

"Gleason, Jeanne" <jgleason@ad.nmsu.edu>
To: all MULTIMEDIA <multimedia_grp@nmsu.edu>
Cc: Karin Wiburg <kwiburg@ad.nmsu.edu>
[Multimedia_grp] Gold for Monster School Bus interactive multimedia and web graphics -- Fwd: ACE C&A Critique Class 13

April 3, 2013 12:16 PM

Dear team:

Here's another gold for the Math Snacks suite of materials.

Yeah!

Jeanne

Begin forwarded message:

From: "Young, Holly" <Holly.Young@unh.edu>
Subject: ACE C&A Critique Class 13
Date: April 2, 2013 6:30:02 AM MDT
To: "Gleason, Jeanne (jgleason@ad.nmsu.edu)" <jgleason@ad.nmsu.edu>
Cc: "Becky Koch (becky.koch@ndsu.edu)" <becky.koch@ndsu.edu>, "Young, Holly" <Holly.Young@unh.edu>

Dear Jeanne,

Your C&A Award entry "Monster School Bus" (2013-0581) has been critiqued in ACE C&A, and is this year's gold award winner in Class 13 – interactive multimedia and web graphics. Congratulations! We do hope you can come to the ACE/NETC conference in June to receive this award and share your work with others. 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 & Becky
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)

18

3. Creativity / originality

Score: (20 possible)

20

4. Production / printing / image quality

Score: (20 possible)

20

5. Idea effectiveness

Score: (20 possible)

20

6. Typography

Score: (20 possible)

18

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

96

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

Gold

9. Judge's Comments:

This game is awesome.

Very simple, but effective. It is a fun way to learn the math.

The images all have a similar style which is great and everything fits together well. The monster theme is carried very nicely throughout and the colors work.

Sometimes rounding the corner is a little hard with the bus but overall it doesnt seem to have too many bugs.

In some cases when the monsters are talking, you have to hit the next button many times, and that can be somewhat annoying when you just want to get to playing. Possibly figuring out a way to get the user the information that need with less text bubbles, or maybe have the image more interactive in those situations.

Really great though!

Jeanne Gleason, EdD
Professor
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