C:\Users\soult\AppData\Local\Microsoft\Windows\INetCache\Content.Word\CodeCogsEqn.gif

Don’t worry: all this equation does it take the average overall rating and divides it by the pacing rating to get the *host score*. The host score is meant to be a mathematical representation of how a host preformed. The average game rating is not included due to that fact that the host is not directly in control of the game mechanics, therefore, they can’t be responsible for the rating. The reason it takes a overall rating and divides it by the pacing rating is that pacing rating is encoded, meaning it takes text and makes it numbers. So Very Good is 0, good is 1, decent is 2, bad is 3, and horrible is 4.

Therefore, if the overall rating average was high, say due to a random event, or an out-of-the-ordinary thing, but the rest was badly paced, the Host score will be sensitive to this. This equation encourage a high overall rating and low pacing rating (high pacing rating),

One problem with this equation is that if the average is 0, then it will not work.

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This is a game likability index. Essentially it takes the average game rating and mulitiplies it by the average see again (between 0 and 1). This will end up taking a percentage of the game rating for the game likability. If the average see again is closer to 1, the average game rating will retain most of it’s value.