Hanan Aldurayb

Mona Bashaweeh

EDUC 538

Kevin Pyatt

**Rational**

We have chosen Smurfs Village as a video game for many reasons. We are fans of these kinds of games that enable us to build our own village and take care of them in order to improve them. We are interested in doing some activities to move the higher level and enlarge our villages.

**Game Critique Template**

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| --- | --- | --- | --- |
| *Overview* | *Description* | | |
| Title | Smurfs Village | | |
| Concept | This game is free application in Apple store. It aims to allowing players to build specialized houses, elaborate gardens with colorful crops and build some bridge to span running reveres. | | |
| Learning Objectives *(explicit or implicit)* | To develop different players’ skills like painting, cooking, building and fishing. It also teaches the player’s sessions of the year. This game can be used to improve the visual skills. | | |
| Assessment *(explicit or implicit)* | The players have to follow the instructions that Papa Smurf gives. They will not be able to move to the next level if they don’t follow the exact instruction. The players gain more XP (experience) if they do some activities. These XPs allow the players to move to the next level. | | |
| Content *(explicit or implicit)* | Smurfs village | | |
| Values & Skills *(explicit or implicit)* | Each Smurf has a job. In order to gain more experiences, you must follow the instructions first and then work hard. It also teaches the players how to be patient until your work has done for example some crops and building need long time to be done. | | |
| Game Method/Style | The player can build her/his own village. There are some instructions at the beginning to guide the player building the village. Then the player should follow the instructions of Papa Smurf to improve the village by having more crops or buildings. | | |
| Audience | Children and adults | | |
| Platform | iPad, iPhone and iPod | | |
| Publisher | Capcom interactive, Inc | | |
| Developer | Capcom interactive, Inc | | |
| Release Date | 2010 | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound | High  C:\Users\Mona\Desktop\mida 538\IMG_0040.PNG |  |  |
| Playability | It is an easy game if the player follow the instructions |  |  |
| Entertainment | It is a very interesting and attractive game for all ages. |  |  |
| Replay Value | The game has many levels and each level has new and different experience which encourages the players to keep playing. |  |  |

The above criteria were adapted from: Rice, 2007; Oblinger, 2006, and Game Informer Magazine