0: N/A, 1: Not at all, 2: Below average, 3: Average, 4: Above average, 5: Totally

Element	Criteria	Score
Concentration	game should provide a lot of stimuli from different sources	4
	game must provide stimuli that are worth attending to	5
	game should quickly grab the player' attention and maintain their focus throughout the game	5
	players shouldn't be burdened with tasks that don't feel important	4
	game should have a high workload, while remaining appropriate for the perceptual, cognitive, and memory limits of the players	3
	players should not be distracted from tasks that they want / need to concentrate on	5
	Score: concentration	**4,333**

Element	Criteria	Score
Challenge	challenges in game must match the players' skill levels	3
	game should provide different levels of challenge for different players	5
	the level of challenge should increase as players progress through the game and increase their skill level	5
	game should provide new challenges at an appropriate pace	5
	Score: Challenge	**4,500**

Element	Criteria	Score
Player skills	players should be able to start playing the game without reading the manual	5
	learning the game should not be boring, but part of the fun	5
	game should include online help so players don't need to exit the game	2
	players should be taught to play through tutorials or initial levels as though playing the game	5
	game should increase player skills at an appropriate pace as players progress through the game	5
	players should be rewarded appropriately for their effort and skill development	5
	game interfaces and mechanics should be easy to learn and use	4
	Score: Player skills	**4,429**

Element	Criteria	Score
Control	players should feel a sense of control over their character or units and their movements and interactions in the game wo	5
	players should feel a sense of control over the game interface and input devices	4
	players should feel a sense of control over the game shell (starting, stopping,, saving, etc.)	4
	players should not be able to make errors that are detrimental to the game and be supported in recovering from errors	3
	players should feel a sense of control of and impact on the game world (as though their actions matter and they are shaping the game world)	2

0: N/A, 1: Not at all, 2: Below average, 3: Average, 4: Above average, 5: Totally

	players should feel a sense of control over the actions they take, the strategies they use, and feel free to play the game the way they want (not simply discovering actions and strategies planned by the game developers)	4
	Score: Control	**3,667**

Clear Goals	over-riding goals should be clear and presented early	5
	intermediate goals should be clear and presented at appropriate times	5
	Score: Clear Goals	**5,000**

Feedback	players should receive feedback on their progress toward their goals	5
	players should receive immediate feedback on their actions	4
	players should always know their status or score	4
	Score: Feedback	**4,333**

Immersion	players should become less aware of their surroundings	5
	players should become less self-aware and less worried about everyday life or self	4
	players should feel emotionally involved in the game	5
	players should feel viscerally involved in the game	5
	Score: Immersion	**4,750**

Social interaction	game should support competition and cooperation between players	2
	game should support social interaction between players (chat, etc.)	1
	game should support social communities inside and outside the game	3
	Score: Social interaction	**2,000**

Overall score		**4,143**