

# Smart Decisions: Game Scorecard

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Player name: \_\_\_\_\_

	Iteration #1	Iteration #2	Iteration #3	Iteration #4	Iteration #5	
<b>(a) Design Decisions</b> <i>(Names of selected design concept(s))</i>						
<b>(b) Driver selection points</b> <i>(from cards)</i>						
<b>(c) Instantiation points</b> <i>(from dice)</i>						
<b>(d) Analysis bonus points</b> <i>(from review)</i>						<b>Final score:</b>
<b>(e) Iteration total</b> <i>(b + c + d)</i>						

**Note:** Help us improve by filling the questionnaire on the back of this sheet at the end of the session.

# Smart Decisions Feedback Form

What is your role (e.g. Architect, Developer, Project Leader)? \_\_\_\_\_

In your opinion (please select one option for each question):

Question	Totally disagree	Partially Disagree	Neutral	Partially Agree	Totally Agree
1. The game helped me improve understand how to perform architectural design					
2. The game simulates the design process realistically					
3. The game is simple to play					
4. The game is sufficiently challenging					
5. The information provided on the cards is helpful in selecting the design concepts					
6. The scoring technique was appropriate					
7. The example system used in the game is interesting					
8. The game is entertaining and kept my attention					
9. The game made me think about the process of design.					
10. I would encourage peers in my organization / team to play this game					

Additional comments / suggestions so we can improve the game?

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Thank you for your feedback!