Teacher Evaluation: The Game of Samsara

Name of the game:	
Names of the student designers:	

In the following chart, each circled number indicates your game's score for the corresponding category.

	Exceptional	Good	Acceptable	Needs Improvement
Organization	Game is extremely well organized; directions are easy to follow; game play flows smoothly; organization enhances effectiveness of game	Game is thoughtfully designed; organiza- tion is apparent, and most directions are easy to follow	Game is somewhat organized; ideas are not clearly presented, and transitions are not all smooth; faults in organization are distracting to play of game	Game is messy or confusing, or both; format is difficult to follow; flow of play is abrupt and seri- ously distracts play- ers from enjoyment of game
	4	3	2	1
Content accuracy	Content is completely accurate; all facts are precise and explicit	Content is mostly accurate, with few inconsistencies or errors	Content is some- what accurate, with more than a few inconsistencies or errors	Content includes many inaccuracies; facts are presented in a way that misleads players
	4	3	2	1
Creativity	Game is extremely clever and original, with a unique approach that enhances player enjoyment	Game is clever at times; design is well thought out and unique	Game includes a few original touches, but they are not incor- porated throughout	Game lacks creative energy, is bland, and does not en- gage players
	4	3	2	1
Incorporation of Hindu Concepts	Concept is strongly incorporated, and is used correctly as an integral part of game	Concept is used adequately and correctly, and fits in naturally with game	Concept is weakly incorporated, and is used incorrectly or seems not to fit game	Concept is not included
Caste	4	3	2	1
Deities	4	3	2	1
Dharma	4	3	2	1
Reincarnation	4	3	2	1

Total	l number	of	points:	
Com	ments:			