**Evaluation of the Net Neutrality Game**

Your role (please circle)

Supreme Court Telecommunication Provider FCC Streaming Provider

What did you like about the net neutrality game?

What did you dislike?

How would you change it?

How much time did you spend outside of class discussing the topic, meeting with others, doing research on your role?

Did the game give you a deeper understanding of the complexities of net neutrality? If so, in what way? If not, in what way might it be changed to achieve this?

To what extent did you come to believe what you said/wrote in performing your role?

Do you think the knowledge gained or analysis required in this game will influence your behavior (e.g., as a consumer, or involvement in organizations, or attention to international events)? Why/why not, and in what ways?

On the whole, do you think it was worthwhile to use multiple class sessions for this game? Why/why not?

Any other comments:

Thank you. This will help me evaluate the game.