

James Doward

by James Doward

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GAME THEORY & DESIGN – YOUR GAME IDEA: PITCH PRESENTATION



James Doward (2307692)

Link to my pitch presentation:

<https://youtu.be/IS8Dip2GorA>

FINAL GRADE

62 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (63%)

Genre and setting has been identified as part of the presentation.

Key features and gameplay are identified in the presentation which is very important – it is essential that the audience knows what the player will do.

Appreciation of competition and similar products are identified with images to support them.

3. Cognitive & Intellectual Skills (65%)

A summary has been provided at the start of the presentation – keep this short, as you can always elaborate on particular elements later.

Challenges are broken down using Adams and Rollings's Challenge Hierarchy – this shows application of the module content.

A gameplay loop is provided as part of the pitch – this is simple and easy to understand. This is good.

Good analysis of demographics are provided, with visual representation and conclusions drawn from the data – this is really good analytical work. Well done.

4. Practical Application Skills (64%)

Use of AI-generated imagery is good as this helps illustrate your game idea. This is what AI art is good for.

Mock-ups of logos are good to see – the game has an identity from this early stage thanks to this.

Visuals are presented to help establish a style to the game idea, which is good to see.

5. Transferrable Skills for Life and Professional Practice (58%)

Presentation slides are consistent throughout and the narrative is clear.

The presentation cuts off abruptly – unsure if that's edited or accidental. Either way, an overview or summary might be good to see to round up the idea.

Overall Mark: 62.2%

