**INDEPENDENT PROJECT - Final Report – 55%**

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|---|---|
| **Student Name:** | **Teifion Gibson** |
| **Title of Project:** | **Gamification of Self-Study** |
| **Supervisor:** | **Dr Nik Whitehead** |
| **2nd marker:** | Dr Seena Joseph |
| **Course:** | ☐ **Applied Computing**<br>☐ **CNC**<br>☐ **DIS**<br>☐ **Software Dev**<br>☒ **Games Dev** |
| **Project Type:** | ☐ **Experiment** ☒ **Development** **(please indicate)** |

| | **Mark %** |
|---|---|
| **First Marker's General Comments and Original Mark**<br>A project that suffered badly from time management problems. | 50 |
| **Second Marker's General Comments and Original Mark** | 56 |
| **Comment After Consultation With Other Marker & Final Agreed Mark**<br>A workline solution that could have been developed further | 53 |

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| Signed: | Nik Whitehead | Date: | 2/6/26 |

| | Survey | Review | Experiment | Development |
|---|---|---|---|---|
| **1.Engagement with Literature Skills** | | | | |
| Introduction | /5 | /5 | /5 | 2 /5 |
| Literature Review | /20 | /35 | /20 | 9 /15 |

Comments:
Introduction covers all of the necessary points. The literature review is rather short but covers a number of relevant topics. These are described but there is little evidence of synthesis. The source papers referenced are good. This needs a conclusion to draw together the points that will be taken forward.
No aim or objectives stated.

| | Survey | Review | Experiment | Development |
|---|---|---|---|---|
| **2. Knowledge and Understanding Skills** | | | | |
| Methodology | /5 | /5 | /5 | 2 /5 |
| Survey Design | /15 | - | - | - |
| Requirements/Design | - | - | - | 3 /5 |

Comments:
The primary methodology is not well defined, but other elements of the chapter are reasonably well defined.
Requirements have had no user input. Some of the stated requirements are useful but describe an unambitious project. MVP clearly defined using MoSCoW analysis. Project scope has clearly been considered.

| | Survey | Review | Experiment | Development |
|---|---|---|---|---|

| 3. Cognitive and Intellectual Skills | | | | |
|---|---|---|---|---|
| Results & Discussions | /25 | /25 | /25 | 13 /25 |
| Conclusions and Recommendations | /10 | /10 | /10 | 2 /10 |

Comments:
There is an honest appraisal of what could/could not be done and how the app could be developed. Testing with users was undertaken but not very effectively. Comment on results is thoughtful. Conclusions and recommendations are weak but there is some discussion on how to improve the next version of the software.

| | Survey | Review | Experiment | Development |
|---|---|---|---|---|
| **4. Practical Skills** | | | | |
| Development | - | - | - | 10 /15 |
| Experimental Design | - | - | /15 | - |

Comments:
There is no discussion of a design process for the game itself but wireframes of the interface are provided. It is heavily influenced by the Kahoots game but does have some additional graphics as part of the gamification. Some justification of choices and links to the literature. Challenges met during coding are noted. A walkthrough of the final version is provided, although how to answer the questions isn't clear.

| | Survey | Review | Experiment | Development |
|---|---|---|---|---|
| **5. Transferable Skills for Life and Professional Practice** | | | | |

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|---|---|---|---|---|
| Reflection | /10 | /10 | /10 | 5 /10 |
| Quality of Report | /10 | /10 | /10 | 4 /10 |

Comments:

The reflection identifies some good points but could be improved by exploring how the project strengthened you as a games developer.

The report needs spellchecking and grammar checking. Declaration page missing. No abstract. Appendices are appropriate and links to videos used in the testing are a good idea