

Avatar Evaluation Tool

If the manner in which your avatar is designed could possibly irritate your learners (yes, that does happen!), then you need to consider creating the course minus the avatar. If you are including one, ascertain whether your avatar motivates or disrupts by using this **Avatar Evaluation Tool**.

Scoring Instructions

1. For statements 1, 2, 6, 7, 9 & 13, score a **2** if your answer is Yes, **0** if it is No.
2. For statements 4, 5, 11 & 12, score a **1** if your answer is Yes, **0** if it is No.
3. For statements 3, 5, & 14, score a **-1** if your answer is Yes, **0** if it is No.
4. Total your score.
 - A score **less than or equal to 5** implies a very unrealistic avatar.
 - A score **between 6 and 10** implies that you have designed a fairly realistic Avatar, but you can improve on some features.
 - A score **between 11 and 14** means you have realistic avatar.
 - A score **above 14** means that you have a very realistic avatar, almost human!

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#	Statement	State Yes/No	Score
1.	There is more than one avatar.		
2.	The learner can take up an avatar, and perform real tasks as part of the learning process (and not just respond to MCQs).		
3.	The avatar is a facilitator/coach who mouths the text on screen.		
4.	The avatar is a facilitator/coach who gives instructions to complete certain tasks/exercises.		
5.	The avatar is a subject matter expert who shares tips and tricks.		
6.	The avatar is a subject matter expert who shares insights, anecdotes and expert opinion in response to the learner's views and opinions.		
7.	The avatar is a co-learner who is part of the learning process, and learning unfurls as a discussion.		
8.	The avatar is a co-learner who never makes any mistakes, or has any doubts.		
9.	The avatar is a co-learner who voices doubts and thoughts.		
10.	The avatar guides and prompts the learner when the learner makes a mistake.		
11.	The avatar mouths dialogs, such as "Very Good", "You could do Better" and so on.		
12.	The avatar displays about 4-5 defined expressions and postures.		
13.	The avatar displays realistic expressions, such as reflective, contemplative, happy and disappointed.		
14.	The avatar claps, jumps and does other exciting stuff.		