

# Game Presentation Pitch

*by* Seren Williams

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Lecturer: Rich Morgan

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## Game Presentation Link

<https://youtu.be/mxZ87AWzIWA>

## References

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## GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

70/100

### Marks Breakdown

1. Engagement With Literature Skills (70%)

2. Knowledge & Understanding Skills (72%)

3. Cognitive & Intellectual Skills (n/a%)

4. Practical Application Skills (68%)

5. Transferrable Skills for Life and Professional Practice (69%)

**Overall Mark: 69.8%**

### Tutor's Feedback:

A good overview is provided at the start of the presentation, giving the audience a good level of context for the project you are about to present.

Consideration for demographic is given in the assessment, which is important as this helps you design appropriate challenges or content.

A good understanding of the role games can play in a learning experience is demonstrated in the submitted work. This is supported by research. Learning through gameplay is a valuable tool and this is understood in the work produced.

Visuals are included with the presentation giving an idea of how the game may look in practice - this helps your audience understand the aesthetic you are hoping to achieve.

The game narrative and conclusion is bold, but potentially very effective - having a satisfying ending but still sending a clear message may be more effective than the player 'fixing' the world. This is an interesting take on leaving an impression on your audience.

References in the text show application of research. A bibliography in IEEE format is also included, showing evidence of research related to the project.