

Evaluation of the Game Development Process (Pre-Production Phase)

We would like your feedback on the usability and applicability of the serious game design brainstorming process. Please rate the following items on a scale of one to five ranging from Strongly Disagree [1] to Strongly Agree [5]

1. Structure & Flow

a) I think that the steps in this process follow a logical sequence.

1 2 3 4 5

Strongly Disagree

Strongly Agree

b) I think that the process covers the most appropriate areas of game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

c) I think that the use of brainstorming cards is appropriate.

1 2 3 4 5

Strongly Disagree

Strongly Agree

Comments:

2. Usability

a) I think the process is clear to follow and apply.

1 2 3 4 5

Strongly Disagree

Strongly Agree

b) I think that the process can be useful for game design teams.

1 2 3 4 5

Strongly Disagree

Strongly Agree

c) I think that this process does not need to be simplified.

1 2 3 4 5

Strongly Disagree

Strongly Agree

d) I feel confident applying this process in my next game design project.

1 2 3 4 5

Strongly Disagree

Strongly Agree

e) I think that the language used in the brainstorming cards is clear.

1 2 3 4 5

Strongly Disagree

Strongly Agree

Comments:

3. Team Communication

a) I think that the process allows all team members the opportunity to provide their input.

1 2 3 4 5

Strongly Disagree

Strongly Agree

b) I think that the brainstorming cards effectively help to generate ideas.

1 2 3 4 5

Strongly Disagree

Strongly Agree

c) After using this process, I think that I have a better understanding of the various components of game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

d) I see the value in using this process in a multidisciplinary game design team.

1 2 3 4 5

Strongly Disagree

Strongly Agree

e) I think that the process helps to identify each team member's role in game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

Comments:

4. Applicability

a) I think this process addresses some of the challenges we face when designing serious games.

1 2 3 4 5

Strongly Disagree

Strongly Agree

b) I think this process helps me overcome problems I face when designing serious games.

1 2 3 4 5

Strongly Disagree

Strongly Agree

c) I think that this process is useful for my work in game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

d) I will use this process in my future game design work.

1 2 3 4 5

Strongly Disagree

Strongly Agree

Comments:

5. Efficiency

a) I think following this process will improve the efficiency of game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

b) I think following this process will help the team to better define the goal and scope of game design.

1 2 3 4 5

Strongly Disagree

Strongly Agree

Comments:

Your current role in the game design process:

- Subject-matter expert
 - Instructional designer
 - Game designer (Please specify your role below)
 - Game developer
 - Other: _____
-

You have been involved in the design of:

- 1–2 games
- 3–5 games
- 6+ games

6. Comments for improvement
