

Michaela Mabe		Challenge #2	08/25/23	EDCI 60003
SUPRA-BADGE:	Evaluation and Implementation			
SUB-BADGE:	Evaluate Instructional and Noninstructional Interventions			
CHALLENGE:	Implement Formal Evaluation Plans			
ARTIFACT:	EDCI 556 Game Test Report			
CRITERIA:	<p>Criteria for successful completion of this challenge: Evidence of implementing a formative evaluation plan to provide information that can be used to make adjustments and improvements in the design. Evidence must show a formative evaluation plan (expert review, one-to-one evaluation, small group, and field trial).</p> <p>Reflection must address: Which phase(s) of formative evaluation did you conduct? Which data did you collect (e.g., clarity and accuracy of instruction, general attitudes, procedural issues, etc.)? What were the results of formative evaluation and how did it affect your design?</p>			

Competency and artifact identification

My **Game Test Report** for EDCI 556 provides evidence for the sub-badge, Evaluate Instructional and Noninstructional Interventions and the challenge, "Implement Formal Evaluation Plans". To complete the Game of Life: Action Application Game, I needed to test it with at least 3 test users. I was able to complete a test run with 3 different users and had them complete a formative assessment for me to be able to gain data on how to improve the game for future users and for the assignment submission for my class.

Description of how the artifact supports the competency

The game test report supports the competency that I am able to implement formative evaluation plans. To test my game, I needed to plan out how I was going to assess my users for the design of the game and the usability. The test was run by sending the link to the game and survey to the test users to complete, once the game was done, they clicked on the survey link to give their feedback and any notes. I had two teachers and one middle school student test the game and they gave me feedback so that I was getting feedback from two different demographics that would be interacting with the final product. The formative evaluation I decided to make was a Google Forms survey so that it would be easy to access and interact with and there were accessibility options through Google if needed. All of my users were able to run through the game and provide feedback which allowed me to create the game test report giving the data from the assessments and making suggestions for how I needed to improve my game in the future.

Competency alignment with prior knowledge and experience

I have some prior knowledge of creating and implementing formative evaluation plans. In my instructional design coursework, I've been able to design different evaluation plans to make sure that the project and products I was creating were on the right track, followed the rubric and objectives, and

that the users enjoyed the design of it. I have also created formative evaluation plans in my classroom with my students. I have to plan out when to assess them to make sure I don't need to adjust what I'm teaching or if the students need to go over the information again. I tend to do this informally by exit tickets or knowledge checks through short quizzes to see what still needs to be covered and how the students are feeling about the way I'm teaching.

Reflection on experiences

Overall, this challenge has been a great way to reflect on how I create formative evaluation plans and how I use feedback to create better products. I know in instructional design work I will need to be able to ask for feedback often through different formative evaluations and make sure that I am giving the client and stakeholders the opportunity to show me what they know and how they feel about the materials I make and how it is benefiting them or what I can improve upon as a professional. In my teaching job, I will continue to create formative evaluation plans for my units in all four core subjects and create and follow a plan for improving such as our teacher development evaluation system to make sure I am teaching the best I can and always striving to improve.

Game Test Report

The Game of Life: Action Application!

[Game Link](#)

Test Goals

The goal of testing the game is to assess game usability, gameplay, and learning goals and outcomes. The Google form I made has each section in a survey for the target populations to assess and give feedback on.

Assessing Game Usability

1. Game Mechanics (buttons, links)
2. Colors and Design
3. Compatible Across Devices
4. Engagement
5. Story

Assessing Gameplay

1. Activity #1 and Knowledge Check
2. Activity #2 and Knowledge Check
3. Activity #3 and Knowledge Check
4. Activity #4 and Knowledge Check
5. Activity #5 and Knowledge Check

Assessing Learning Goals and Outcomes

1. Level #1: Resume
2. Level #2: Apply
3. Level #3: Interview Clothes
4. Level #4: Interview
5. Level #5: Week In The Job

How The Test Will Be Run

The test will be run by sending the link to the game and survey to the test users to complete, once the game is done, they will click on the survey link to give their feedback and any notes. I will have two teachers and one middle school student test the game and give feedback.

Data Collection Method

A Google Form used as a survey will questions about each of the test goals. It will be sent to the test users after they are done playtesting the game. There will also be an informal conversation with all of the test users to talk about the game and feedback.

