INDEPENDENT PROJECT - Final Report – 55%

Student Name:	**Charlie Kierl**
Title of Project:	**Social Skills Educational Game**
Supervisor:	**Dr Nik Whitehead**
2nd marker:	[redacted] Mark Huntly
Course:	☒ **Applied Computing** ☐ **CNC** ☐ **DIS** ☐ **Software Dev** ☐ **Games Dev** ☐ **Web Dev** ☐ **Electrical and Electronic**
Project Type:	☐ **Experiment** ☒ **Development** **(please indicate)**

	Mark %
First Marker's General Comments and Original Mark A strong project that integrated a wide range of skills to produce a useful learning tool.	75
Second Marker's General Comments and Original Mark	74
Comment After Consultation With Other Marker & Final Agreed Mark A good project that could do with more technical detail in places but which has produced an excellent artifact	75

Signed:	Nik Whitehead	Date:	14/5/25

	Survey	Review	Experiment	Development
1.Engagement with Literature Skills				
Introduction	/5	/5	/5	4/5
Literature Review	/20	/35	/20	12/15

Comments:
Excellent abstract. Good concise introduction with clear aim and objective.
A well-written and well-referenced literature review that clearly explores the potential for educational games for neurodiverse children. Game design is also considered at an appropriate level.
Good points made on age-related accessibility

	Survey	Review	Experiment	Development
2. Knowledge and Understanding Skills				
Methodology	/5	/5	/5	2/5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	4/5

Comments:
Methodology is weak but covers the minimum required elements. More on a formal methodology would have been better, together with some description of resources, validity, reliability, and generalisability. Good point made on the ethical consideration
Good rationalisation of the design choices

	Survey	Review	Experiment	Development
3. Cognitive and Intellectual Skills				
Results & Discussions	/25	/25	/25	18 /25
Conclusions and Recommendations	/10	/10	/10	7 /10

Comments:
Good inclusion of participant information sheet and the list of evaluation questions. The point about users pretending to be children is well made. Good concise user response section. Some more graphical presentations of the results for individual questions would have been useful. Conclusions and recommendations are good.

	Survey	Review	Experiment	Development
4. Practical Skills				
Development	-	-	-	13 /15
Experimental Design	-	-	/15	-

Comments:
Discussion of the architecture change provides a good framework for approaching the development section.
Sensible and effective use of ChatGPT to generate graphical assets. Good justification of the change in target age group.

	Survey	Review	Experiment	Development
5. Transferable Skills for Life and Professional Practice				
Reflection	/10	/10	/10	7 /10
Quality of Report	/10	/10	/10	8 /10

Comments:
Presentation of the document is excellent.
Reflection is good but could relate a bit more to the overall degree course.