



Results and Report of the Assessment Digital Games

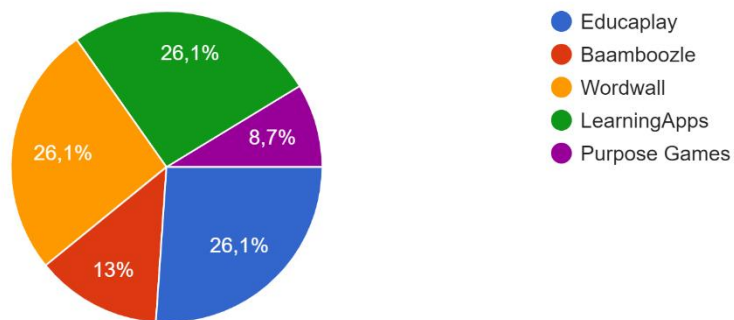
The test (<https://forms.gle/V9mTNnZm42rwC22y6>) was applied on 30th September 2022.

According to the results;

1. 23 teachers and students took part in the assessment test. Students are ranked as ten participants from Hoca Ahmed Yesevi Anadolu Lisesi/Turkey, High School Halki Island/Greece and from Escola Secundária de Penafiel/Portugal.
2. 26,1 % of participants stated that the game they enjoyed the most were platforms Educaplay, Wordwall, and LearningApps. These platforms collected 78,3% of their preferences,
3. 34,8 % of the participants stated that the most intuitive game was Wordwall.
4. 47,8 % of the participants rated Educaplay as the platform which provided the most vocabulary.
5. 52 % of the participants rated Bamboozle and LearningApp as the games which made them learn more things about the planet.
6. 30,4 % of participants consider Bamboozle the most playful one.
7. 34,8 % of the participants would like to play Educaplay again.
8. 34,8 % of the participants considered Educaplay the most appealing game.
9. 39,1 % of the participants considered Wordwall the most challenging game.

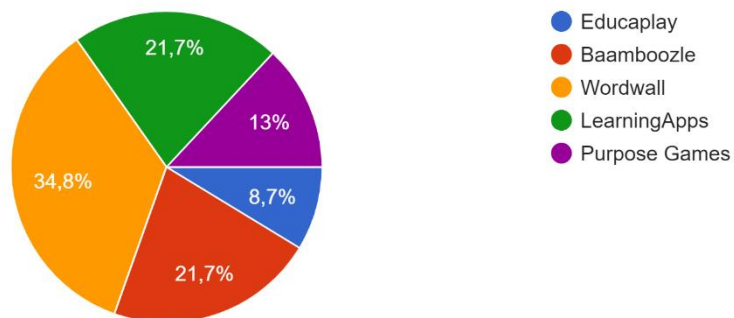
1. Which game did you enjoy the most?

23 respostas



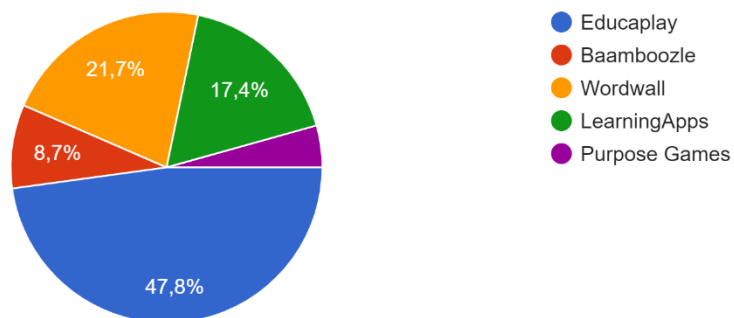
2. Which game did you find the most intuitive?

