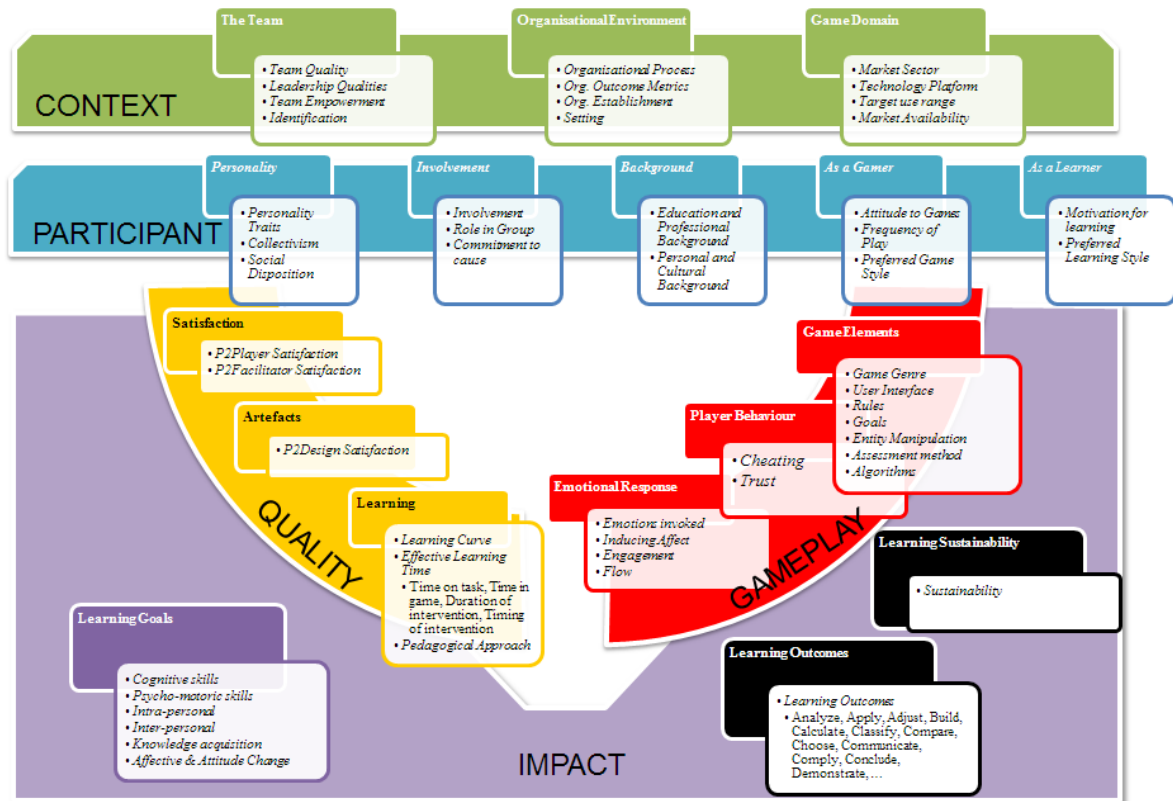


The SG evaluation framework (SG-EF) is a systematic representation of the factors that might concur to determine the learning impact of SGs. The model encompasses factors related to the player, to the context where the game is played, to the game itself and to the learning goals and expected outcomes. An overview of the SG-EF is available [here](#).



The framework is appropriate for games with different purpose (e.g., learning, training, awareness raising) and topic (e.g., management, STEM, humanities, health, safety, social awareness). The GamEval evaluation toolkit has been developed as well (leader:PLAYGEN), which is a card game for an efficient and user-friendly deployment of the SG-EF. A pre-print of the cards can be found [here](#). More details about how to play the game are coming soon.