

Track Form

The Track Form is used during the Debrief stage of your ER in parallel with the Roadmap. Its purpose is to assist the Game Master in providing personalized feedback to players after having tracked their performances solving the enigmas.

Material required

- **Gap-fill document** (spreadsheet or any document your prefer) with the list of your ER's enigmas written down and space for comments
- **Roadmap** for reference about student progress during gameplay

Possible uses

- Determine whether all enigmas were able to be solved in the allotted time
- Decide which enigmas should be altered or taken out (either because they did not suit students' proficiency levels or did not satisfy playability criteria)
- Identify the roles students took on during gameplay and whether they worked to solve the enigmas collaboratively
- Make note of whether the enigmas were both engaging and educational enough to meet pedagogical goals

Possible restrictions

- **Making feedback too performance-based:** Students could feel singled out for not performing as well as their classmates, so make sure feedback does not place too much importance on enigma-solving instead of the pedagogical goals.

Is it inclusive for SLD?

- Yes, but be aware ahead of time which enigmas might present challenges for SLD students (fine motor skill tasks, etc.) and adjust feedback accordingly.

