**Questionnaire for the instructor evaluate educational games**

Game title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Please, help us improve the game answering the following questions of your perception about the game and your perception about the students' behavior during the game. All information is collected anonymously and will be used only in a summarized way in the context of this game evaluation.

Instructor name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Place and date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Demographic Information** |
| Institution: |  |
| Course/degree: |  |
| Subject: |  |
| Age group: | ⬜ Under 18 years⬜ 18 to 28 years⬜ 29 to 39 years⬜ 40 to 50 years⬜ Over 50 years |
| Gender: | ⬜ Male ⬜ Female |
| How many educational games (digital and/or non-digital) have you already used in your classes (including in other courses)? | ⬜ This is the first educational game that I use.⬜ Less than 5 educational games.⬜ 5 to 10 educational games.⬜ More than 10 educational games. |
| Have you developed and/or customized educational games? | ⬜ No ⬜ Yes. How many? \_\_\_\_ |

In according to **your perception about the game’s experience provided TO THE STUDENTS, please, select an option** according to how much you agree or disagree with each statement below.

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| **Game’s experience provided to the students** |
| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| There was something interesting at the beginning of the game that captured the students’ attention. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The students were so involved in their gaming task that they lost track of time. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I felt that the students forgot about their immediate surroundings while playing this game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The students had fun with the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Something happened during the game (game elements, competition, etc.) which made the students smile. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I felt that this game is appropriately challenging for the students. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game provided new challenges to the students (offers new obstacles, situations or variations) at an appropriate pace. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game does not become monotonous as it progresses (repetitive or boring tasks). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The students were able to interact with other players during the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game promotes cooperation and/or competition among the players. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| I noticed that the students felt good interacting with others during the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I noticed that by completing the game tasks the students had a feeling of accomplishment. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I noticed that is due to the personal efforts of the students that they managed to advance in the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

In according to **your perception about the game’s experience provided to you (instructor), please, select an option** according to how much you agree or disagree with each statement below.

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| **Game’s experience provided to the instructor** |
| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| The game contents are relevant to the students’ interests. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| It is clear to me how the contents of the game are related to the course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| This game is an adequate teaching method for this course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I prefer teaching with this game to teaching through other ways (e.g. other teaching methods). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I noticed that the organization of the content helped me to become confident that the students would learn with this game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I feel satisfied with the things that the students learned from the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I would recommend this game to other instructors. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I would like to use this game again in my course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game design is attractive (boards, cards, etc.). | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The text font and colors are well blended and consistent. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I needed to learn a few things to understand the game. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Learning to play this game was easy for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I think that most of the students would learn to play this game very quickly. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Explain the rules of the game was easy for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game rules are clear and easy to understand. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| Prepare the game's material (boards, cards, interface, graphics, etc.) was easy for me. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The cost to purchase/print the game’s material was acceptable. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| It was easy to apply the game in my course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| I think that the game is easy to play. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The fonts (size and style) used in the game are easy to read. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The colors used in the game are meaningful. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

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| **Statements** | **Select an option as your evaluation** |
| **Strongly disagree** | **Disagree** | **Neither disagree nor agree** | **Agree** | **Strongly agree** |
| The game contributed to the students’ learning in this course. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| The game was efficient\* for the students' learning compared with other activities in the course.\*Efficient: Enabled students to achieve the learning objectives of the game with less effort, time or resources than other activities in the discipline. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |
| This statement is repeated for each goal of the game.The game contributed for the students to <*verb as level of the learning goal (cognitive, psychomotor, affective)*> <*goal/concept*>.An example in accordance with the learning goals of SCRUMIA (Gresse von Wangenheim et al., 2013):The game contributed for the students to *recall* the concepts from *Sprint Planning*. | ⬜ | ⬜ | ⬜ | ⬜ | ⬜ |

Please list three strong aspects of the game:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Please give three suggestions to improve the game:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Any further comment?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
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Thanks a lot for your contribution!