**20 points altogether, 12 to pass**

**1. Introduction – 4 points**

**Team Introduction**: The introduction clearly and effectively introduces the team members and their roles.

**Game Overview**: The game concept is clearly explained. The objectives and goals of the game are clear.

**Audience Requirements**: Requirements for the audience (e.g., knowledge, expertise, tools) are communicated.

**Time Management**: Time requirements for the game are appropriate and clearly stated.

**2. Delivery & Interactivity – 3 points**

**Audience Engagement**: The team encourages the audience to participate and manages the audience politely.

**Role Distribution**: Roles within the team are clearly defined and distributed. Each team member contributes to the interaction.

**Problem Solving**: The team handles unexpected challenges well (when participants are unsure what to do). There are clear strategies for providing hints or resetting the game.

**3. Visuals – 3 points**

**Appeal and Design**: The visuals are attractive and engaging. They enhance the overall experience of the game.

**Interactivity**: There are interactive elements within the game visuals, which contribute to the engagement and challenge of the game.

**Clarity of Instructions**: The instructions are integrated into the visuals clearly and understandably and guide the audience through the game.

**4. Story & Plot – 3 points**

**Storyline Development**: The storyline is well-developed. It includes a clear setting, plot, and dramatic build-up.

**Narration and Delivery**: The narrator effectively conveys the story and maintains the audience's interest.

**Character Development**: The characters are well-defined and relevant to the plot. They contribute to the overall narrative.

**5. Tasks & Clues – 3 points**

**Educational Value**: The tasks and clues are relevant to the game's educational objectives.

**Relevance and Consistency**: The tasks and clues are relevant to the story and plot. They are consistent and solvable within the given time frame.

**Hint System**: There is a well-prepared system for providing hints or additional explanations. The team anticipates potential areas where the audience may struggle.

**6. Conclusion – 2 points**

**Closure**: There is a satisfying conclusion to the game. The presenters thank the audience and provide a clear endpoint.

**Completion and Credits**: The final slide includes proper acknowledgments, including team member names, story credits, music credits, and any relevant links to sources or further research.

**7. Language – 2 points**

**Comprehension:** The language is clear and easy to understand. Presenters speak at a good pace, with correct intonation, so that they are easy to follow.

**Written English in Visuals:** There are few mistakes in the written text (spelling, grammar) of the slides. The text is easy to read and understand.