INDEPENDENT PROJECT - Final Report – 55%

Student Name:	**Lloyd Case**
Title of Project:	Gamification of Education
Supervisor:	**Mark Huntly**
2nd marker:	**Dr Nik Whitehead**
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	34½
Second Marker's General Comments and Original Mark This is a weak project that has not been reported effectively. There is evidence of good practice but it can be hard to find.	35
Comment After Consultation With Other Marker & Final Agreed Mark	35

Signed:	Nik Whitehead	Date:	3/5/25.

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

Comments:
Introduction is far too short
The author has summarised 11 papers rather than developing a review of the topic overall. I definitely important elements for the practical side of the project but this lacks the required narrative structure. There is no final summary or conclusion
A & O are reasonable but have been placed in the index

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

Comments:
Research methodology defined in design. Not good sentences
What is provided in the methodology chapter is the questionnaire results from the requirements capture phase. Good idea to use a questionnaire for requirements capture. Reasonable MoSCoW analysis.
Reasonable usability measures chosen.

	Survey	Review	Experiment	Development
3. Cognitive and Intellectual Skills				
Results & Discussions	/25	/25	/25	7 /25
Conclusions and Recommendations	/10	/10	/10	4 /10

Comments:

The evaluation process is sensible, but the discussion of the results needs more detail. Numbers should be provided and graphs produced. Tukey box plots would be good.
Some reasonable conclusions are drawn and there is a link back to the literature, but far more detail is needed.

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

Comments:

Describes the headers and main code components but does not have any screenshots of the final game, nor even of the gameplay, rules, or programme sequence

	Survey	Review	Experiment	Development
5. Transferable Skills for Life and Professional Practice				
Reflection	/10	/10	/10	6 /10
Quality of Report	/10	/10	/10	4 /10

Comments:

Abstract contains most of the required information
Some problems with the report presentation
"I" should not be used outside the personal reflection
Referencing technique is v. weak. No captions on figures or tables
Many elements are repeated or are placed in the wrong section.
Personal reflection is honest and detailed.