

Brain Grade: Executive Execution

How well does the game communicate with players, and are the benefits understandable?

# of Criteria Met:	5	6	7	8	9	10
1 out of 8	☐	☐	☐	☐	☐	☐
2 out of 8	☐	☐	☐	☐	☐	☐
3 out of 8	☐	☐	☐	☐	☐	☐
4 out of 8	☐	☐	☐	☐	☐	☐
5 out of 8	☐	☐	☐	☐	☐	☐
6 out of 8	☐	☐	☐	☐	☐	☐
Total						

Criteria:

Identifiable Executive Skills- Use of skills is readily identifiable and evident in game play

Challenging- Game continually challenges players to use the skills over the course of the game (practicing skills in an interesting and reinforcing manner)

Generalizability- In game use of skills is easily “transferable” to real world activities

Metacognition evident- Encourages an understanding of the thinking or academic skill through play (help children recognize how they will be using executive functioning skills in their game play and technology use)

Learning Curve- Scaffolds skill usage through increasing challenge and steady learning curve

Alternative Learner Stability- Holds significant potential for helping alternative learners (ADD, ADHD, A&D, Dyslexia)

Performance Feedback- Provides tools or resources to actively assess and monitor strengths, weaknesses and progress made in targeted skill areas (how clearly scoring/grading system reflects progress)

Research Support- There are research studies or evidence that game/app play results in measurable improvements in skills

Brain Grade: Fun Score

Games are assessed using the following criteria, where applicable. Inapplicable categories do not necessarily negatively affect Fun Score.

Criteria	5	6	7	8	9	10
<u>Presentation</u>						
Graphics	☐	☐	☐	☐	☐	☐
Story-Telling	☐	☐	☐	☐	☐	☐
Polish	☐	☐	☐	☐	☐	☐
<u>Accessibility</u>						
Controls	☐	☐	☐	☐	☐	☐
Playability	☐	☐	☐	☐	☐	☐
Learning Curve	☐	☐	☐	☐	☐	☐
<u>Depth</u>						
Repetitiveness	☐	☐	☐	☐	☐	☐
Originality	☐	☐	☐	☐	☐	☐
Replay Value	☐	☐	☐	☐	☐	☐
<u>Dynamism</u>						
Multiplayer Play	☐	☐	☐	☐	☐	☐
Online Play	☐	☐	☐	☐	☐	☐
Creative Play	☐	☐	☐	☐	☐	☐
<u>Gameplay</u>						
Performance	☐	☐	☐	☐	☐	☐
Mechanics	☐	☐	☐	☐	☐	☐
Design	☐	☐	☐	☐	☐	☐
Total						

Brain Grade: PASS Potential

How well does it help **P**actice, **A**cquire, **S**ynthesize and **S**upport a specific skill, and what is the range of skills it helps?

PASSes:	5	6	7	8	9	10
At least 1 skill well	☐	☐	☐	☐	☐	☐
At least 1 skill very well	☐	☐	☐	☐	☐	☐
More than 1 skill well	☐	☐	☐	☐	☐	☐
More than 1 skill very well	☐	☐	☐	☐	☐	☐
Excels at more than 1	☐	☐	☐	☐	☐	☐
Excels at many	☐	☐	☐	☐	☐	☐
Total						