

# Engaging Educational Game Rubric

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Feature		1 (Low)	2	3	4 (Strong)
Game Mechanics	Choose One				
	Requires a Non-academic Skill	Static Multiple Choice or Fill in the Blank	Includes a skill that children will already have mastered.	Skill is not active (dynamic in time): e.g. find something, connect the dots	Includes interactive skills that will require work to master.
	Includes a timer element	No timers	A timer exists but will likely be overlooked.	The timer exists but may be misinterpreted or thought unimportant.	The timer is clear and easy to react to.
	Child creates something	Nothing is created	Something is created, but it does not feel like the child's input was what "created" it, rather the story created it.	The child creates something, but may miss that they were the ones who created it.	The child creates something that they had input on. Bonus points if it is personalized. Bonus points if what is created is different each time.
	Has leveling and dynamic difficulty	There is no leveling or skill changes.	Children level up, but the game difficulty stays the same.	Levels increase in difficulty, but require replaying the game to see change.	Children can see how answering correctly advances them to more difficult levels.
Has clear goals to "win"	The child will always win no matter what they do.	Answer the 3 questions correct to "win" which is only communicated through stars.	There is a clear outcome, but it won't motivate the child E.g. fill in the shape, catch the ball	There is a clear outcome that affects a character/story E.g. Win a race, make a cake	
Sticky Story	Failure actions affect story	Failure occurs but the child will not understand why it happens.	The story doesn't acknowledge mistakes.	Failure stories occur with clear reasoning, but not immediately. Story acknowledges mistakes.	Failure occurs immediately upon answering incorrectly.
	Story is memorable and silly	No story	Story is bland.	Story doesn't pop, but adds to the game.	Students will laugh often and want to play again for the story.
	Story is short and simple	Story is so long it gets confusing.	Story only makes sense if you think hard about it.	Story is easy to understand.	Story can be explained in one short sentence.
	Agency: The child's actions affect the story	Getting an answer wrong/right has no effect on the story.	Characters will be happy/sad if you get it right.	Something happens if you answer right vs. wrong.	The main story is something happening to characters as you answer correctly.
Ease of Learning Game	Ease of Learning to play with no tutorial	Nearly impossible.	A child could make it through with help from an adult.	Child will make it through with trial and error.	Child will immediately know what to do just by looking at the game.
	Tutorial Effectiveness	Tutorial makes the game harder to understand.	The tutorial is more than 2 sentences long and children likely will stop listening.	Tutorial is a speaker that explains games, but is still clear and concise.	Clear, concise instructions that improve the experience. Tutorial involves interactions or mimicking or scaffolding.
	Children can learn a new skill.	Children will need to know skills beforehand.	A smart, attentive child could learn this.	An attentive child could learn this.	A child will likely learn this concept by playing the game (rare).
Educational Effectiveness	Students can try again in areas they struggle.	Repetition is not allowed, each question advances in difficulty.	Different problems each round, but each problem is similar in difficulty.	The child is offered multiple chances to guess.	The child can repeat previous problems they got wrong.
	Provides helpful feedback on wrong answers	No feedback is given	Right or Wrong Feedback is given	Verbal feedback is given, but could be more helpful	Feedback will help the child learn from their mistakes.
	Time and effort is focused on learning	Very little time is spent on practicing skills.	50% of time is spent on practicing skills.	75% of time is spent on practicing skills.	Most time will be spent on skills.
	Interface usability	Interfaces will be consistently used wrong, even after practice.	The experience will be substantially less because the interface is poor.	The child will spend mental effort getting the interface to work at times.	Controls are easy and intuitive. Click and Drag is optional. The interface will act the way the child wants.
Usability/ Flow	Design aesthetic	The game experience is substantially worse because of the poor graphics.	Does not look like a designer made the game: hard to read text, buttons are hidden, etc.	Graphic "shortcuts" can be seen in making the app. E.g. yellow square highlight.	High quality graphics, texts, and animations. Looks professionally done.
	Flow and transitions	Transitions make the game experience substantially worse.	Transitions are just loads between states.	Transitions exist but feel choppy.	Transitions and flow from clicks feel professionally done by an artist.
	Overarching meta framework	Removing the meta framework would make this game more fun.	The meta framework provides some benefit but also detracts from the experience.	The meta framework could be polished, but errors are not too noticeable.	Game moves nicely between scenarios (no stars, no next button). Minimal wait time. No navigation issues.
	Escape Hatch: Respond if the game is too hard.	The program will not exit until the child gets the right answer. The child cannot get the right answer just by chance/deduction.	The program will not exit until the child gets the right answer.	Children will exit out after answering incorrectly enough times.	The program automatically and gracefully boots them out if the content is too difficult. Children can also opt out.