

# EVALUATION AND TESTING - CHECK LIST

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## CHECKLIST TO EVALUATE YOUR STEADY HAND GAME.

*Below is a check list that you can follow when evaluating and testing your steady hand game.*

### 1. Functionality

Does the LED activate when the wand touches the wire?  
Is the circuit reliable without intermittent issues?

### 2. Aesthetics

Is the game visually appealing and aligned with its theme?  
Does the design attract the intended audience?

### 3. User Experience

Is the game easy to understand and play?  
Does the game provide an appropriate level of challenge?

### 4. Durability

Is the structure sturdy and built to last through repeated use?  
Are the components securely attached?

### 5. Safety

Are all wires and components insulated and safe to touch?  
Is there minimal risk of sharp edges or other hazards?

### 6. Target Audience Fit

Does the design suit the age group and preferences of the audience?

### 7. Cost-Effectiveness

Was the game affordable to produce whilst maintaining quality?  
Is it priced reasonably for its value?

### 8. Sustainability

Were recycled or eco-friendly materials used?  
Is it designed for easy repair or recycling at the end of its life?

### 9. Testing and Feedback

Were users consulted during prototyping and were their suggestions implemented?  
Were all features thoroughly tested before finalising the product?



USEFUL LINK

<https://technologystudent.com/elec1/steady4.htm>



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### 2. Aesthetics

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### 3. User Experience

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### 4. Durability

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### 8. Sustainability

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### 9. Testing and Feedback

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