

Game pitch for positive impact GDD

by Elliott Sullivan

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Games for positive impact GDD presentation: To raise awareness about malicious advertisements and scams online.

<https://youtu.be/GGFFeQAszKQ>

I need to have 20 words or more so im trying to fill in the space sorry.

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GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

51 / 100

Marks Breakdown

1. Engagement With Literature Skills (53%)

2. Knowledge & Understanding Skills (48%)

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

4. Practical Application Skills (52%)

5. Transferrable Skills for Life and Professional Practice (54%)

Overall Mark: 51.4%

Tutor's Feedback:

Some of the slides are a little heavy on text - consider spreading the information across more slides to address this.

Images are used in the presentation, which helps a viewer understand visual aspects of the game idea.

The player characters are tropes from online culture, but I wonder if these are characters that people will want to play - as White Knights and overly zealous moderators are often negative and unhealthy personas that represent problematic behaviours such as obsession and judgemental behaviour.

In terms of positive impact, I feel there needs to be more focus on outcomes. The message to resist corporate culture is shared by many, but perhaps this game needs to show players alternatives, or to educate people on the effects of mass consumerism and corporate culture in relation to wellbeing. At present this feels more like a game idea with a theme, rather than gameplay that can help educate or inform players on how to avoid scams or predatory online behaviours.

A bibliography has been featured in the slides, showing evidence of research. Place this same bibliography in the word document in future submissions as this helps with overcoming the Turnitin word count.