## 1

Is the objective of the game clear to the players?

## 2

Do the players have clear responsibilities in the game?

## 3

Do the platers assume a fictional role in the game (e.g. warrior, doctor or wizard) instead of being themselves?

## 4

Can the players begin the game without too much instructions?

# 5

Are the required actions easy to carry out for the players (e.g. with hints)

# 6

Do the players receive feedback during the game so they can adapt their play behaviour?

**7**

Do the players need each other to reach goals in the game?

**8**

Does the game trigger interaction between players in the real world?

**9**

Is the chosen game world motivating for the players?

**10**

Is the technology itself (e.g. mobile phone) really necessary for the game experience?

## 11

Is the game engaging?

## 12

Does the game support critical thinking?

## 13

Does the game avoid gender stereotypes?

## 14

Is the objective of the game visible in the behaviour of the players?

## 15

Are there different outcomes for different players?

MOVE YOUR MIND

## 16

Does the game facilitate transferable outcomes (e.g. behaviour change, critical skills)?

MOVE YOUR MIND

**17**

Would the game be
useful for different types
of learning groups?

**18**

Is it possible to modify
the game concept for
other uses?

## 19

Is there a healthy balance between the investment and its impact?

## 20

Is the learning objective of the game clearly defined?

## 21

Is the transfer from the game to te learning objective designed in or outside the game?

## 22

Can the game be implemented within the current conditions?

**23**

Which question is missing?