A MAZE. / Berlin 2015: Selection Committee Reviews

Thank you for taking the time to review the games submitted to this years Awards at the A MAZE. / Berlin 2015. Without you, none of this would be possible!

To quickly go through the evaluation, we would ask you to answer 6 questions, suggest categories and write a little (anonymous) comment to your thoughts about the game (at the game page on the website). Those are visible only to you, other judges and, after the juding-process, the developer as well. The final jury will play and discuss all nominees, so your feedback now is important and will help to shape the final decision.

Ok, let's get started:

* Required



what is the Name of your reviewed game? *
What is the email you registered with? *
Six quick questions
INNOVATION * Is the game innovative? Is there something new, completly unknown? This could include gameplay as well as a twist in narration or the way of controlling it.
1 2 3 4 5 6 7 8 9 10
Not a bit O O O O O O O O Totally
DESTRUCTION OF STANDARDS * Is the game destroying or transforming a standard? Is there something you didn't see coming? Does it make you question the things you know?

NEW LIMITS *	
Is the game pushing limits? Common techniqu bigger and better than ever before?	les are fine, but does it iterate on them and makes them
1 2 3 4 5 6 7 8 9 10	
Not really O O O O O O O O	Definitely
SOCIAL IMPACT *	
Could the game have an cultural or social impa change your connection to other living beings (act on you, the other players involved or the world? Does it (at the time of the game, or even after)?
1 2 3 4 5 6 7 8 9	9 10
shakes head O O O O O O O	nods wildly"
AESTHETICS * Is the game in general aesthetically pleasing to compelling and helping to access its sphere? 1 2 3 4 5 6 7 8 9 10	o you? Are graphics, sound and the overall feeling
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