**Writing for Video Games Teammate Evaluation Form**

**\*Your Name:**

**Your Group’s Name:**

**Your Game’s Name:**

List the name of each group member below numbered from 1-5. Circle a rating for each quality and provide any additional comments in the last box. You can provide additional comments on an extra sheet of paper if necessary. Do not evaluate yourself. Use the back if you need room for additional teammates.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Teammate**  **Name** | **Work Quality** | **Availability** | **Ease to Work With** | **Amount of Work Done** | **Would Work With Again** | **Comments** |
| 1. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |
| 2. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |
| 3. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |
| 4. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |
| 5. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |
| 6. | Excellent  Very Good  Average  Not Good  Awful | Always  A lot  Average  Hardly ever  Never | Great  Okay  Average  Hard  Impossible | Extreme  A lot  Average  Not much  Hardly any | Yes  No |  |

\* These forms will not be shared with the class, so you should be honest and comprehensive. However, please do include your name so that we can ensure everyone has completed their evals.