

changemakers PDF

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Changemakers

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2204886

Game development, year 2

<https://moodle.uwtsd.ac.uk/course/view.php?id=11380>

22 February 2024 15:43

- Create a mind map that includes **some of the areas/concepts from Topic 1** of Unit 1 on Moodle and include **some project ideas** from areas of personal interest related to your programme of study.

Question 1

22 February 2024 15:43

Task 2: Aim & Objectives and Research area

Your answers to the questions below should refer to a project/research area of your choice (related to your programme of study). This task answer should be approx. 600 words with citations and a list of references (Approx. 4/5 sources). The areas covered in the following online topics can help you answer the questions below.

- **Q1. Create and document a single Aim and several Objectives** for your project.

RTS Game with a realist economy tied to the characters

AIM:

The main AIM of this game would be to create balanced gameplay.

This is the main aim as the balance is imperative to make sure the game is fair and enjoyable. Particularly with a realistic economy backing the game each feature of the game should provide a reasonable amount of money, and be balanced to the difficulty to complete it and how long it would take, this is to prevent one strategy from being completely dominant and make it so gameplay would be limited without using the unbalanced strategy.

Objectives:

To achieve the overall aim the objective would work towards that goal, the first objective is; Creating balanced Units would ensure that the cost of creating the unit is a fair amount for how effective they would be, so their health pool, movement speed, and damage along with any other effects tied to them are fair for the cost. Along with how they match up against other units.

The second objective is to create a way to balance the economy this would in tale having a way to control resource spawn rates and gather rates, the cost of creating buildings and other things, along with trade values for items.

The third objective would be to create a way to create a set of strategies that match up against each other and have advantages and disadvantages when played against each other making it so that one strategy isn't the only viable way to play the game giving the game diversity in the ways that you can play it.

Question 2

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- Q2. Identify an appropriate research philosophy for your project.

There are a myriad of different types of research thought the one I will be choosing will be philosophies, this is because, this type of research method looks externally, looking for the opinions of others, which as I am creating a game, so data I will need to make the game succeed is that of the people that are going to play it.

Question 3

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- **Q3.** Select and document appropriate **search tools** including some specific **research databases** to identify research related to your project area and use **search strategies** to **identify relevant research** related to your project.

When researching there are a range of different search tools that can be used in order for you to find information on your given area of research, the most common of which is the Google search engine, going with both the normal Google search along Google Scholar for more in-depth articles, though this can't be used unilaterally the UWTSD Library also provides an assortment of different proficient articles and research papers.

Some techniques you can use when searching for a specific thing would be to only use highly related words, and to use quotation marks to look for specific words or phrases, along with adding fullers will narrow down the search even further.

References

14 March 2024 17:59

Article title

Research Philosophy & Paradigms: Positivism, Interpretivism & Pragmatism

<https://gradcoach.com/research-philosophy/#:~:text=Positivism%2C%20Interpretivism%20%26%20Pragmatism%2C%20Explained%20Simply&text=Research%20philosophy%20is%20one%20of,all%20rather%20fluffy%20and%20conceptual>. Lasted updated

October 26, 2023

Article title

Research Paradigms & Philosophy: Positivism, Interpretivism and Pragmatism Explained (With Examples)

<https://www.youtube.com/watch?v=GEf5sGFXmUE>. Lasted updated July 19, 2023



Article title

A systematic approach to searching: an efficient and complete method to develop literature searches <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC6148622/> lasted updated March 14, 2024.

Article title

LibGuides: Best Practice for Literature Searching: 4. Search strategy

https://ifis.libguides.com/literature_search_best_practice/search-strategy. Lasted updated March 14, 2024.

Question 1

22 February 2024 15:44

Task 3: Research Strategies

Your answers to the questions below should refer to a project/research area of your choice (related to your programme of study). This task answer should be approx. 600 words with citations and a list of references (Approx. 4/5 sources). The areas covered in the following online topics can help you answer the questions below.

- **Q1.** Consider and document strategies to enhance validity, reliability, generalisability and ethical considerations.
Online section

There are a vast amount of different ways to enhance the validity of your research, so the way that you can increase the validity is by using a multitude of different sources to get data this could be using surveys, interviews, and so on. You can also have someone review your work to examine the methodology you used along with your findings.

