

# ΛΟΓΙΠΑΙΓΝΙΟΝ 2018

## EVALUATION

Participations are evaluated separately for each category. However, the evaluation criteria are the same in all three categories. The evaluation will take place in two phases.

**Phase 1 - Technical Assessment (60%).** The Evaluation Committee will initially review the submissions to confirm that they comply with the competition rules. Each submission will then be evaluated by at least two evaluators based on qualitative evaluation criteria, which are described below. The evaluation is done by testing the games along with the report submitted. The best games in each category are selected for the final phase of the competition. The number of games to be selected for the final stage is left to the discretion of the committee.

**Phase 2 - Final Phase (40%).** At this stage of the competition the teams will be invited to demonstrate their game and will receive questions from the Evaluation Committee. The members of each group should know exactly how their game works and be able to answer any question related to their creation. The presentation of each group must include the following (in the order given):

- i) Introduction to the team (school, names of supervisor and students).
- ii) Summary of the work done by the team during the development of the game (eg, workshops in the afternoon, free time, separation of tasks, teamwork, etc.).
- iii) A brief description of the idea and philosophy of the game. In this section, the teams will have to explain in summary how they came to their idea and why they believe they meet the competition requirements in respect to the proposed themes and the game development philosophy (originality - interesting flow - entertainment - educational character).
- iv) Presentation of game features. Here the teams have to report the characteristics of the game that they themselves consider to be its strengths. They should also indicate which of the evaluation criteria they believe their final implementation meets and explain how.
- v) Execution of the game by a member of the team and commenting on the game flow by members of the team.
- vi) End of presentation - questions from the evaluation committee.

The final of the competition Logipaionion 2018 will be held on **May 5, 2018**. The participants in the Final Phase will be announced by the **27<sup>th</sup> of April 2018**.

**Evaluation Criteria and Percentages:** Along with each criterion, its weight in the evaluation process is given.

***Plot and overall User Experience (20%):*** The evaluation process will consider the originality of the plot and the effect on the user experience. Here the overall picture of the game and how pleasant it is to the user will be assessed. Each team will have to present on a report evidence presenting the topic selection process and plot design with explanations about their choice.

***Educational Character and Relationship to Theme (15%):*** The educational direction of the game must be evident. Also, higher scores will be given to games related to the theme set for the event. The above two elements should be included in the report.

***World of the game (15%):*** The characteristics of images (drawings-colors) of the world and other media (eg sound) of the game affect the overall experience (gameplay) of the user and should be designed/created with elegance. For example, objects must be designed with sufficient detail, colors to blend harmoniously, sounds to reproduce smoothly and with constant intensity, etc. Each team will have to present in the report pilot designs and the selection process and/or their development.

***Game-control mechanism (10%):*** User control of the behavior of a character or mechanism must be in a manner consistent with the flow of the game. In particular, it must enable him to perform functions that allow him to cope with the challenges of the game. This design must be done in parallel with the design of the world of the game so that the flow of the game is always smooth. Each team must show the mechanism selection procedure in the report.

***Existence of multiple levels of difficulty with gradual escalation (5%):*** The game must allow the user to choose different levels of difficulty. This is very important because the skill level varies among players. Therefore, it must be possible for the player who tries the game to choose the difficulty that helps him/her to enjoy the game (to make it easier if it is difficult at a certain level, or more difficult if the game at the level tested is not a challenge – becomes boring). In addition, multiple levels of difficulty increase the chance of reusing the game by a player (at a more difficult level). Also, the game must consist of multiple levels that are related to the plot of the game. Action levels must present a diversity, which can be expressed by their representation (images, world, objects, characters), the level of difficulty (gradually scaled) and/or the purpose of pursuing the particular level of action. Regarding the level of difficulty, it is important to define the goals of the user in the game, to be challenging, to be initially easy (for adaptation) but to gradually become more difficult so that to have a learning curve, and not result to a failure without the user realizing the reason which caused it. Each team will have to show on the report the levels of difficulty and action of their game with examples that demonstrate their existence.

**Player Scoring System (5%):** The game must use a system by which the user will score points according to the tactical game he/she chooses. Thus, the user will be able to adjust the game mode to maximize its final score. The way of allocating extra points must be done in a logical manner that can be perceived by the user during the game. This can vary from time to time, but it should not be based on random events. In addition, weak awarding points should appear rarely or not at all. It is also suggested that the amount of rewarding points be increased with the evolution of the game so that there is a match of difficulty-reward. Examples of rankings are: rewarding to visit specific (remote) space positions, exterminating opponents (if any), completing a level in as little time as possible, scoring by collecting objects, etc. Each team will have to show the player's performance record with examples from the game on the report form.

**Dynamic gaming behavior controlled by the computer (10%):** The game should use some kind of behavior for the characters the user will be facing. This behavior should be controlled by a stochastic (unpredictable/random) mechanism so that the characters do not become predictable by the user. In such a case, the user can find tricks to play the game successfully without really trying, but the game becomes boring and the user loses interest. Each team will have to present in the report the way they produce behavior for computer characters.

**Technical playability (20%):** Games must run without any errors in their operation and without delay in their time response.

**Gender balance in the group (+ 5%):** Groups are encouraged to include boys and girls in order to enhance gender participation in the competition and the development of games that appeal to both genders.