

GPI Pitch Presentation

by Seren Cherry

Submission date: 17-May-2026 07:52PM (UTC+0100)

Submission ID: 283826812

File name: 66199_Seren_Cherry_GPI_Pitch_Presentation_740784_203381489.docx (22.42K)

Word count: 220

Character count: 1734



GAMES FOR POSITIVE IMPACT (ACCA4041)



Seren Cherry (2501571)

Video Presentation

<https://youtu.be/UuhruOYjJaU>

Bibliography

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GRADEMARK REPORT

FINAL GRADE

63/100

GENERAL COMMENTS

Marks Breakdown

1. Engagement With Literature Skills (64%)

2. Knowledge & Understanding Skills (65%)

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

4. Practical Application Skills (62%)

5. Transferrable Skills for Life and Professional Practice (62%)

Overall Mark: 63.3%

Tutor's Feedback:

A bibliography is presented with a good amount of entries in IEEE format. References in text show evidence of applied research.

A good use of imagery is used to communicate ideas such as character designs. This is useful for your viewer as it will help them visualise your ideas.

Some of the slides contain a lot of text - try to break this down by spreading the information across a few more slides.

Positive impacts and/or qualities have been defined in the game, specifically promoting co-operative play and developing trust. This is linked to the research on demographic, which is good - this shows a good level of understanding and analytical thinking.

Considerations for accessibility have also been featured, and key areas have been identified. It would be good to see a few examples of how these might help with certain gameplay mechanics that have been proposed as this will bring the game and the positive design proposals together.

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