

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:

