

MAJOR PROJECT - Final Report – 55%

Student Name:	William Rhys Thomas
Title of Project:	Teaching Through Motivation in Video Games
Supervisor:	Andrew Baker
2nd marker:	Tim Bashford
Course:	Games
Project Type:	~~Survey~~ ~~Review~~ ~~Experiment~~ Development (please circle)

	Mark %
<u>First Marker's General Comments and Original Mark</u>	61
<u>Second Marker's General Comments and Original Mark</u> Fairly well thought through project. Results gained are somewhat limited due to small sample rate used. This project would definitely warrant further research.	54.5
<u>Comment After Consultation With Other Marker & Final Agreed Mark</u> Marks agreed	58

Signature: Date:

	Survey	Review	Experiment	Development
1. Research-informed Literature				
Introduction	/5	/5	/5	2.5/5
Literature Review	/20	/35	/20	8/15
Comments: Good introduction to the topic being covered. Initial statements made within the introduction should be backed up with appropriate reference / fact. A fairly good section that identifies many aspects of motivation. Parts of this section feel somewhat superficial. More detailed research into the various motivational triggers may have proved beneficial when determining the project requirements. Generally a good effort made. Well referenced throughout. However, several references cited are either incomplete or secondary.				
	Survey	Review	Experiment	Development
2. Knowledge and Understanding of Subject				
Methodology	/5	/5	/5	3/5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	2.5/5
Comments: Clearly identifies an appropriate research methodology for this project... with supporting rationale. Good Requirements section lacked the specific detail expected. Section on Testing appears fairly comprehensive – author explains that testing was based on the requirements specification. Author notes that all test have since been removed. Breakdown of possible approaches – rather than specific approaches considered for this project.				

	Survey	Review	Experiment	Development
3. Analysis				
Results & Discussions	/25	/25	/25	14/25
Conclusions and Recommendations	/10	/10	/10	5/10
Comments: Results and analysis of results combined into a single section. Simple set of results demonstrated. Small sample used. However, the results are clearly presented and discussed. Results considered in respect to literature review – i.e. 66 day habit forming period. It's a shame the final software application hasn't been tested to evaluate the habit forming theory. This would have also provided a good test of the effectiveness of the game-design.... i.e. how addictive is this game? Conclusion/recommendation section was a little brief. Failed to consider the integration of user-interaction tracking to determine the frequency of use. This would have provided a good indicator required to ascertain the effectiveness of the habit-forming game.				
	Survey	Review	Experiment	Development
4. Practical Application and Deployment				
Development	-	-	-	8/15
Experimental Design	-	-	/15	-
Comments: A fairly good effort made to develop an educational app with a games context. The use of Unity games engine appears to have been a good option – as this has enabled fast prototyping of core features. Implementation issues have been properly documented within the report. Many issues hampering the progress of this project appear to be in a limited working knowledge of Unity.				

	Survey	Review	Experiment	Development
5. Skills for Professional Practice				
Reflection	/10	/10	/10	6/10
Quality of Report	/10	/10	/10	5.5/10
Comments: Good quality of reflection undertaken with both strengths and weaknesses identified. The quality of the report is generally very good. Reference section comprehensive in size. However, many refs included are poor. It is also a shame many of the references are incomplete. Overall, this report has been well-structured				
TOTAL:	/100	/100	/100	54.5/100

