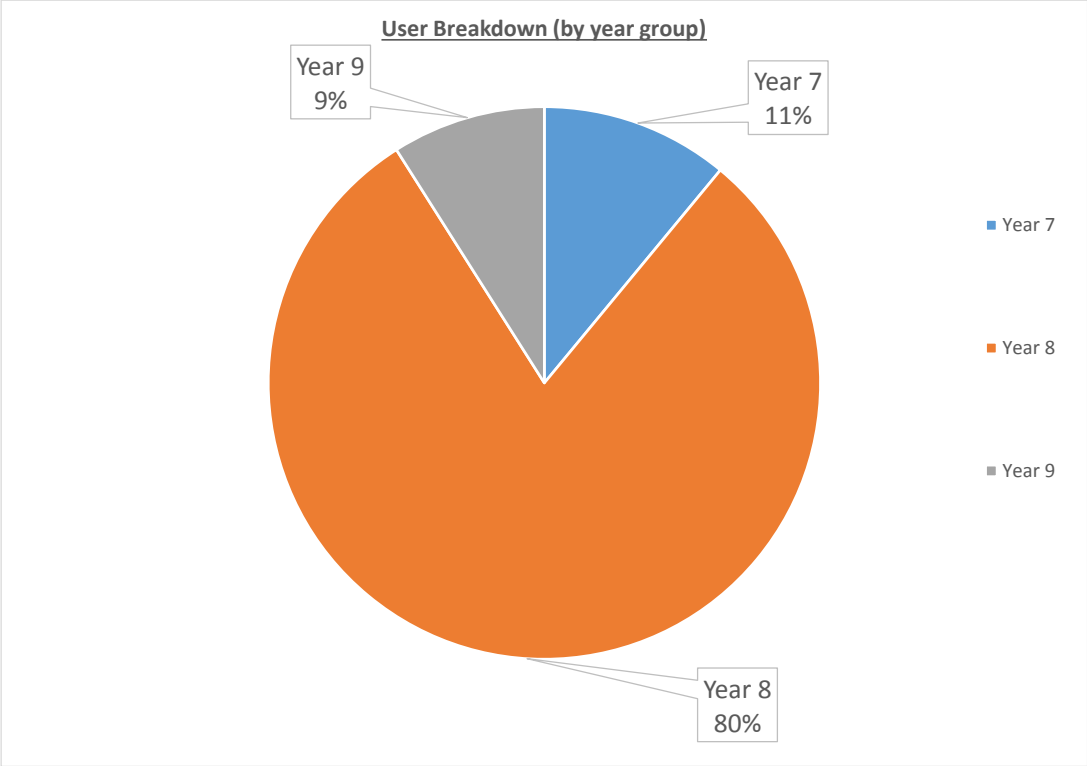
Kelell Davison-Thomas A Level Computer Science (H446)
Candidate No. 9084 Component 04

Survey Results and Analysis

Question 1: What year group are you in?

Year group	Number
Year 7	11
Year 8	80
Year 9	9



Analysis:

My target audience is pre-GCSE students, that being year 7's and 8's. More so my audience is year 8's as they are beginning to decide their GCSE choices.

The breakdown of who took my survey show this, as it is mostly year 8's. There is a small sample of year 9's included as I wanted to see the views of a student one year into GCSEs.

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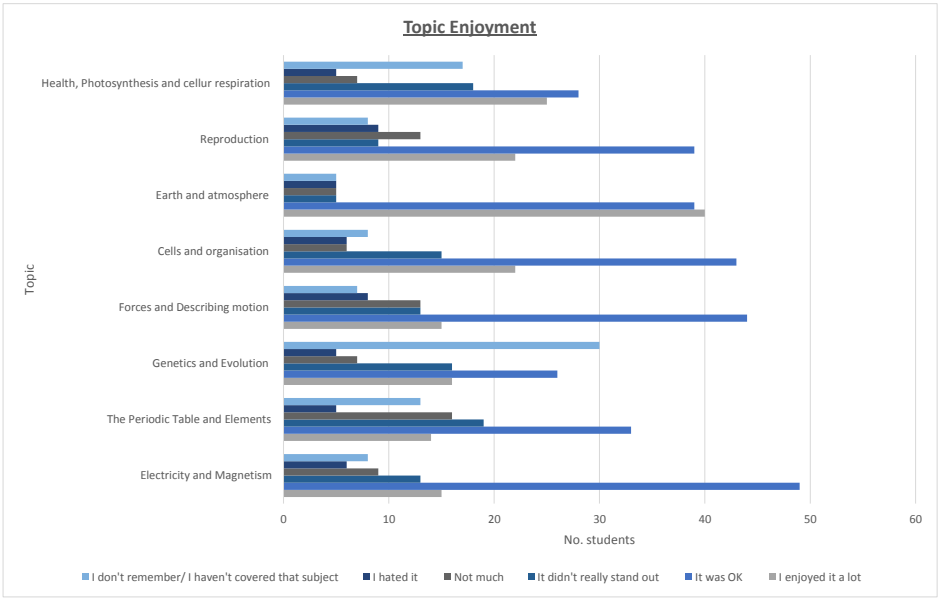
Question 2: Please rate the following topics in terms of how much you enjoyed them.

