**A FACILITATOR’S PLAY DIARY**

AN EVALUATION FORM FOR INSPIRADO RECOVERY BOARD GAME

Inspirado recovery board game is an interactive brief intervention tool in the form of a board game that aims at enabling clients to

1. Have a visual perspective of the behaviour they wish to change
2. Gain an understanding of recovery journey
3. Recognise the various that influence behaviour change
4. Systematically build motivation
5. Share experiences when players identify with any of the alert cards or event tiles.

Please help improve the game by answering the following questions.

All information is anonymously collected, and only summarised formats used for game evaluation.

***NB: This form can be filled electronically OR printed and filled.***

Check/Type (if filling online forms) **OR** Tick/Write (if filling printed forms) where required on the form.

Completed forms can be returned to info@inspiradohubs.co.uk

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| **NAME OF RECOVERY GROUP:** |  |
| **TOWN & COUNTRY:** |  |
| **SEX:** | All Males: [ ]  |  All Females: [ ]  |  Mixed (Males & Females): [ ]  |
| **AVERAGE AGE:** | 18-24: | [ ]  |
| 25-39: | [ ]  |
| 40-49: | [ ]  |
| 50-59: | [ ]  |
| 60-69: | [ ]  |
| >69: | [ ]  |
| **NUMBER OF TIMES PLAYED:** | Once: | [ ]  |
| Two times: | [ ]  |
| Three or more times: | [ ]  |
| **SETUPS PLAYED:** | Talking cards: | [ ]  |
| Sound Off: | [ ]  |
| Thoughts and Feelings: | [ ]  |
| Play Plan: | [ ]  |
| Original Inspirado: | [ ]  |
| **FORMATS PLAYED:** | Physical Board Game: | [ ]  |
| Online: | [ ]  |

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| *Indicate by* ***ticking/ checking*** *how much you agree or disagree with the each of the following 27 statements.*  |
| **STATEMENTS** | **SCALING** |
| **1** | **2** | **3** | **4** | **5** |
| **STRONGLY DISAGREE** | **DISAGREE** | **NEITHER AGREE NOR DISAGREE** | **AGREE** | **STRONGLY AGREE** |
| A picture containing drawing  Description automatically generated | A picture containing drawing  Description automatically generated | A picture containing drawing  Description automatically generated | A picture containing drawing  Description automatically generated | A picture containing drawing  Description automatically generated |
| 1. | The game was beneficial to the group. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 2. | Gameplay encouraged honest conversations about ideas, experiences, and concerns about recovery. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 3. | Players had fun playing the board game | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 4. | I like the size of the board, and the graphics on it. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 5. | Most of gameplay **DID NOT** encourage players to think for themselves. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 6. | The group found it easy learning to play the game. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 7. | Gameplay demonstrated most players were developing or changing something about themselves. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 8. | Gameplay fostered increased interactions/ group cohesion.  | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 9. | Players lost track of time playing the board game. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 10. | Most players found playing the board game difficult and confusing. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 11. | Smiles and laughter were observed during gameplay. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 12. | The rules of the game were clear and easy to understand. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 13. | The board game facilitated easy explanation and demonstration of certain aspects of recovery. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 14. | Players had the freedom to make personal choices during gameplay. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 15. | Most members of the group reported they **DID NOT** learn anything about their recovery after gameplay. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 16. | Playing the recovery board game felt like a social experience and social support. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 17. | The game flowed well and had no unnecessary actions. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 18. | The fonts on the board and cards are easy to read. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 19. | Playing the recovery board game helped most players clarify their recovery goals. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 20. | Gameplay **DID NOT** give a sense of connection to others. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 21. | I like the repetitive activities in the game. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 22. | The game was balanced and fair to all players. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 23. | I learnt something new about the group dynamics of the recovery group. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 24. | The length of the game was appropriate for what it offers. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 25. | There has been observed behaviour changes in certain player(s) in real life after gameplay. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 26. | I would like to play board game again with the group. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 27. | I would recommend the Inspirado recovery board game to my other colleagues and friends. | STRONGLY DISAGREE: [ ]  | DISAGREE: [ ]  | NEUTRAL: [ ]  | AGREE: [ ]  | STRONGLY AGREE: [ ]  |
| 28. | What do you **LIKE** most about the recovery board game? |  |
| 29. | What do you **DISLIKE** most about the recovery board game? |  |
| 30. | Any other comments |  |