

(940) Digital Game Design Team (ML)

#### Judge Number Team Number \_\_\_\_\_\_\_\_\_\_\_\_

**Technical Scoring Rubric**

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| --- | --- | --- |
| Team Violated the Copyright and/or Fair Use Guidelines | ☐ Yes (*Disqualification*) | ☐ No |
| If yes, please stop scoring and provide a brief reason for the *disqualification* below: | | |
| Team followed topic | ☐ Yes | ☐ No (*Disqualification*) |

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| --- | --- | --- | --- | --- | --- |
| **Items to Evaluate** | **Below Average** | **Average** | **Good** | **Excellent** | **Points**  **Awarded** |
| Team submitted the correct information and in the correct format.   * Works Cited and [[Release Form](http://www.bpa.org/sdownload/2018-19_RELEASE_FORM.pdf)](http://www.bpa.org/sdownload/2019-20_Release_Form.pdf)(s) (do *not* have to be keyed but must be signed for pre-submission) in one combined PDF file   ***All points or none are awarded by the technical judge.*** | | | | 10 |  |
| **Gameplay Mechanics**   * Core mechanics are innovative * Empowers players to make choices * Not driven solely by luck; elements of chance are used appropriately. | 1-5  1-5  1-5 | 6-10  6-10  6-10 | 11-15  11-15  11-15 | 16-20  16-20  16-20 |  |
| **Rules**   * Clearly communicated. * Application of rules are logical. * Rules have been tested for multiple situations that arise in normal play. | 1-5  1-5  1-5 | 6-10  6-10  6-10 | 11-15  11-15  11-15 | 16-20  16-20  16-20 |  |
| **Narrative Elements**   * Game uses narrative elements where applicable. | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **Balance**   * Amount of time required to play the game is appropriate. * Players are given a fair chance to win the game. * As the game progresses, the level of difficulty increases. | 1-5  1-5  1-5 | 6-10  6-10  6-10 | 11-15  11-15  11-15 | 16-20  16-20  16-20 |  |
| **Educational Components**   * Game does a good job of educating the player about the topic. * Game’s educational aspects reflect research conducted by the design team. | 1-5  1-5 | 6-10  6-10 | 11-15  11-15 | 16-20  16-20 |  |
| **Overall**   * Conditions for winning or losing the game are clearly defined. * Design of game is visually appealing, follows theme, and meaningful. | 1-5  1-5 | 6-10  6-10 | 11-15  11-15 | 16-20  16-20 |  |
| **TOTAL TECHNICAL POINTS (290 points maximum)** | | | | |  |