
Peer Evaluation: The Game of *Samsara*

Name of the game: _____

Names of the student designers: _____

Names of the peer evaluators: _____

In each of the categories below, evaluate the game on a scale of **1** to **4**, as follows:

1 = not at all

2 = somewhat

3 = mostly

4 = yes; no problems!

In the space provided for comments, explain the reason for a mark, give praise, or suggest improvements.

Instructions: The instructions and the objective of the game were clear.

1 2 3 4

Comments:

Ease of play: Play progressed smoothly and fairly.

1 2 3 4

Comments:

Game design: The playing board and the game pieces reflect the Hindu tradition creatively and originally.

1 2 3 4

Comments:

Fun: This game is fun! It held my interest.

1 2 3 4

Comments: