

COMMENTS

MENSA FOR KIDS GAME DAY

PLAYER: _____

GAME: _____

SCORING (Scale of 1 to 5, "5" being the highest.)

Aesthetics (look, feel, style)

(1) (2) (3) (4) (5)

Originality (structure, concept, creativity)

(1) (2) (3) (4) (5)

Play value (replayability, longevity, price)

(1) (2) (3) (4) (5)

Play appeal (enjoyment, excitement, challenge)

(1) (2) (3) (4) (5)

Instructions (brevity, clarity, completeness)

(1) (2) (3) (4) (5)

What did you like about this game?

What did you NOT like about this game?

Can you think of a way to make this game better?

Would you recommend this game to a friend? YES _____

NO _____