MAJOR PROJECT - Final Report – 55%

Student Name:	**Rhys Lewis**
Title of Project:	Technology in Education
Supervisor:	**Bev Holland**
2nd marker:	**Nik Whitehead**
Course:	**Computing DIS CNC EEE** **Games Development SE Web (please indicate)**
Project Type:	**Survey Review Experiment Development (please indicate)**

	Mark %
First Marker's General Comments and Original Mark	54
Second Marker's General Comments and Original Mark A decent implementation, although lacking in any discussion of requirements analysis and very limited design work.	58
Comment After Consultation With Other Marker & Final Agreed Mark	56

Signature: Nik Whitehead Date: 26/4/21.

	Survey	Review	Experiment	Development
1.Research-informed Literature				
Introduction	/5	/5	/5	3.5 /5
Literature Review	/20	/35	/20	10.5/15

Comments:
Some of the material in the background would have been better placed in the literature review. Good clear aim & objectives
Good description and comparison of apps with excellent consideration of their gamified features. Good comparison of the game engines. Would have been good to include something on the theories of how people learn languages.

	Survey	Review	Experiment	Development
2. Knowledge and Understanding of Subject				
Methodology	/5	/5	/5	2 /5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	Ø /5

Comments:
Methodology is internally consistent although the justification could be stronger. The data evaluation method should be described briefly here. Why discuss extreme programming if you're going to use evolutionary programming?
Resources are weak, no risks, generalisability etc.
No discussion of the requirements capture process

	Survey	Review	Experiment	Development
3. Analysis				
Results & Discussions	/25	/25	/25	15 /25
Conclusions and Recommendations	/10	/10	/10	6 /10

Comments:
Needs to say how many subjects were involved in the tests. If you're going to give mean scores you should give the max score for comparison. The screenshots would be better as an appendix. Links back to the literature review when discussing the results would improve this. Why are the personas introduced so late? These should be part of requirement analysis. Reasonable recommendations for future work.

	Survey	Review	Experiment	Development
4. Practical Application and Deployment				
Development	-	-	-	9 /15
Experimental Design	-	-	/15	-

Comments:
The iterations of the process are well recorded and illustrated. The use of black text on a blue background is a significant usability problem. How were the screens designed?

	Survey	Review	Experiment	Development
5. Skills for Professional Practice				
Reflection	/10	/10	/10	5 /10
Quality of Report	/10	/10	/10	7 /10
Comments: The reflection considers some personal features but does not put the project into context as the culmination of the degree. The report is well written and well presented				
TOTAL:	**/100**	**/100**	**/100**	58 **/100**