To improve the reliability of your findings, it would be crucial to standardize your research protocols to sure that a few outside factors affect the results of your data. You can also have research done multiple times to ensure that the data you have found doesn't consist of random outliers.

To improve the generalizability of your data it is vital that you use certain sampling techniques, this would include doing random sampling to get a better range of data from all types of people along with doing specific sampling to get data on certain groups, giving you more relevant data on what may be an important group of people that would have a large effect on how your product would be received.

Finally, there is the Ethics to look at it is paramount to ensure that you get consent from all participants to use the information that they give you and that they are aware of what you intend to do with the data. Their data should so be protected and confidential, and give any who want it complete anonymity. It would also help to get approval from some form of ethical institution to ensure that you are keeping to the guidelines of ethical practice.

Question 2

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- Q2. Select research strategies/data collection methods you would use to collect data for your project. And design a pilot data collection method appropriate for your project and acquire some feedback to improve the focus of your project (include in an appendix section/page and refer to in the main body of the proposal).

The data collection method that I chose was a survey.

After having a few people answer the survey I have gained a better understanding of what the game needs and what people who play it will want.

The first question I asked was gender and all 9 of the people that responded were men.

1. Gender

[More Details](#)

Woman	0
Man	9
Non-binary	0
Prefer not to say	0



The second was the age group 8 answered 18-25 and one answered 17 or below

2. Age group

[More Details](#)

17 or below	1
18-25	8
26-35	0
46+	0



The next question was What are you currently studying, and or what do you do for a living?

3. What are you currently studying, and or what do you do for a living?

9 Responses

ID ↑	Name	Responses
1	anonymous	Computer Game development
2	anonymous	Computing
3	anonymous	Game Development
4	anonymous	Work in McDonald's 🍔
5	anonymous	Sport coaching and development
6	anonymous	International relations
7	anonymous	Aerospace Engineering
8	anonymous	Full time working
9	anonymous	Full time working

These first 3 questions were used to separate the data pool so I know the type of people that have answered the survey, and they can be separated by their field of study or work gender when a follow-up survey is done that will target people other than men in order to get a large pool of data and a better understanding of the bigger picture.

The fourth question asked if you were to Rate this idea out of 10 what would it be?

4. If you were to Rate this idea out of 10 what would it be?

[More Details](#)



Which resulted in an average rating of just over 7, this was asked to see if anyone would even like the idea in the first place, if the results were resoundingly negative I would likely be smarter to find a new idea and work from there.

Next, I followed up by asking why they gave the rating they did.

The survey form consists of several screens. The first screen shows the title 'RTS game' and a 'Start now' button. The second screen asks for gender (Woman, Men, Non-binary, Prefer not to say) and age group (17 or below, 18-25, 26-35, 46+). The third screen asks for current studies or work. The fourth screen asks for a rating out of 10. The fifth screen asks for reasons for the rating. The sixth screen asks for the era the game should be based on (Medieval, Modern day, Futuristic, Other). The seventh screen asks for the era the game should be based on. The form is created by Microsoft 365.

5. Why did you give that rating?

9 Responses

ID	Name	Responses
1	anonymous	The Idea sound like it could create a interesting an unique game, but it requires more substance.
2	anonymous	I like RTS games
3	anonymous	The RTS Genre is a bit over saturated in my opinion but it is an interesting twist. But I do doubt it going far
4	anonymous	Because I love the idea and want to support it
5	anonymous	Not a fan of rts games
6	anonymous	Good idea but might take a while/ get boring due to the amount of time playing
7	anonymous	Seems like a cool idea but not sure how many people would like it
8	anonymous	Enjoy playing games like this. Not enough details of the game to rate it higher.
9	anonymous	Enjoy playing games like this. Not enough details of the game to rate it higher.

The provided helpful information that can be used to understand how the market feels about the idea and RTS games overall.

After that I asked what they would think is the important part of a game like this.

6. what would you say is the most important part of a game like this?

[More Details](#)

The design/uniqueness of units	1
The Audio	0
The Gameplay	7
The Graphics	1
Other	0



This data shows that the most important part of this game is the gameplay with the graphics audio and character design being less important.

