

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.