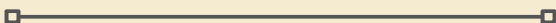# EVALUATING

DIGITAL **LEARNING** GAMES

LEARNING COMPLEXITY

- Does the game require players to engage in high or low levels of thinking?
- Are there multiple entry and exit points?
- Are there many ways to solve or approach mastery at each level?
- Is content incorporated into the game mechanics, or is it treated as an add-on?

- Does the game send cultural or gendered messages that may negatively affect how a player views themselves and/or the world?
- Does the game send fixed mindset messages by its treatment of mistakes?
- Does the game contain options for personal preference?

CULTURAL RELEVANCE

GAME FEATURES

- Does the game generally "make sense" for the targeted age level?
- Are the graphics visually appealing?
- Are there many ways to "Level up"?
- How does the game involve speed or time?
- What's the game's backstory or theme?