

# GAME META DATA KEY Draft v3.0 – User Experience

This metadata is now organized into UX ‘buckets’ we explored via guiding questions:

1. What is this tool?		EXPLANATION / NOTES
<b>Game Title TITLE</b>	<i>Text Box</i>	
<b>URL</b>	<i>URL</i>	Web, iTunes, or both
<b>One-Sentence Teaser ABOUT</b>	<i>Text</i>	Limit to 1 sentence
<b>Game Topic</b>	<i>Text</i>	
<b>DESCRIPTION</b>	<i>Text</i>	Limit to 250 words, and simply describe the game itself and its basic dynamic.
<b>What this game does really well</b>	<i>Text Box – limited (link to discussion/testimonials)</i>	Search for repeated key words (Yelp) Was this helpful? Yes or No? Tag cloud from the tweets
<b>Image</b>	<i>URL</i>	The URL for the image you would like associated with the resource being tagged. This could be a company logo, a book cover, a screen shot, etc.
<b>Link to Video Trailer</b>	<i>Text</i>	
<b>Learning Topic (Discipline)</b>	<i>Drop-down</i>	This is an LRMI tag, but we are going to use the CCSSO Coding Procedures Taxonomy. See the table below.
<b>Learning Sub-topics</b>	<i>Text</i>	

2. Does it meet my needs?		EXPLANATION / NOTES
<b>Playable Levels</b> <b>typicalAgeRange</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> Pre-school (ages 2-4)</li> <li><input type="checkbox"/> Early primary (ages 5-7)</li> <li><input type="checkbox"/> Intermediate (ages 8-10)</li> <li><input type="checkbox"/> Junior (ages 11-13)</li> <li><input type="checkbox"/> Secondary (ages 14-17)</li> <li><input type="checkbox"/> Adult</li> </ul>	The approximate age levels that can appropriately engage with this game, not necessarily for instructional purposes.
<b>Instructional Levels</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> Pre-school (ages 2-4)</li> <li><input type="checkbox"/> Early primary (ages 5-7)</li> <li><input type="checkbox"/> Intermediate (ages 8-10)</li> <li><input type="checkbox"/> Junior (ages 11-13)</li> <li><input type="checkbox"/> Secondary (ages 14-17)</li> <li><input type="checkbox"/> Post-Secondary/Adult</li> </ul>	The approximate age levels at which this game has instructional notes accompanying it.
<b>Modality</b>	Choose one or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> Individual*</li> <li><input type="checkbox"/> Multi-player</li> <li><input type="checkbox"/> Real-time</li> <li><input type="checkbox"/> Turn-based</li> </ul>	
<b>Learning Goals</b>	<i>Text Box</i>	
<b>Targeted Standards</b>		
<b>Accessibility / UDL</b>	Accessibility Features: <i>Text Box</i>	Universal Design for Learning – generally, does the game have any built-in accessibility features for physically-disabled, learning disabled, and/or ELL students?
<b>Assessment / Reporting Tools</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> no</li> <li><input type="checkbox"/> quantitative</li> <li><input type="checkbox"/> qualitative</li> <li><input type="checkbox"/> feedback/dashboard accessible to teacher</li> <li><input type="checkbox"/> feedback/dashboard accessible to student</li> <li><input type="checkbox"/> other</li> </ul>	

3. What supports are there to help me?		EXPLANATION / NOTES
<b>Instructional Aids</b>	<i>Text Box</i>	Describe any resources hosted by the game developer or externally that the teacher can turn to (include URLs)
<b>Other Supports</b>		
<b>People</b>		
<b>Other URLs</b>	<i>Text Box</i>	Where to purchase, game forums, articles, etc.

