

Joseph Lee GfPI Pitch

by Joe Lee

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Joseph Lee, 2405184

<https://youtu.be/H19HioFFYNc>

Bibliography

- [1] The Irregular Corporation, Steam, 29th Jan 2019, Available:
https://store.steampowered.com/app/621060/PC_Building_Simulator/ (accessed 22nd
April 2025)
- [2] CyberPower PC, CyberPowerPC, 8th Feb 2008, Available:
<https://www.cyberpowersystem.co.uk/> (accessed 24th April 2025)
- [3] Currys PC World, CurrysPCWorld, 17th Aug 2000, Available:
<https://www.currys.co.uk/> (accessed 25th April 2025)

FINAL GRADE

62 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills (60%)

Research has been evidenced in the submitted work with a Bibliography. This also follows IEEE guidelines for formatting. Consider including a few more sources, as this will help demonstrate an ability to conduct independent research.

2. Knowledge & Understanding Skills (62%)

An appreciation of positive outcomes is evidenced in the work.

Hiring staff does not make the player's role redundant – this is recognised in the pitch and other tasks are designed to prevent this from happening. This shows an ability to think critically about potential flaws in content being developed – good work.

3. Cognitive & Intellectual Skills (n/a)

(not assessed in this assignment)

4. Practical Application Skills (61%)

Visualisations of game screens and features are good to see – this helps communicate your ideas to an audience.

Slides are simple and consistent – try to summarise the info where slides become a little more text-heavy, as this info can be narrated.

5. Transferrable Skills for Life and Professional Practice (64%)

An overview of the project and theme of the game is presented in the work, which is useful for your audience.

When pitching games, try to avoid using the word 'forced' for tutorials or other mechanics. A better way to approach this is to offer incentives for people to engage, such as achievements, leaderboards, unlocks, etc.

Overall Mark: 61.7%