

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

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.	<input type="text" value="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.	<input type="text" value="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.	<input type="text" value="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.	<input type="text" value="0"/>
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.	<input type="text" value="5"/>
Total Score				<input type="text" value="41"/>

Evaluation of Total Score:

Rating	Total Point Range	Number of Criteria Rated at this Level	Your Rating
Exemplary	40-50 points	<input type="text" value="7"/>	** Exemplary **
Effective	30-39 points	<input type="text" value="2"/>	
Baseline	less than 30 points	<input type="text" value="1"/>	

[Return to top](#)

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last reviewed: March 16, 2007