Games Developed:

1) Pipes and Marbles
2) Lego and Brainbusters
3) Toxic Waste
4) Zoom and Rezoom
5) Alibi

Judging Criteria:

1) Planning
2) Communication
3) Teamwork
4) Ethics
5) Debriefing

Game Criteria:

1) Fun & engaging
2) Involves teamwork
3) Simple to learn, setup, & play
4) Game play can be evaluated
5) Avoids cultural/handicap conflicts