# Playtesting Rubric

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| Criteria | Exemplary (4) | Proficient (3) | Developing (2) | Emerging (1) |
| Identification of Key Elements | The demo effectively showcases the key elements of the game prototype, highlighting its unique mechanics, engaging gameplay, captivating visuals, and immersive storytelling. The selected elements align well with the learning goals and educational value of the game. | The demo showcases most of the key elements of the game prototype, demonstrating its mechanics, gameplay, visuals, or storytelling. Some elements may require further clarity or stronger alignment with the learning goals. | The demo partially showcases the key elements of the game prototype, but the demonstration lacks clarity or fails to effectively communicate the unique aspects of the game. The connection to the learning goals may be limited or unclear. | The demo does not effectively showcase the key elements of the game prototype or fails to demonstrate its unique mechanics, gameplay, visuals, or storytelling. The connection to the learning goals is not apparent. |
| Demo Flow and Structure | The demo has a well-planned and coherent flow, effectively guiding the audience through the key elements and features of the game prototype. The structure creates an engaging experience and effectively communicates the core concepts of the game. | The demo has a clear flow and structure, guiding the audience through most of the key elements and features of the game prototype. The demonstration may benefit from minor adjustments to enhance the coherence and communication of the core concepts. | The demo lacks a clear flow or structure, making it challenging for the audience to follow the key elements and features of the game prototype. The core concepts may not be effectively communicated. | The demo lacks a coherent flow and structure, making it difficult for the audience to understand the key elements and features of the game prototype. The core concepts are unclear or absent. |

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| Criteria | Exemplary (4) | Proficient (3) | Developing (2) | Emerging (1) |
| Visual Assets and Presentation | The visual assets used in the demo effectively represent the visuals and aesthetics of the game prototype, capturing its unique qualities. The presentation is engaging, with clear narration or subtitles that effectively explain the purpose and significance of each element. | The visual assets used in the demo adequately represent the visuals and aesthetics of the game prototype, showcasing its unique qualities to a satisfactory extent. The presentation may benefit from minor improvements in narration or subtitles to enhance the explanation of each element. | The visual assets used in the demo may partially represent the visuals and aesthetics of the game prototype, but some elements may lack clarity or fail to effectively capture its unique qualities. The presentation may lack consistent or clear narration or subtitles. | The visual assets used in the demo do not effectively represent the visuals and aesthetics of the game prototype, failing to capture its unique qualities. The presentation lacks clear narration or subtitles, making it challenging to understand the purpose and significance of each element. |
| Incorporation of Playtesting Feedback | The demo incorporates valuable feedback from playtesting, demonstrating improvements based on insights and suggestions received. The iterative nature of the game development process is evident in the refined demo. | The demo shows some incorporation of feedback from playtesting, reflecting partial improvements based on the insights and suggestions received. Further refinement and iteration could enhance the overall quality of the demo. | The demo attempts to incorporate feedback from playtesting but does not reflect changes or improvements based on insights and suggestions received. The connection to playtesting feedback may be limited or unclear. | The demo does not demonstrate effective incorporation of feedback from playtesting or fails to reflect any improvements or changes based on the insights and suggestions received. |
| Reflection and Iteration | Reflection on feedback and iteration of the game prototype (based on the presentation) are evident. The reflection demonstrates a deep understanding of strengths and limitations, leading to meaningful refinements. | Reflection on feedback and iteration of the game prototype (based on the presentation) show an adequate understanding of the strengths and areas for improvement. Further reflection and iteration could enhance the game prototype. | Reflection on feedback and iteration of the game prototype (based on the presentation) may be limited or lack depth. The understanding of the strengths and limitations could be further developed to drive meaningful refinements. | Reflection on feedback and iteration of the game prototype (based on the presentation) is minimal or absent. The understanding of the strengths and limitations is lacking, hindering the refinement. |