

# GPI Assignment 2 upload (ps Thanks)

*by* Josh Thomas

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**Word count:** 124

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Link to the video [here](#)

To fill this document, I'm putting my bibliography below:

[1]

D. K. Lukin, "5 Signs You're Having an Identity Crisis and How to Cope | Lukin Center," *Lukin Center for Psychotherapy*, Jun. 23, 2022. <https://www.lukincenter.com/5-signs-youre-having-an-identity-crisis/> (accessed May 09, 2025).

[2]

H. Therapy, "How to Recognise and Cope with an Identity Crisis," *Counselling-directory.org.uk*, Jun. 08, 2023. <https://www.counselling-directory.org.uk/articles/how-to-recognise-and-cope-with-an-identity-crisis> (accessed May 09, 2025).

[3]

Appalachian State University, "Identity Issues," *Appstate.edu*, 2022. <https://counseling.appstate.edu/pagesmith/210> (accessed May 09, 2025).

[4]

M. Miles, "Identity Crisis: Causes, Symptoms, and Ways to Cope," *www.betterup.com*, Apr. 27, 2022. <https://www.betterup.com/blog/identity-crisis> (accessed May 09, 2025).

[5]

University of Phoenix, "Recognizing and Coping with an Identity Crisis," *Professional Development Blog | University of Phoenix*, Apr. 21, 2023. <https://www.phoenix.edu/professional-development/blog/what-is-identity-crisis/> (accessed May 09, 2025).

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## GRADEMARK REPORT

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FINAL GRADE

53/100

GENERAL COMMENTS

### 1. Engagement With Literature Skills (58%)

Research has been evidenced with a bibliography included in the submitted work. This research has also been presented in IEEE format as requested – good work.

Consider adding more references in the presentation to show where research has been applied.

### 2. Knowledge & Understanding Skills (55%)

Appreciation of game elements is present in the work, though it would be good to see these as well as hear about them.

Links are made between health concerns and gameplay in the presentation. Again, it would be good to see these ideas visually as well as listening to information about them.

### 3. Cognitive & Intellectual Skills (n/a)

*(not assessed in this assignment)*

### 4. Practical Application Skills (48%)

More visualisations would be good to see – you want to excite an audience and show them what to expect. Talking is okay, but in a presentation the key is to show people a mix of images, information and narration. Consider branching out in these areas more in similar future projects.

A good understanding of health issues is present but again, try to tie this in more with control systems, gameplay and visualisations.

## **5. Transferrable Skills for Life and Professional Practice (50%)**

An introduction to the project and presenter is good to include – it's a good 'lead in' to the presentation. Consider a working title for your game though, as if this was a pitch you'd have to convince people your project is worth paying attention to – having a name for your game helps a lot with this.

Contents and overview is good to see and gives the audience an overview of what will be covered.

**Overall Mark: 52.5%**