

## Instructional Game Scoring Rubric

The rubric below provides the parameters and the evaluation criteria for instructional games. Each column provides a summary of the criteria for earning points.

Evaluation Element	Baseline (1 point)	Effective (3 points)	Exemplary (5 points)	Comment	Score
Navigation	Navigating the game is confusing and information cannot be found easily.	Some navigation is unclear, resulting in a few places where learners get lost.	The game is well organized and easy to navigate. Learner clearly understands position and where to go next.		
User Interface	It is a confusing or hard-to-understand user interface. It requires copious explanation to use. It takes a lot of time to learn the interface.	The interface has some exemplary elements, but also elements that are confusing, unclear, or inconsistent.	The interface provides elements that have clear meaning (rollovers). Learner intuitively knows what actions to take and where to go next. Icons are understandable. Interface is consistent.		
Engagement/Fun	Learner is not engaged with the game. It is boring to play.	Learner is occasionally engaged with the game but not throughout the entire experience.	Learner is engrossed in the game and loses track of time while playing.		

Total Score: