Student Feedback Form for Game Designer

Name _________________________ Date ________ Grade ____ Class/Subject ______________

1) How do you identify your race/ethnicity? __________________________________________

2a) **Circle all** the words that describe your experience playing the game.

fun        engaging        frustrating        powerful        interesting
boring        educational        confusing        emotional        challenging

2b) What other words, if any, describe your experience?

3) Was the board game a good way to learn and/or to teach about racism? Why or why not?

4) What was the general tone of the discussions playing the game and/or during debriefing-- e.g., respectful, confrontational? Please explain.

5) Did the “Helping Terah” story add to/distract from discussions of racism? Please explain.

6) Do you have any comments/suggestions on any of the Situation or Bonus cards? Which ones? Please explain.

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7) Any suggestions on the game board design (colors/drawings) or the game play, such as the "Insight" cards (write down your experiences), or the "Poison" and "Share your feelings" spaces?

8) What, if anything, did you learn about racism from playing the game?

9) What, if anything, did you learn about yourself from playing the game?

10) Are you more or less likely to speak out against racism after playing the game?  More likely _____ same as before _____ less likely _____ Please explain.

11) Would you recommend that other people play this game?  yes ___ no ___ Please explain.

12) If you found the game useful, a 2-3 sentence endorsement to promote the game would be appreciated.

13) Any additional suggestions or comments that I might share with others?