**Rationale**

I chose to critique the game Words With Friends because I am a lifelong fan of *Scrabble.*  I was recently introduced to WWF and have been obsessed ever since. I have learned the definition of several words through playing the game, and think that it could be a fun vocabulary activity for students.

**Game Critique**

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| *Overview* | *Description* | | |
| Title | Words With Friends | | |
| Concept | This game is an online version of the classic board game *Scrabble*. An individual can play random opponents, or someone they know who has the same technology. The goal of the game is to make words from 7 tiles, building on a mutual game board, and to score the most points. | | |
| Learning Objectives | To demonstrate the ability to form words, building off of your own and opponent's words. | | |
| Assessment | Words are either accepted or denied by the game. A player will move their tiles to the game board and submit the word; if it is an actual word, the game will accept it, if it is not a word, the game will deny it. | | |
| Content | Vocabulary, strategy, problem-solving. | | |
| Values & Skills | Cooperation, patience and competition. | | |
| Game Method/Style | WWF is a game of both strategy and vocabulary skill. As a two person crossword challenge, WWF encourages using well known words as well as figuring out new words. Players play one word at a time for each game, but individuals can play several games at once. | | |
| Audience | All ages, male, female. | | |
| Platform | Computer/Smart Phone | | |
| Publisher | Zynga Games | | |
| Developer | Newtoy Inc. | | |
| Release Date | 7/6/2009 | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound |  | Simple: a *Scrabble*-like board and letters.  EX:  143450-wordswithfriends_original.jpg |  |
| Playability | Very Easy: Play a word, the game tells you if it is an actual word or not. The game sends pop-up notifications to inform you it's your turn. |  |  |
| Entertainment | Very entertaining! Fun competition and challenging at the same time. |  |  |
| Replay Value | The game is different every time- it keeps you coming back for more! |  |  |

The above criteria were adapted from: Rice, 2007; Oblinger, 2006, and Game Informer Magazine; Picture from: http://www.macworld.com/appguide/article.html?article=143450