SENICA INTERACTIVE FICTION (SIF 24)

Dear jury,

After you read a gamebook, please, go through the following 6 questions and then appoint 0, 1, 2 or 3 points for each criterion making thus 18 the maximum for the BEST IN SHOW.

Enjoy your reading and send your feedback not later than on Sunday 20 October, 23.59 CET in the following format:
1) Name of the gamebook
2) Number of total points
3) Number of points per section

Example: Scary Movie – 7 points (a1, b2, c0, d1, e2, f1)

Here are 6 questions to help you with your point-giving:

a) How descriptive is a game? (0, 1, 2 or 3 points)
Does it just offer choices and run through passages or does it give detailed description before offering some choices?

b) How interactive is it? (0, 1, 2 or 3 points)
Does the author offer hints when giving an option or am I just the author´s toy? Does it offer various interesting endings? Does it ask me to solve ridddles or look for hidden cues?

c) How much did it impact me emotionally? (0, 1, 2 or 3 points)
It can really mean many things from shock, surprize, disgust, horror, awe, fun...

d) How polished is it? (0, 1, 2 or 3 points)
It can mean anything from finished/unfinished sentences, grammar, vocabulary, page layout, sophisticated coding...

e) Would I play it again? (0, 1, 2 or 3 points)
Or would I reccommend others to try it.and watch them do?

f) How fruitfull is it? (0, 1, 2 or 3 points)
You can award special bonus points to gamebooks which actively work with motives from the title through the entire storyline. There are no prescribed topics for this year, the students were just informed to name their gamebooks wisely. (The game can just mention the word from the title, play with it, use it as a secondary motif or even build the whole story around it. Since *Sif* is a viking goddess of good harvest, the authors are asked to „make a seed grow".)

Looking forward to reading your reviews ☺