

Observation Sheet

(For Session 1b)

Session ID: _____

Pair ID: _____

Observer: _____

Date: _____

1. Communication

1.1 Language used(使用语言)

Mandarin(普通话) Cantonese(粤语) English(英文) Mixed(混合)

1.2 Flow(流畅度)

Smooth(顺畅) Occasional difficulty(有时困难) Frequent difficulty(经常困难)

1.3 Turn-taking(轮流发言)

Balanced(平衡) Student-led (学生主导) Senior-led(长者主导)

2. Engagement (参与度)

2.1 Emotional expression (情绪表现)

Smile (微笑) Laughter (大笑) Neutral (中性) Frustration (挫败) Withdrawal (沉默)

2.2 Participation (参与情况)

Active (积极) Moderate (一般) Passive (消极)

3. Game Play Observation (试玩游戏观察)

3.1 Game A (简单游戏)

Performance / Usability (表现与易用性):

Understood quickly (快速理解) Some confusion (有些困惑) Needed frequent help (频繁需要帮助)

Collaboration (合作情况):

Roles clear (角色清晰) Roles unclear (角色不清晰) Took turns naturally (自然轮换)

Notes:

3.2 Chosen Game B (选择的复杂游戏):

Communication (沟通协作) Creative Building (创造构建) Other: _____

Performance / Usability (表现与易用性):

Understood quickly (快速理解) Some confusion (有些困惑) Needed frequent help (频繁需要帮助)

Collaboration (合作情况):

Roles clear (角色清晰) Roles unclear (角色不清晰) Took turns naturally (自然轮换)

Notes:

4. Reflection & Discussion (反思与讨论)

4.1 Who spoke more? (发言情况)

Balanced (平衡) Student (学生) Senior (长者)

4.2 Expressed enjoyment? (愉悦度)

Yes 是 No 否

4.3 Mentioned barriers? (提及障碍)

Yes 是 No 否

Notes:

5. Overall Ratings (1 = Low, 5 = High)

Ease of use (易用性)	Fun (趣味性)	Communication effectiveness (沟通效果)	Confidence after play (玩后信心)