EDUCATIONAL VIDEO GAME EVALUATION RUBRIC

BrainPOP®
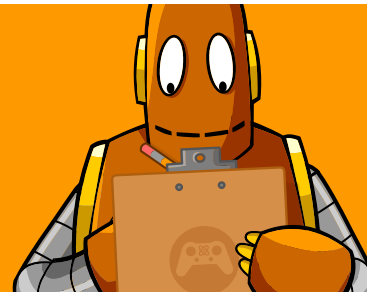
Time to fulfill learning objectives			Are there supporting materials?	☐ Yes	☐ No
Sound controls	☐ Yes	☐ No	Is the game browser-based?	☐ Yes	☐ No
Is it crossbrowser compatible?	☐ Yes	☐ No	Are there external links?	☐ Yes	☐ No
Appropriate content and tone?	☐ Yes	☐ No	Proper grammar?	☐ Yes	☐ No
Available languages					

Does the game include authentic representation of culturally and ethnically diverse characters, environments, and experiences?   ☐ Yes   ☐ No

Are the representations furthering a variety of perspectives or perpetuating stereotypes?   ☐ Yes   ☐ No
(Consider if the inclusion of the character feels natural or out of place.)

Does the game invite multi-generational co-viewing, coplay, or joint media engagement?   ☐ Yes   ☐ No

Rate each of the following criteria on a scale of 1–5 with 5 being the best.

REPRESENTATION OF CONTENT

Accurate
○ ○ ○ ○ ○
1 2 3 4 5

1 The physics of this game are all screwed up and buggy! And what about friction?
3 Debatable representation of content.
5 Accurate; appropriate detail for learning objectives.

Interactive
○ ○ ○ ○ ○
1 2 3 4 5

1 Content is largely static with very few ways to manipulate; basically, flashcards.
3 Mixed static and dynamic elements, some limited feedback.
5 Player has freedom to experiment and receives meaningful feedback.

GAMEPLAY

Compelling Objectives
○ ○ ○ ○ ○
1 2 3 4 5

1 Once I figured out what I was supposed to do, it was trivial, like TicTacToe.
3 It's fun. I'm not sure I'd play it longer than a half hour or so.
5 A day to learn, a lifetime to master. The Chess of educational games.

Integrated Content and Gameplay
○ ○ ○ ○ ○
1 2 3 4 5

1 It's like Go Fish with multiple choice questions stapled to the backs of the cards.
3 Pretty good. The educational aspects of gameplay seem a little tangential.
5 The content and game are ONE.

Embedded Assessment
○ ○ ○ ○ ○
1 2 3 4 5

1 You could easily beat this game without learning a thing about the content.
3 Some kids might learn the content but others could probably fudge their way through.
5 Beating this game without achieving the learning objective seems really difficult.

ACCESSIBILITY

Screen Reader

● ● ● ● ●
1 2 3 4 5

1 Can't play game using a screen reader.

3 Can play much of the game using a screen reader.

5 Can play all of the game using a screen reader. Minor adjustments may be required to be completely compatible.

***An equivalent alternative (e.g. text-to-speech) may be provided for screen reader compatibility.**

Alternative Text and Audio Descriptions

● ● ● ● ●
1 2 3 4 5

1 Still and moving images have no alternative text or audio descriptions.

3 Still images have alternative text.

5 Still and moving images have alternative text and audio descriptions.

Keyboard Navigation

● ● ● ● ●
1 2 3 4 5

1 Can't play game using just the keyboard.

3 Can play much of the game using only a keyboard.

5 Can play most of the game using only a keyboard. Minor adjustments may be required to be completely compatible.

PEDAGOGY

Adaptive Instruction and Feedback

● ● ● ● ●
1 2 3 4 5

1 Out of context, text-heavy instructions and little in-game feedback.

3 The directions were heavy at the beginning but you could learn from just playing too.

5 I messed up a lot but it's ok and each time I learned a little more (Freedom to Fail).

Amount of Instruction

● ● ● ● ●
1 2 3 4 5

1 Stop telling me what to do! OR I'm completely lost!

3 Sometimes there were too many or too little instructions. Usually it was just enough.

5 Like Navi in *Zelda*, there when I need it and tucked away when I don't.

Interface

● ● ● ● ●
1 2 3 4 5

1 I've been clicking around for 5 minutes now and I can't figure this thing out at all.

3 This is relatively painless to use. There are a few things I wish they'd done differently.

5 This is as easier to use than my iPad. Watch out Apple.

MULTIMEDIA

Audio

● ● ● ● ●
1 2 3 4 5

1 This is worse than Christmas carols in April!

3 Not bad. I wanted to turn it off after playing for a while.

5 Completes the experience.

Artwork

● ● ● ● ●
1 2 3 4 5

1 Seems hastily done. Could be better used to illustrate content.

3 Cool concepts but a little rough around the edges.

5 Imaginative and well-produced. Excellent visualizations of subject material.

Narrative and Theme

● ● ● ● ●
1 2 3 4 5

1 Uninspired and poorly executed. What does it have to do with the content?!

3 Pretty cool story. It's a little stretched how the content fits in.

5 Engaging and meaningful context. Player can try on new identities.