



Summer 2026 - CMSC 19929 30: Creating Computer Games for Learning

Final Presentation Peer Feedback

I/ STRUCTURAL FEEDBACK

(A) Game Overview: To what extent did the presentation include the following elements of the game overview? (Check the corresponding boxes.)

	Missing	Mentioned but not well-explained	Well-explained	Well explained but could trim some details to save time
Title				
Genre				
Learning content				
Target audience				
Premise				

Additional comments: (if any)

(B) Level Specifications: Did the presentation include the following level specifications? (Check the corresponding boxes.)

	Learning goals	Core mechanics	Complexity explanation	Placement within the game
Basic Level				
Level n				
Level n+1				

Additional comments: (if any)

(C) Motivation and Inclusive Design: To what extent did the presenter(s) explain how their game was designed to accommodate different player types and learning differences? (Check all boxes that apply.)

- ☐ Claimed that their game was designed for multiple **player types** and named them but arguments / explanation of motivational factors or features were vague.
- ☐ Mentioned motivational factors or features in their game but did **not** name specific **player types** (achievers, explorers, socializers, killers, etc.).
- ☐ Claimed that their game was designed to accommodate **learning differences** and named them, arguments / explanation of factors or features were vague.

II/ OPEN-ENDED FEEDBACK

Criteria	Feedback(s)
What are 3 things the presenter(s) did well? (Please be specific. Comments like "everything is great" are not helpful for the presenter(s).)	1. 2. 3.
What are 3 things the presenter(s) could do better? (Please be specific. Comments like "nothing", "NA", etc. are not helpful for the presenter(s).)	1. 2. 3.
What is your key takeaway from this presentation? (Please be specific but do not write a summary of the presentation. Instead, write the #1 thing you learned and will remember from the presentation.)	
Any other comments you have on this presentation?	