Test Instructions

1. Click on the link to play through the game
2. After the game is completed, click on the link for the Nearpod Activities
3. After that is done, complete the survey
4. Once the survey is done, talk with me about any feedback to improve the game

Test Report Data

Survey- <https://forms.gle/zBFWDMsyTw3PvvMSA>

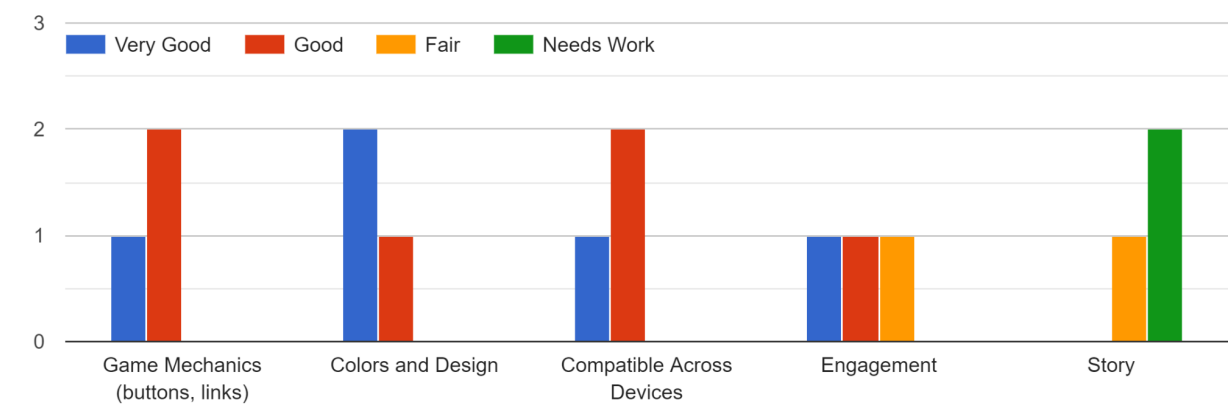
Results-

https://docs.google.com/spreadsheets/d/1D-3_tvn5EIRrbWJ2Lnm_J96P1BBI4LJ-on4rK5SVB1E/edit?usp=sharing

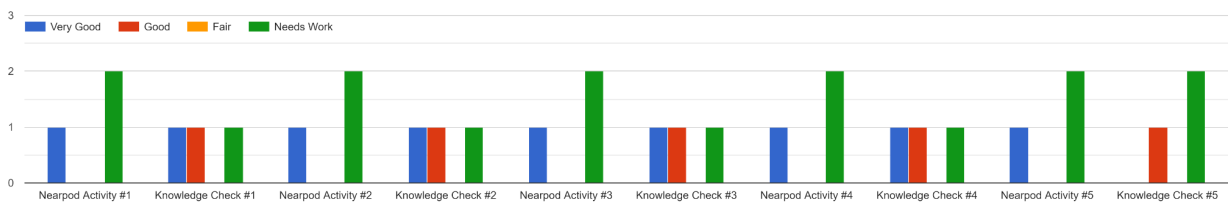
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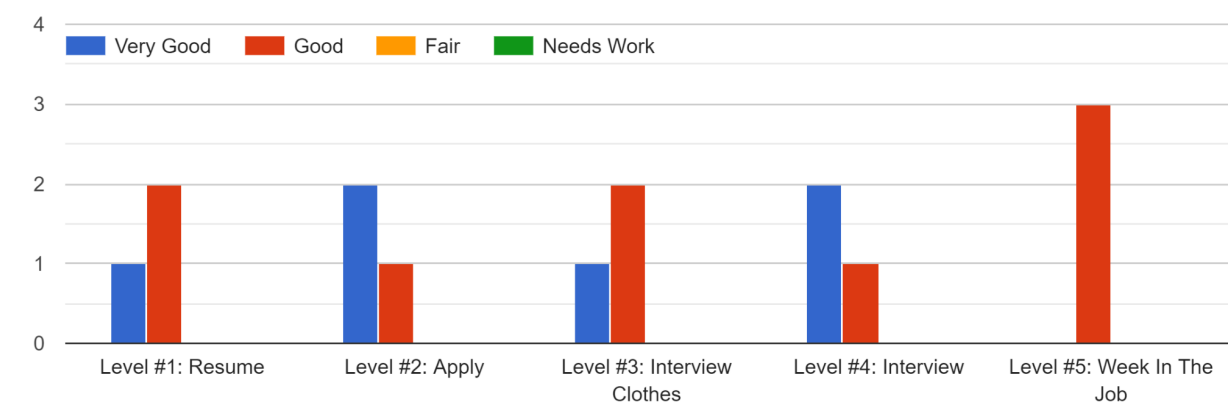
Usability of the Game



Gameplay



Learning Goals/Outcomes



Recommendations Based on Data

1. Fix some of the buttons that are linking to the wrong places
2. Add in more story slides
3. Update the last knowledge check
4. Fix the Nearpod link
5. Put a knowledge check at the end for all of the questions (summative)

*Most of these I will be able to do before submitting the game