



CRITIQUE QUESTIONNAIRE

PLEASE TRY TO RETURN THIS BEFORE YOU
LEAVE TODAY

We find this sort of feedback very useful in designing future games, and improving existing games. Please spare a few moments to complete the form. Thanks.

NAME

ROLE IN GAME

General Questions

Circle the number closest to you view. Generally 5 = very good, 1 is poor.

Game Briefing Materials: How well did the briefing material supplied enable you to play the game properly?	1	2	3	4	5
Rate of Play: To what extent were you under time pressure whilst playing? 5= too fast, and 1 = too slow	1	2	3	4	5
Personal Involvement: How much were you involved in the game action, or interactions with other players?	1	2	3	4	5
Personal Enjoyment: How much fun was it for you?	1	2	3	4	5
Game Difficulty: How hard you found the problems posed by the game and the situation you found yourself in?	1	2	3	4	5
Historical Feel: To what extent did the course of the game match up to what you would expect might happen historically?	1	2	3	4	5
Quality of the Control Team: The Control Team make the game run, how well or smoothly do you think they did this (so far as you could tell)?	1	2	3	4	5
Quality of Other Players: How well did you feel other players coped with the problems posed?	1	2	3	4	5
Admin Charge: To what extent do you feel you got value for money today?	1	2	3	4	5

Other Information

To help us to gauge what sort of background knowledge players come to the game with, answer the following by ticking the ONE box that most closely matches your background knowledge on the period in question:

- | | |
|-----------------------------------------------------------------|-------------------------------------------------------|
| <input type="checkbox"/> Read only the game briefing material | <input type="checkbox"/> Had a quick look at a book |
| <input type="checkbox"/> Only one book on the subject | <input type="checkbox"/> Several books on the subject |
| <input type="checkbox"/> Studied the period/subject extensively | |

The Future

To gauge the likely take-up for future games (or re-runs of this game) please indicate below:

If this game were run again within 12 months, would you play again? YES/NO

If a game similar to this one were being organised, would you want to play? YES/NO

If you have any other suggestions, either on improvements to this game, or suggestions for future games, please continue overleaf



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