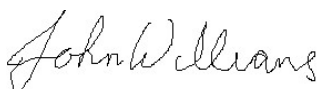


MAJOR PROJECT - Final Report – 76%

Student Name:	Jamie Bragg
Title of Project:	An investigation into the effectiveness of gamification for the purposes of learning maths
Supervisor:	John Williams
2nd marker:	Andrew Green
Course:	BSc Applied Computing
Project Type:	Development

	Mark %
<u>First Marker's General Comments and Original Mark</u> Research Methodology has clear evaluation with justification for your selected Research methodologies. Valuation criteria included in you project along with testing methods. Development methodology choice evaluated and justified. A good structure with a Table of Contents and clear section headers. The style is also good with an appropriate use of fonts and font sizes. Your spelling and grammar is also good. Your academic writing skills have also significantly improved. You have made use of a range of credible research-informed literature and have followed the referencing conventions correctly. The project report is written to an excellent standard. The app is well written, robust and meets all objectives set from the findings of the literature review.	76
<u>Second Marker's General Comments and Original Mark</u> A very detailed and well written report. The app met all objectives set and was well written, with good attention to detail.	76
<u>Comment After Consultation With Other Marker & Final Agreed Mark</u> Mark agreed	76

Signed:**(Supervisor)****Signed:****Andrew Green****(2nd marker)**

1. Knowledge and Understanding of Subject	Score	Mark
Research and Development Methodologies	4	5
Requirements/Design	4	5
2. Research-informed Literature		
Abstract and Introduction	4	5
Literature Review	11	15
3. Analysis		
Results & Discussions	19	25
Conclusions and Recommendations	8	10
4. Practical Application and Deployment		
Development	12	15
5. Skills for Professional Practice		
Reflection	7	10
Quality of Report	7	10
TOTAL	76	100