

iGDD Playtester Evaluation Form (Basic 20Q)

Name _____ Game _____ Player ____ of ____

This form should be given to playtesters prior to any game explanation or playing. Testers are encouraged to review this form in advance and to complete the elements at any time during game evaluation.

Objective Evaluation:

Please answer the following questions by placing the answer (always a number) in the box next to the question.

1. How many times did you read the game rules or have the game rules verbally explained in order to understand them?

2. How many minutes did it take to setup the game and understand the rules before gameplay began?

3. How long did the game last in minutes starting with the first move and ending with an outcome (e.g., win, lose, tie, etc.)?

4. How many rules are in there in this game?

5. How many outcomes, or different types of endings, are there in this game?

Subjective Evaluation:

Please answer the following questions by placing a ranking between 0.0 and 10.0 in the box next to the question—answers should only have a single decimal place (e.g., 4.5, 7.8, 10.0).

6. Rate your enjoyment in playing this game
(0.0 is absolutely no fun; 10.0 is the most fun you have ever had)

7. Compared to other similar games how does this one rate?
(0.0 this is much worse; 10.0 this is way better than the rest)

8. Rate your ease of understanding the game rules (learning the game)
(0.0 for completely confusing; 10.0 got it the first time)

9. Rate the presentation quality of the game components
(0.0 is confusing pile of stuff ; 10.0 looks great and pieces work well)

10. Rate the challenge of the gameplay
(0.0 no brainpower at all; 10.0 ow my head hurts worse than chess)

Subjective Short Answer Questions:

1. Is the use of strategy necessary to perform well in the game?
2. What was the best part of the game?
3. What was the worst part of the game?
4. If you could change one thing about the game what would it be?
5. Did you feel that any part of the game was very innovative? What?
6. What existing game(s) does this game resemble?
7. Was the gameplay challenge consistent or intermittent? easy, medium, or hard?
8. Did you ever get confused during gameplay? If so, when and why?
9. Would you play this game again?
10. Did you win the game?

Comments or Suggestions: