

Interactive Dramas

www.interactivedramas.info



Interactive Drama Title:

Interactive Drama Author(s):

Evaluator/Playtester:

Student Number:

Note: This evaluation form has been designed for use in classes that use Interactive Drama as a student-originated activity. Those wishing to use it in other educational settings or as a hobby or professional playtest evaluation form will need to make a few adjustments first. This is the plain text version of the form, I use a tables version with my own classes. Many of the questions were garnered from documents found on the Net (most particularly in on Peter Lees' Australian roleplaying web pages - the articles by Mark Grundy and Grant Chapman are very useful and I must express my thanks to all three of these fine gentlemen). - Brian David Phillips

Your response to this survey will help your classmates improve this **FREEFORM INTERACTIVE DRAMA LIVE ACTION ROLE PLAYING GAME** and to make better ones in the future. Fill out the form and give it to the authors. Authors, use the feedback forms to guide you in revising your game and present (1) the first draft Freeform, (2) the completed evaluation forms, and (3) the final revision of the Freeform in BOTH printed and electronic text format (use ASCII text or *Word for Windows* English version formats only) to Mr. Phillips *before* June 20th.

This first question is for students who participate in "playtest" runs of their classmates' Freeforms - either in or out of class.



Rate each of your classmates who participated in this Freeform with you. Write their names and assign a number ranking their participation in the game (1 = best player, 2 = second best player, 3 = third best player, and so on). You should judge on overall performance (including role playing, character development, game play, problem solving, and language ability). Do not rank yourself for purposes of this evaluation.

COMMENTS:

For each question below, please rate the Freeform on a scale of 1-5 (1=poor, 2=fair, 3=average, 4=good, 5=excellent). There is space for additional comments for each category as well as for more general remarks later - please explain your answers.

Overall, how satisfying do you find this Freeform?

The characters in this Freeform are....

The story is...

The props, clues, and graphic design elements are...

The Directors' instructions are...

Given this Freeform as an example, if this were not a class assignment, would you play in the author(s) Freeforms again? (Never, Unlikely, Not Sure, Likely, Definitely)

The remainder of this survey is related to short answer style criticisms. Please be frank and honest with your answers. Your answers will help guide the rewrite of the Freeform - the authors are free to use or discard your comments though.



What do you like most about this Freeform?

What do you dislike most about this Freeform?

Check the character sheets. Is the spelling poor, is information inconsistent, are the character sheets too long, too short, too confusing, just right? Is there enough information about the other characters? Is there too much information? Are the characters interesting? Are the character sheets clear? Are the character sheets fun to read? Are they relevant to the story?

What about character interactions? Do the players have enough to do? Do they get a good feel about any previous character relationships that took place before the story started?

Look at the storyline. Is it clear? Plausible? Does it work out okay? Does it make sense (within the suspension of disbelief of the storyline that is)? Are there weird bits in it that don't seem to have a point? Do you often find that when you try to have your character do something, the Freeform is not able to accommodate you? Are the demands of the story inconsistent with the instructions on your character sheet? Is your character left out of the storyline for long periods?

Now individual scenes - do they all have a point? Are they all interesting? Are some players left out? Do some players want to do things the authors haven't accounted for? Are some scenes pointless or could they be done better a different way?

What are some specific ways in which the author(s) can improve this Freeform.

Any general comments - ideas for how to jazz up individual scenes, interesting quirks about the characters, or what would happen if the Freeform is played a little differently.

What would you like to see in future versions of this assignment for other classes?

Please write any additional comments here.