Finally, I asked about the era the game should be based on.

7. What era should it be based on

[More Details](#)

Medieval	4
Modern day	4
Futuristic	1
Other	0



This data showed the most variety where the results were even between making it a modern or a medieval game, meaning further data should be collected to ensure that the optimum era for the game's setting is chosen.

Question 3

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- **Q3.** Outline some different types of quantitative and qualitative analysis.

Both quantitative and qualitative analyses are broad categories of research methods. Some types of quantitative analysis are Descriptive Statistics, this example of quantitative analysis is used to summarize and help provide an in-depth overview of the information, allowing those who see the information to understand its main characteristics without having to carry out a complex analysis. Then there is Market Research which involves collecting, analysing, and understanding data that is based on a market, things such as its customers and its competition, along with some other factors. The types of qualitative analyses would be Content analysis and case study analysis. Content analysis is used to systematically analyse along with understanding the content of things such as text, audio, and videos along with others. The Case Study analysis requires a thorough examination of a specific thing or a range of different things based on the desired context, to collect the data for this they would likely perform surveys or interview though depending on the data they require what they do may differ.

References

14 March 2024 18:08

Article title

Qualitative vs. Quantitative Data: The Difference

<https://www.fullstory.com/blog/qualitative-vs-quantitative-data/#:~:text=Quantitative%20data%20is%20numbers%2Dbased,what%20happened%20behind%20certain%20behaviors>. Lasted updated March 14, 2024

Article title

Understanding Quantitative and Qualitative Approaches

<https://accelerate.uofuhealth.utah.edu/improvement/understanding-qualitative-and-quantitative-approach#:~:text=Quantitative%20designs%20can%20be%20experimental,around%20life%20experiences%20or%20meaning>. Lasted updated March 14, 2024

Article title

Key Elements of a Research Proposal - Quantitative Design

https://www.wssu.edu/about/offices-and-departments/office-of-sponsored-programs/pre-award/_Files/documents/develop-quantitative.pdf

Article title

Mastering Qualitative Data Analysis: Step-by-Step Process & 5 Methods

<https://userpilot.com/blog/how-to-analyse-qualitative-data/#:~:text=Qualitative%20data%20methods%20include%20content,to%20identify%20patterns%20and%20themes>. Lasted updated February 28, 2024

FINAL GRADE

GENERAL COMMENTS

57 /100

Total:	57
1. Engagement with Literature Skills	
- No use of citations and reference list included. + Bibliography included. Good. + Bibliography format. Good. Citations and a corresponding reference list could be documented using a professional format such as IEEE. Update: Map: - No citations. + References. Not in IEEE format.	5
2. Knowledge and Understanding Skills	
T1: + Some good knowledge and understanding of innovation. T2: - A specific research philosophy is not clearly defined and related to the project area. T3: + Relevant research strategies for data collection are documented and selected. + Different types of quantitative and qualitative analysis are outlined. - Project area could be linked to and mentioned in relation to the types of quantitative and qualitative analysis methods documented. - Supported by citations.	12

3. Cognitive and Intellectual Skills	
T1: + Some evidence of relevant concept and project idea analysis is documented. T2: + An Aim and relevant Objectives have been documented. Good. – Aim and objectives could be refined and relate to key project stages. Please see examples from the slide deck related to this task on Moodle. Current Aim and objectives consider the functional aspects of the game, which is good, but does not clearly consider other aspects such as the research, design, testing and evaluation aspects. T3: + Relevant validity, reliability, generalisability and ethical considerations are documented. – Answer could refer to the project/research area. - Supported by citations.	1 2
4. Practical Application Skills	
T1: + Use of software to create a Mind-map. Update: Miro map accessed via email link. T2: + Appropriate research engines identified. - Appropriate research databases not identified. + Search strategies documented and used. – But not to identify relevant research related to the specific project area. T3: + Data collection method designed and used to acquire useful feedback to improve the focus of the project. V. Good.	1 2
5. Transferable Skills for Life and	

Professional Practice	
+ Overall, format, structure and presentation is good, and consistent. - Some minor grammar errors. - Citations and a reference list could be documented using a professional format such as IEEE. On-time/Late: OT.	1 6

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