

		Research Questions				Method of Evaluation					
Game		Did the users have positive feelings about the game?	Was the game accessible?	Were users engaged while playing the game?	Was there a learning effect from playing the game?	Informal Feedback	Survey/Questionnaire	Formal Interview	Skill Tests	Game Play Statistics	Expert Feedback
Children	ToonTalk [27]		✓							●	
	PlayLogo 3D [44]		✓								●
	Software KIDS [49]	✓					●				
	Cquest [51]	✓				●					
High School	Unnamed RPG[12]				✓		●		●		
	May's Journey [24]	✓					●			●	
	Co.Co.I.A. [46]			✓		●					
	RoboBuilder [60]			✓		●					
University (no programming experience)	Unnamed Maze [7]			✓			●			●	
	Unnamed Puzzle [15]			✓			●				
	Wu's Castle [20]				✓		●		●		
	BOTS [23]				✓				●		
	Pythia [26]		✓				●				
	Program Your Robot [28]	✓					●				
	Instruction Right Place Game [31]	✓				●					
	Gidget [34]			✓	✓				●	●	
	Train B&P [35]			✓	◆		●			●	
	LightBot 2.0 [39]	✓			✓		●		●		
	Robot ON! [40]	✓			✓		●	●	●		
	Prog&Play [42]	✓	✓		◆		●		●	●	
	The Catacombs [48]	✓	✓	✓	◆		●	●	●	●	
	Project Orion [50]	✓	✓		◆		●				
No Bug's Snack Bar [57]	✓				●						
Capital Tycoon [63]			✓	◆		●					
University (programming experience)	Saving Sera [8]	✓	✓	✓	◆		●	●	●	●	
	EleMental [13]	✓			✓		●		●	●	
	Resource Craft [25]				✓		●			●	
	Critical Mass [33]	✓					●			●	
	Unnamed Prototype [36]			✓				●			
	RoboCode [37]	✓		✓	✓		●				
	CMX [38]	✓					●				
	RoboBUG [41]	✓	✓		◆		●		●		
	Code Hunt [54]	✓				●					
	Pex4Fun [55]	✓				●					
	Soccercode [59]	✓				●					
	Program Pacman [64]	✓					●				

EMPIRICAL EVIDENCE FOR A GIVEN RESEARCH QUESTION WAS POSITIVE (✓) or INCONCLUSIVE (◆)
DATA WAS COLLECTED & ANALYZED USING A GIVEN RESEARCH METHOD (●)