Educational Electronic Games Rubric

Educational electronic games can be utilized in a variety of teaching situations. This rubric will help you evaluate your electronic game in an educational setting. If a criteria rating falls between two levels of achievement, you may score it with a point value between the two levels. To calculate your total score online: enter your score for each criteria, then click the *Calculate Totals* button below the Total Score box.

Evaluation of Total Score

CRITERIA	Levels of Achievement			Score
	Baseline	**Effective**	**Exemplary**	
Organization and Design				
Layout & Design	0 points There are few or no graphic elements, no variation in layout and/or the colors interfere with the readability.	3 points There are some graphic elements and limited variation in layout. Design elements sometimes assist students in understanding concepts and ideas.	5 points There are multiple graphic elements and variation in layout. Design elements assist students in understanding concepts and ideas.	5
Navigation	0 points Navigating the game is confusing and information cannot be found easily.	3 points Some navigation is unclear, resulting in a few places where students can become lost.	5 points The game is well-organized and easy to navigate. Students can clearly understand where they are and where to go next.	5
Instructional Design and Delivery				
Objectives	0 points Learning objectives are unclear or non-existent.	3 points Some learning objectives are identified.	5 points Learning objectives are clearly identified.	5
Different Learning Styles	0 points The game provides few auditory, kinesthetic, textual and/or visual activities to enhance student learning.	3 points The game provides some auditory, kinesthetic, textual and/or visual activities to enhance student learning.	5 points The game provides multiple auditory, kinesthetic, textual and/or visual activities to enhance student learning.	5
Higher Level	0 points	3 points	5 points	5

| Learning Skills | The game provides limited or no activities to help students increase their cognitive skills, such as analysis, synthesis and evaluation. | The game provides some activities to help students increase their cognitive skills, such as analysis, synthesis and evaluation. | The game provides multiple activities to help students increase their cognitive skills, such as analysis, synthesis and evaluation. | |

Game-Based Learning

Rules	0 points Rules are not clearly stated.	3 points Some rules are given, but there is missing information. Students might be confused.	5 points Every rule is clearly stated.	5
Goals	0 points Goals are vague or incomplete.	3 points Goals are at least partially described.	5 points Goals are clearly stated and measure what students must know and be able to do to accomplish the game.	5
Feedback	0 points There are few or no opportunities for students to receive feedback on their performance.	3 points There are some opportunities for students to receive feedback on their performance.	5 points There are frequent opportunities for students to receive timely feedback on their performance.	3
Interaction	0 points Student-to-computer and student-to-student interactions are limited or non-existent.	3 points Student-to-computer and student-to-student interactions are at least partially identified.	5 points Student-to-computer and student-to-student interactions can be clearly identified. There is a definitive increase in social interaction.	4
Subject	0 points The subject or topic of the game is vague or incomplete.	3 points The subject or topic of the game is at least partially described.	5 points The subject or topic of the game is clearly stated.	5
Total Score				47

Calculate Totals

Evaluation of Total Score:

Rating	Total Point Range	Number of Criteria Rated at this Level	Your Rating
Exemplary	40-50 points	9	** Exemplary **
Effective	30-39 points	1	
Baseline	less than 30 points	0	

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