23 respostas



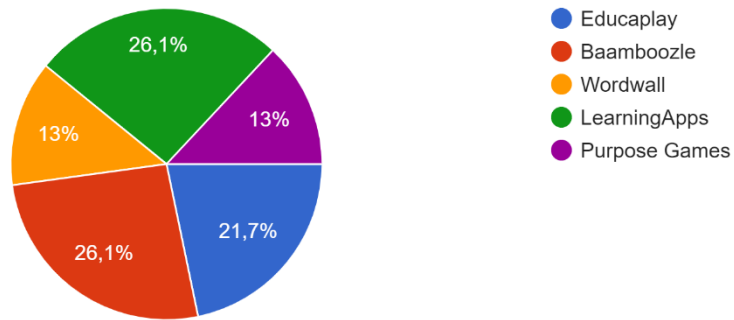
3. Which game provided more vocabulary?

23 respostas



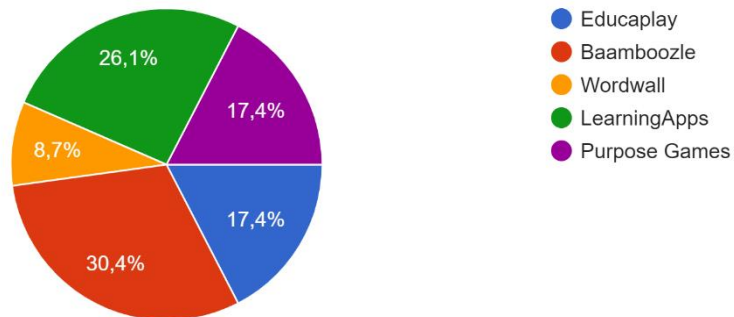
4. Which game made you learn interesting facts about the planet?

23 respostas



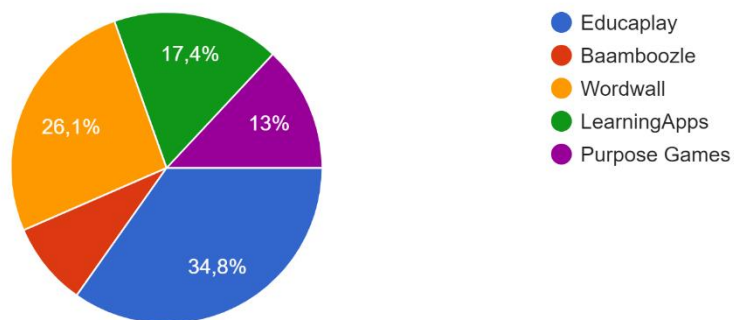
5. Which game did you find the most playful?

23 respostas



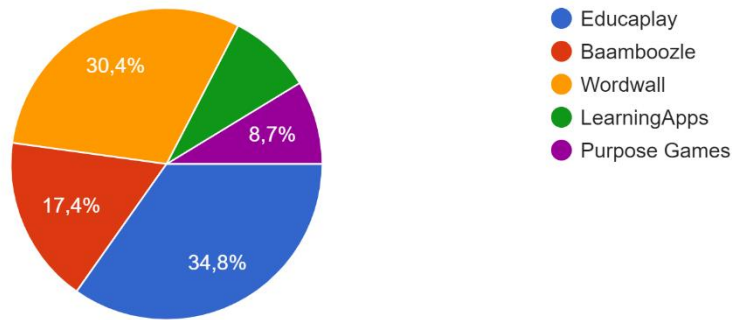
6. Which game would you like to play again?

23 respostas



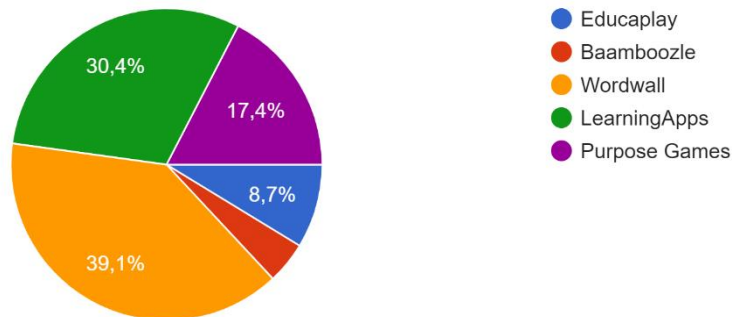
7. In terms of design which game did you find the most appealing?

23 respostas



8. Which game did you find the most challenging?

23 respostas



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