

holly.young@unh.edu
To: <pamelmar@nmsu.edu>
Cc: <becky.koch@ndsu.edu>
Reply-To: <holly.young@unh.edu>
ACE C&A Critique

March 24, 2013 9:05 AM

Dear Pamela,

Your C&A Award entry "Game Over Gopher" (2013-0602) has been critiqued in ACE C&A, and is this year's Bronze winner in this category - congratulations. Reviewer comments are included below.

Please do not hesitate to contact me via email (holly.young@unh.edu) with any questions that you may have.

Thank you again for submitting your work to ACE C&A.

Best regards,

Holly Young, Becky Koch
ACE C&A

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REVIEWER COMMENTS:
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Reviewer #1:

1. Judge's Name:
Jessica Seiler

2. Composition / layout / design
Score: (20 possible)

17

Composition looked great for a simple education game. The overlaid axis were clear and it was easy for a user to place object in the correct point on the coordinates. The gophers and carrot were fun to watch and the gameplay was smooth.

The coach mark within the gameplay made the radius/range functionality easy to understand.

Took a minute to realize how the timers on the machine worked. And upgrade pop up boxes sometimes got in the way.

3. Creativity / originality
Score: (20 possible)

18

Great and creative way to teach points on a graph while also having to think spacially. Creates a diversion so that users must refocus on the coordinates to be successful

The gameplay was simple, but not in a bad way.

4. Production / printing / image quality
Score: (20 possible)

16

Simple graphics, and sometimes a bit flat visually, but it wasn't distractingly simple nor did it hinder gameplay.

5. Idea effectiveness

Score: (20 possible)

18

Idea was clearly defined and after reading the proposal, it was easy to understand the object.

6. Typography

Score: (20 possible)

16

Typography was not distracting and fit in with the game well.

7. Total Score: (100 possible, no ties)

85

8. Award: (gold, silver, bronze {no ties} or honorable mention)

Bronze

9. Judge's Comments:

see above in sections