

# Game Design: Become a Game Reviewer

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4-H Technology & Design Project

<https://aces.nmsu.edu/4h/techanddesign>

The logo for New Mexico State University, featuring the text "NM STATE UNIVERSITY" in a white serif font inside a white outline of the state of New Mexico, which is set against a dark red square background.

NM  
STATE  
UNIVERSITY



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# What we'll do today...

- Talk about what developers look for when reviewing games
- Play and review a game
- Discuss your reviews with each other



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# Today, you'll need:

- Web Browser
- Paper
- Writing instrument, like pencil, marker, or pen



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# Let's Learn



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# Before reviewing

- **Audience:** Who is this game made for?
- **Context:** Where is this game meant to be played?
- **Goal:** Why was this game made?
- **Content:** Is this game about a subject area?



# Before reviewing

- **Audience:** Who is this game made for?  
*Middle school students*
- **Context:** Where is this game meant to be played?  
*Classrooms*
- **Goal:** Why was this game made?  
*Make students comfortable with building expressions*
- **Content:** Is this game about a subject area?  
*Math*



# Game Review

- **Real-world application:** Can the player use what they learned from playing the game in places outside the game?
- **Graphics/Art:** Do the art or graphics fit the target audience? Does the art or graphics make gameplay easier for the player? Is the art style consistent or stay the same?
- **Repeatability:** Would the player want to come back to playing the game? Why?



# Game Review

- **Difficulty Level:** Is it too hard for the audience? Is it too easy for the audience?
- **Easy to Use:** Can you figure out what to do? Can you figure out how to get to the home screen, settings, or levels? Do the icons do what you think they do?
- **Player Choice:** Can the player change settings? Can players select levels? Do players have enough choice in the game or should they have more choices?





# Game Review

Real world  
world  
application

Graphics/Art

Repeatability

Difficulty  
Level

Easy to Use

Player Choice



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Audience

Context

Goal

Content

# Game Review

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world  
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# Let's Review Some Games

PLAY...REVIEW...DISCUSS



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# List of Math Games

- Elementary Grade Levels - Addition Blocks:  
<http://www.additionblocksgame.com/AdditionBlocksGame/>
- Elementary & Middle Grade Levels - Monster School Bus:  
<https://mathsnacks.com/monster-school-bus.html>
- Middle School Grade Levels – Satisfraction:  
<https://www.brainpop.com/games/satisfraction/>
- High School Grade Levels – Project T.R.I.G.:  
<https://www.brainpop.com/games/projecttrig/> or  
<https://www.mathplayground.com/ProjectTRIG/index.html>



# Work with me if you'd like

- Choose one game from the list
- Play the game
- Select one to six categories to review the game
- Write your review
- If you have an idea for what can be done differently or added, write that as well.

Audience

Context

Goal

Content

## Game Review

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world  
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# Let's Share

IF YOU WANT TO, SHARE WHAT YOU HAVE DONE SO FAR



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# Project Ideas

## Presentation for Expo

- Choose 3 games
  - Similar: audience, context, goal and content area
- Select categories to review each games with a written description
- Maybe add a point system to each category
- You may also include any suggested changes or additions and the reason for those changes or additions

**Later this year, we'll host an Online Digital Expo:**

Consider exhibiting one of your projects there!



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# Where can you find more games?

- Learning Games Lab: <http://learninggameslab.org/>
- BrainPop GameUp: <https://www.brainpop.com/games/>

# Any other questions?

Email me: [aarmstr0@nmsu.edu](mailto:aarmstr0@nmsu.edu)



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