



# The 2010 Rio Grande Design Contest

## Criteria Descriptions



For each criterion, score as follows:

1 = Very poor

2 = Poor

3 = No opinion or not present

4 = Good

5 = Very Good

If you score a criterion any value other than 3, please leave comments on the reasons for the designer's benefit. Use the back of the slip if you need more space, and be as specific as possible.

Criterion	Description
Originality	The game include elements that make it unique.
Decision Driven	Players make choices which have meaningful impact on the outcome of the game (as opposed to luck determining most outcomes)
Wait Time	Players are not required to wait a long time for another player to finish before they are able to interact with the game and/or each other.
Unpredictable	Players cannot easily forecast the outcome of the game.
Broad Appeal	The gameplay and/or theme appeals to a wide range of potential players.
Replay Value	Additional plays of the game offer new options and potential outcomes.
Interactive	Player actions have an impact on the actions of the other players.
Balanced	Starting order, setup and game mechanics allow all players an equal opportunity to compete.
Fun	Players enjoyed playing the game.
Simple to Learn	Players understood the rules well enough to teach them to others. Gameplay rarely stopped for rules questions.

Special thanks to Keith Meyers of GameDesignCentral.com for his help in establishing the judging criteria.

Thank you for helping to judge the 2010 Rio Grande Design Contest.

Nate Scheidler

Community Marketing Director, Chicago Toy and Game Fair