# Board Game Rubric

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| **Criteria** | **Ratings** | | | |
| **Originality and Innovation**  Are the game’s concepts, mechanics, theme, and overall design unique and creative? Do game elements set this game apart from existing games? | Excellent (10 points) | Meets Standard (8 points) | Needs Improvement (6 points) | No Submission (0 points) |
| **Rules Clarity**  Are the game’s rules clear and coherent (e.g., easy to understand, concise, and effective at communicating how the game should be played)? | Excellent (10 points) | Meets Standard (8 points) | Needs Improvement (6 points) | No Submission (0 points) |
| **Gameplay mechanics and Strategic depth**  To what extent were game mechanics considered (e.g., how well do they work together, how intuitive they are, and how engaging and balanced do they make the gameplay)? In addition, did the designer consider the level of strategic decision-making required in the game, the complexity of choices, the depth of tactics, and the impact of player decisions on the outcome? | Excellent (10 points) | Meets Standard (8 points) | Needs Improvement (6 points) | No Submission (0 points) |
| **Player engagement and interaction**  How well does the game keep players engaged and entertained? Did the designer consider factors such as player interaction, pacing, replayability, overall fun, negotiation, cooperation, competition, and the impact of player interactions on the game's dynamics? | Excellent (10 points) | Meets Standard (8 points) | Needs Improvement (6 points) | No Submission (0 points) |
| **Components and Materials**  What is the quality and functionality of game components (e.g., the game board, cards, tokens, and any other physical or digital elements used in the game)? Are game components durable and aesthetically pleasing? Do they enhance the overall experience? | Excellent (10 points) | Meets Standard (8 points) | Needs Improvement (6 points) | No Submission (0 points) |