

contemporary challenges - making a difference

by Megan Jonas

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Contemporary Challenges:

Making A Difference

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Research

"Implicit bias is described as prejudices that unknowingly influence thinking and reaction to events and information" (Implicit bias training, 2016).

We have taken inspiration from other action-adventure games following poverty and revolution such as Assassins Creed, as well as SPENT.



Plot Overview

The plot is based on a character experiencing the effects of blind spotting and poverty as they revolt against the oppression they are objected to.

It will be a signal player game as it will only be one main character.

Character Designs

Cargos and boots
to highlight
(exaggerate) that
he's working
class



Ripped dirty
clothing to
highlight his
poverty



Awareness Pitch

The aim of this game design is to educate the audience about Blind Spotting and its effects. The player will the player will gain knowledge on the topic by playing through the eyes of a character being affected by blind spotting and poverty.

Bibliography

Implicit bias training (2016) MORC. Easterseals. Available at: https://www.morcinc.org/implicit-bias-training/?gclid=CjwKCAIAr4GgBhBFEiwAgwORreqGJe7MzAfCA8v59HzU2RFKu82w9yirwH1lyVBWoA1Sm7R-dLZWDRoCy80QAvD_BwE (Accessed: May 1, 2023)

Désilets, P.D., Raymond, J. and May, C. (2007) *Assassin's Creed Franchise: Ubisoft (UK), Ubisoft*. Available at: <https://www.ubisoft.com/en-gb/game/assassins-creed> (Accessed: May 4, 2023).

Nicholson, J. (2011) *Spent, SPENT*. Available at: <https://playspent.org/> (Accessed: May 4, 2023).



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GRADEMARK REPORT

FINAL GRADE

55 / 100

GENERAL COMMENTS

Instructor

Marks Breakdown

1. Engagement With Literature Skills (51%)
2. Knowledge & Understanding Skills (55%)
3. Cognitive & Intellectual Skills (53%)
4. Practical Application Skills (56%)
5. Transferrable Skills for Life and Professional Practice (58%)

Overall Mark: 55%

Tutor's Feedback:

A bibliography has been provided as part of the submitted work, though the format is lacking numerical references for IEEE.
Applying this will increase the marks awarded for research and referencing.

You have stated that the rioting in your game is a part of the Poll Tax riots in the UK, but the information is scarce – it would be good to see more work (specifically research) on this to demonstrate a greater understanding.

Understanding has been demonstrated of Implicit Bias in the presentation and applied to the work. Showing knowledge on topics

such as this is useful as it evidences module content being applied.

The intentions of the game design have been given, which is good as the pitch requires this as part of your assessment. More detail would always be good to include of course – I appreciate you have a smaller group but I feel a bit more detail could be put into the slides, alongside related research, imagery and information. The more we can see, the more marks we can potentially give.

The slides of the presentation are consistent and clear, which is good to see – though I feel a larger use of imagery would enhance the quality and content of the work. It would also potentially increase the use of research, which would be an added benefit to expanding this part of the work.

A plot overview has been provided, which is good as it gives your audience important context for the project you are proposing.

Character design concepts are also part of the presentation, which is good – though it would be enhanced by linking this in with research, or providing other iterative designs as well to show the progression of your ideas.

The slides in the presentation are consistent, indicating a good level of teamwork and

communication has been achieved. The presentation could do with a little more information in all areas, even though you have a smaller team – I feel that this could still be possible in the time given for the assessment.

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