Evaluating Video Games

Gamer Immersion

☐ How well does the game immerse the player in the narrative and how much does the player need to be aware of the gaming interface?

- Optimized Challenges,
- Concentration,
- Clear Goals,
- Immediate feedback,
- Effortless enjoyment,
- Sense of control,
- disappearance of self,
- Altered sense of time

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Realism

❑ How believable is the fiction? Is there too much suspension of disbelief? (It does not have to be realistic)

❑ How realistic (traits, identity, personality) are the "people" in the game? Scale from no personality to complex traits, identity, personality

Strength of Story

□ How well does the game evoke suspense, satisfaction or relief, puzzlement or desire for more information about history?

□ How much of a story narrative is there?
  ■ Set up,
  ■ Complications,
  ■ Development,
  ■ Resolution or
  ■ Climax

□ How strong do you identify with the narrator or central character?
  ■ first person,
  ■ 3rd person,
  ■ god-view)

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Game Interaction

- How participatory is the game?
- How large is the space the game operates in?
- Is cause and effect present in the series of choices presented? (is the story liner, or multi-path?)
- What is the genre of the game?
    - Action games merely dependent on reflexes;
    - Role playing games;
    - 2d Platform games;
    - first person shooters;
    - strategy games;
    - physical interactive games (dancing, sports);
    - massive multi player game

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Post Game Questions

- Did the game cause you to learn more about the events portrayed?

- Did your knowledge of the historical events help or hinder you (i.e. lack of knowledge or had knowledge)

- Did the game enhance your knowledge of history?

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