

Checklist for an Effective Earth+ Game

<i>Check the boxes that apply. If you do not feel that one of these aspects of the presentation was either "good" or "excellent", leave it blank.</i>	Good	Excellent
The game is easy to learn.	<input type="checkbox"/>	<input type="checkbox"/>
The directions are clear.	<input type="checkbox"/>	<input type="checkbox"/>
The game has been tested.	<input type="checkbox"/>	<input type="checkbox"/>
The game is fun to play.	<input type="checkbox"/>	<input type="checkbox"/>
The game teaches players about basic earth+ issues and solutions.	<input type="checkbox"/>	<input type="checkbox"/>
If there are prizes for the game, they are green and healthy.	<input type="checkbox"/>	<input type="checkbox"/>
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