

Justin Brighton

by Justin Brighton

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Justin Brighton

Student number: 2306759

Module: Game theory and Design

Assignment 1

https://youtu.be/h3Y_KqX_-28

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FINAL GRADE

57 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (56%)

Good overview presented of the idea in the introduction. Providing a working title of the game helps give it an identity.

Related and competitive products have been identified, though it would be good to list some of these and state why, with images to help illustrate the similarities.

3. Cognitive & Intellectual Skills (57%)

The player's role is identified in the presentation – this is important in game pitches as gameplay is an essential element of any game idea – particularly at a pitch stage.

Key gameplay features are identified – this is important.

Demographics have been identified and discussed. Consider interests, hobbies, and personalities as well as age brackets as this helps define your ideal player.

4. Practical Application Skills (54%)

Some more visuals would be good to see in the pitch
– this
will help with audience engagement and interest.

Bullet points and summaries on screen are good
and
preferable to large sections of text in the
presentation.

A conclusion or summary at the end would be good
to see and
this would add a suitable ending to the presentation.

5. Transferrable Skills for Life and Professional Practice (60%)

Pitch presentation adheres to the time budget
allocated (10
mins) and the work is narrated clearly. All links work
as required in the
submission – good work.

Overall Mark: 56.8%