**VIDEO GAME DESIGN**          **GAME ANALYSIS DAY**                    **Student Name: _____**

Find an Internet game that you will provide to the class to analyze.  Fill out the first row of analysis questions for the game you have chosen then rotate to the next station, try the game, then fill out the next row on the provided table.  The teacher will provide you with a time limited to test the game and then fill out the questions.  Point form is encouraged!

| Provide the name of the game, who created it, as well as an overview of the game concept and objective. | Describe the game screen and evaluate its effectiveness for game play.  Evaluate the user interface and how the user interacts with the game. | Provide a detailed analysis of the game sprite art.  Consider the type of art (cartoon, realism, etc) as well as how the character or object looks when moving and standing still. | Provide your analysis of the overall effectiveness of the game play.  Was it engaging?  Why or why not?  Would you play the game again? |
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| Game Name: _____ | | | |
| Game Name: _____ | | | |
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