations Long answer text After section 2 Continue to next section Section 3 of 4

CONSISTENCY

Cultures

Rate as consistent (3) if there are no noticeable logical errors
Rate as inconsistent (1) if there is one or more demonstrable logical error
Rate as fuzzy (2) if something seems off but it can't be proven to be inconsistent, for example things that are improbably but possible

NOVELTY

Rate as derivative (1) if the concept is noticeably derivate from another source Rate as novel (3) if the concept is not based the same as anything you recognize Rate as ambiguous (2) if you feel like it is not very unique but can not point to a source or is similar to another fictional world you have evaluated already Culture A Name Short answer text Culture A Logic Inconsistent 1 2 3 Consistent Culture A Novelty Derivative 1 2 3 Novel Culture B Name Short answer text Culture B Logic Inconsistent 1 2 3 Consistent **Culture B Novelty** Derivative 1 2 3 Novel Culture C Name Short answer text Culture C Logic

*	
	Inconsistent
1	
2	
3	
	Consistent
Culture C Novelty	
*	
	Derivative
1	
2	
3	
	Novel
Additional notes and observations	
Long answer text	
After section 3	
Continue to next section	

BE SURE TO REVIEW TABLES CAREFULLY AND MAKE DIAGRAMS AS NEEDED

CONSISTENCY

Section 4 of 4 Characters

Rate as consistent (3) if there are no noticeable logical errors
Rate as inconsistent (1) if there is one or more demonstrable logical error
Rate as fuzzy (2) if something seems off but it can't be proven to be inconsistent, for example things that are improbably but possible

NOVELTY

Rate as derivative (1) if the concept is noticeably derivate from another source
Rate as novel (3) if the concept is not based the same as anything you recognize
Rate as ambiguous (2) if you feel like it is not very unique but can not point to a source or is similar
to another fictional world you have evaluated already
Character Relationships

maracter Relationships	
r e	
	Inconsistent
2	
3	
	Consistent

Character Descriptions

*
Inconsistent

1

3

Consistent

Additional notes and observations

Long answer text

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