4. Can I use it?		EXPLANATION / NOTES
<b>CostModel</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> Free</li> <li><input type="checkbox"/> Demo Available</li> <li><input type="checkbox"/> Initial purchase cost</li> <li><input type="checkbox"/> Site License</li> <li><input type="checkbox"/> Per user</li> <li>other _____</li> </ul>	
<b>CostDetails</b>	<i>Text Box</i>	This will likely vary quite a bit, so for now, please put the relevant information as concisely as possible.
<b>Location specific?</b>	Choose from a list <ul style="list-style-type: none"> <li>• No</li> <li>• Yes, but can be adapted to other locations</li> <li>• Yes, and can not be adapted</li> </ul>	For AR games and those designed for specific spaces, like museums
<b>Available Platforms</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> PC – only</li> <li><input type="checkbox"/> Mac – only</li> <li><input type="checkbox"/> Linux</li> <li><input type="checkbox"/> web-based (not flash)</li> <li><input type="checkbox"/> web-basedF (flash)</li> <li><input type="checkbox"/> Android phone</li> <li><input type="checkbox"/> Android tablet</li> <li><input type="checkbox"/> iPhone</li> <li><input type="checkbox"/> iPad</li> <li><input type="checkbox"/> console               <ul style="list-style-type: none"> <li><input type="checkbox"/> Microsoft Xbox</li> <li><input type="checkbox"/> Nintendo Wii, WiiU</li> <li><input type="checkbox"/> Sony Playstation</li> </ul> </li> <li><input type="checkbox"/> Handheld               <ul style="list-style-type: none"> <li><input type="checkbox"/> Nintendo 3D, 3DS</li> </ul> </li> <li><input type="checkbox"/> VTech</li> <li><input type="checkbox"/> LeapFrog Leapster</li> <li><input type="checkbox"/> Other: _____</li> </ul>	Any platforms that the games are available on.
<b>Part of a Series?</b>	Yes/No	Is this game one title in a game series?
<b>Technologies Required</b>	<i>Text</i>	A list of technologies required for the use of the resource.
<b>Install Efforts / Technical Requirements</b>	Choose 1 or more as appropriate: <ul style="list-style-type: none"> <li><input type="checkbox"/> Web-based</li> <li><input type="checkbox"/> Download</li> <li><input type="checkbox"/> Installer</li> <li><input type="checkbox"/> iTunes available</li> <li><input type="checkbox"/> site license available</li> <li><input type="checkbox"/> site license required</li> <li><input type="checkbox"/> other</li> </ul>	

<b>Passwords/Logins</b>	<input type="checkbox"/> Individual Students <input type="checkbox"/> Individual Students with Teacher Management controls <input type="checkbox"/> Teacher <input type="checkbox"/> Administrator <input type="checkbox"/> None	Are log-ins required? Are passwords required? How are passwords retrieved? Can the teacher manage the accounts?
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5. How do I know it's good/works?		EXPLANATION / NOTES
<b>Research</b>	<i>Text Box</i>	Links or references to supporting research and studies on learning impact, social dynamics, etc.
<b>Awards</b>	<i>Text</i>	List any awards won by the game, and provide the URL that describes the award.
<b>Relevant Press</b>	<i>Text Box</i>	
<b>LGN Rating</b>		
<b>Teacher Reviews</b>		

5. How do I use it?		EXPLANATION / NOTES
Implementations		
Web Articles (URLs)		
Case Studies		
Learning Curve	Choose one: <ul style="list-style-type: none"> <li>▪ LOW</li> <li>▪ MEDIUM</li> <li>▪ HIGH</li> </ul>	<p>LOW = a user at the target age-level could pick up the dynamics of playing the game within a couple of minutes</p> <p>MEDIUM = a user at the target age-level will need an initial period of time to get familiar with how to play the game and make any meaningful advancement</p> <p>HIGH = this is a challenging game for the target age-level, and a fair amount of time will be needed for the player to become comfortable with game play; peer, teacher, or outside support may be necessary</p>

→ Under The Hood		EXPLANATION / NOTES
<b>Tags/Keywords</b>	<i>Text</i>	Any tags and terms that a user may search by to find the game.
<b>Commercial Rating</b>	<i>Text</i>	If applicable; If not a commercial games, notes can be added about the appropriateness of the game.
<b>Genre</b>	Please select up to three: <input type="checkbox"/> Action <input type="checkbox"/> Adventure <input type="checkbox"/> Role-playing <input type="checkbox"/> Simulation <input type="checkbox"/> Strategy <input type="checkbox"/> Programming <input type="checkbox"/> Puzzle <input type="checkbox"/> Sports <input type="checkbox"/> RPG <input type="checkbox"/> ARG <input type="checkbox"/> MMO <input type="checkbox"/> FPS <input type="checkbox"/> Other: _____	
<b>dateCREATED</b>	<i>DD/MM/YYYY</i>	The date on which the resource or component was created.
<b>AUTHOR</b>	<i>Text</i>	The individual credited with the creation of the resource or component.
<b>PUBLISHER</b>	<i>Text</i>	The organization credited with publishing the resource or component.
<b>inLANGUAGE</b>	<i>Text</i>	The primary language in which the resource or component is published.
<b>useRIGHTSURL</b>	<i>URL</i>	The URL where the owner specifies permissions for using the resource.