**Essay**

**1000 words**

Reflect on the scientific and education attributes of the four games.

1. What was well executed? What was poorly executed? Explain.
2. Describe a few ways to best use **each** game for education purposes? Explain.
3. How did this course improve your understanding of evolution? Be sure to consider natural selection, drift, immigration, and mutations. Explain.
4. Are board games simulations? Explain.
5. As we progressed through the four games they increased in complexity and spatio-temporal scope, moving from population-level processes over short periods of time to global processes over half a billion years? At what level of complexity (low/high) was the education values highest, why?