

## Worksheet 2: 2 Player Game Design

<b>Name</b>			
<b>School</b>			
<b>Class</b>		<b>Age</b>	
<b>Date</b>		<b>Girl or boy?</b>	

### Page 3

**Question 1:** What keys did you choose?

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**Question 2:** Did your volunteer figure it out?

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**Question 3:** What difference did instructions make?

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<b>Question 4:</b> How much did you enjoy the activity?	Hated it	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	Loved it
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<b>Question 5:</b> How easy did you find the design studio to use?	Really hard	1	2	3	4	5	Really easy
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<b>Question 6:</b> Do you think you improved the game?	<b>Not really</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>Yes definitely</b>
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<b>Question 7:</b> If The Boss needed help with this sort of thing again would you like to help?	<b>No way</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>Yes definitely</b>
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## Page 6

**If you have time:**

**Question 8:** What did you think of my version? Explain.

***Thank you for helping!***

## *The Boss*