

GPI_Game_LoganBunting

by Logan Bunting

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Games for positive impact

Video presentation

Logan Bunting – 2413558

BA Games design

This is Logan bunting's Presentation

Below the video is linked

YouTube: [Polyglot VR - Games for positive impact](#)



FINAL GRADE

40/100

GENERAL COMMENTS

1. Engagement With Literature Skills (51%)

More evidence of research needs to be included – a bibliography in IEEE format would enhance the marks awarded in this section.

Similar products have been included in the presentation as competitive titles. This is some evidence of research – again to enhance marks,

2. Knowledge & Understanding Skills (65%)

Appreciation of demographics have been evidenced and outlined in the presentation.

A focus on daily life tasks is good – this follows other language apps by teaching useful information (as opposed to just basic info). This should allow the game to feel rewarding and beneficial to a user.

Inclusion of accessibility options is good to consider as it is part of the assignment – you are applying information from the lectures and addressing this in your game idea.

USPs are listed in the work, which is good to see,

3. Cognitive & Intellectual Skills (n/a)

(not assessed in this assignment)

4. Practical Application Skills (56%)

The slides are consistent in style and theme and have clear text summaries of the topics being discussed. Consider some visuals to accompany these slides, as this would help communicate your idea.

5. Transferrable Skills for Life and Professional Practice (48%)

Providing an overview of the experience at the beginning is useful for an audience to understand what you are presenting. This is good.

Consider trimming down the presentation, as it is currently 14 mins in length.

At the time of marking the work has been submitted late without Extenuating Circumstances, which will result in a cap of 40% (maximum) mark being applied. If ECs are put in place the original mark will be used at the appropriate assessment point (both are included in the feedback for reference).

Overall Mark: 56.1%

Late Penalty cap: 40%