Topic	I enjoyed it a lot	It was OK	It didn't really stand out	Not much	I hated it	I don't remember/ I haven't covered that subject
Electricity and Magnetism	15	49	13	9	6	8
The Periodic Table and Elements	14	33	19	16	5	13
Genetics and Evolution	16	26	16	7	5	30
Forces and Describing motion	15	44	13	13	8	7
Cells and organisation	22	43	15	6	6	8
Earth and atmosphere	40	39	5	5	5	5
Reproduction	22	39	9	13	9	8
Health, Photosynthesis and cellur respiration	25	28	18	7	5	17



Analysis:

This shows that overall, students are content with lessons. Although the distribution of student preference is not as I expected (with earth and atmosphere being one of the most popular), it shows that the raise in interest in science that I mentioned is true.

With a lack of students outright hating most lessons, this makes me hopeful that a science themed game will be received well. It also gives me to ability to pick up on subjects that have less coverage, like genetics and evolution, or focus or topics that

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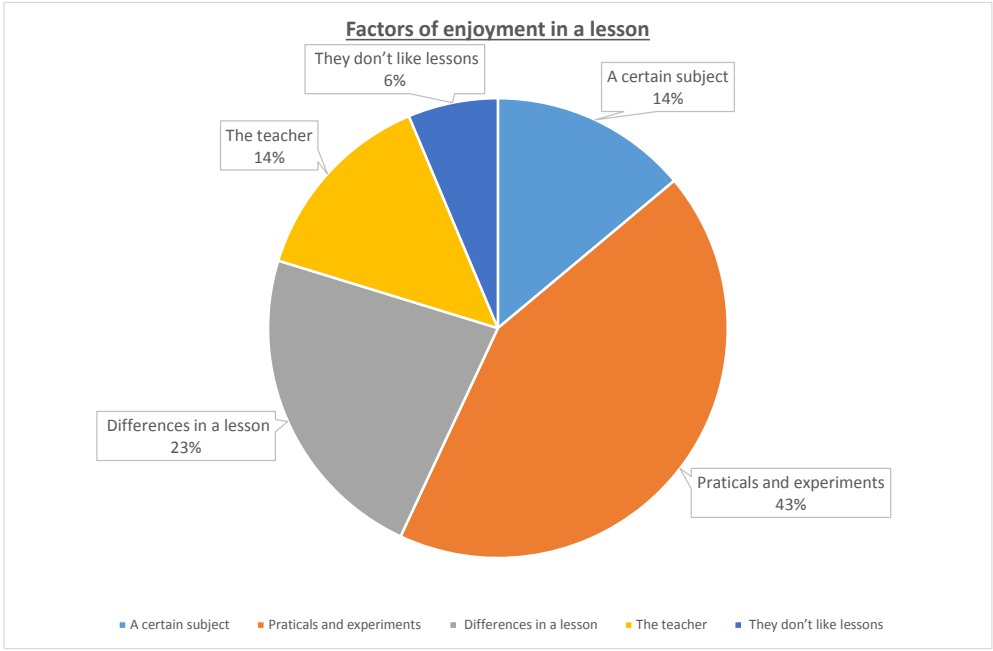
Question 3: Think about a science lesson you've recently enjoyed, what made it fun?

Nature of comment	Number of corresponding replies
A certain subject	11
Praticals and experiments	34
Differences in a lesson	18
The teacher	11
They don't like lessons	5

Analysis:

This pie chart does confirm my prior belief that practicals are one of the most popular things you can do in a science lesson. The second biggest fraction isn't surprising, as it applies to any kind of lesson, changing the monotony of a lesson by introducing an unexpected factor will always remain popular.

A sector I didn't expect was the importance of the teacher to make a lesson enjoyable. Just the why the teacher presents the lesson can make a massive difference to student attitudes. I could be advantageous to my solution if I can get the presentation right.



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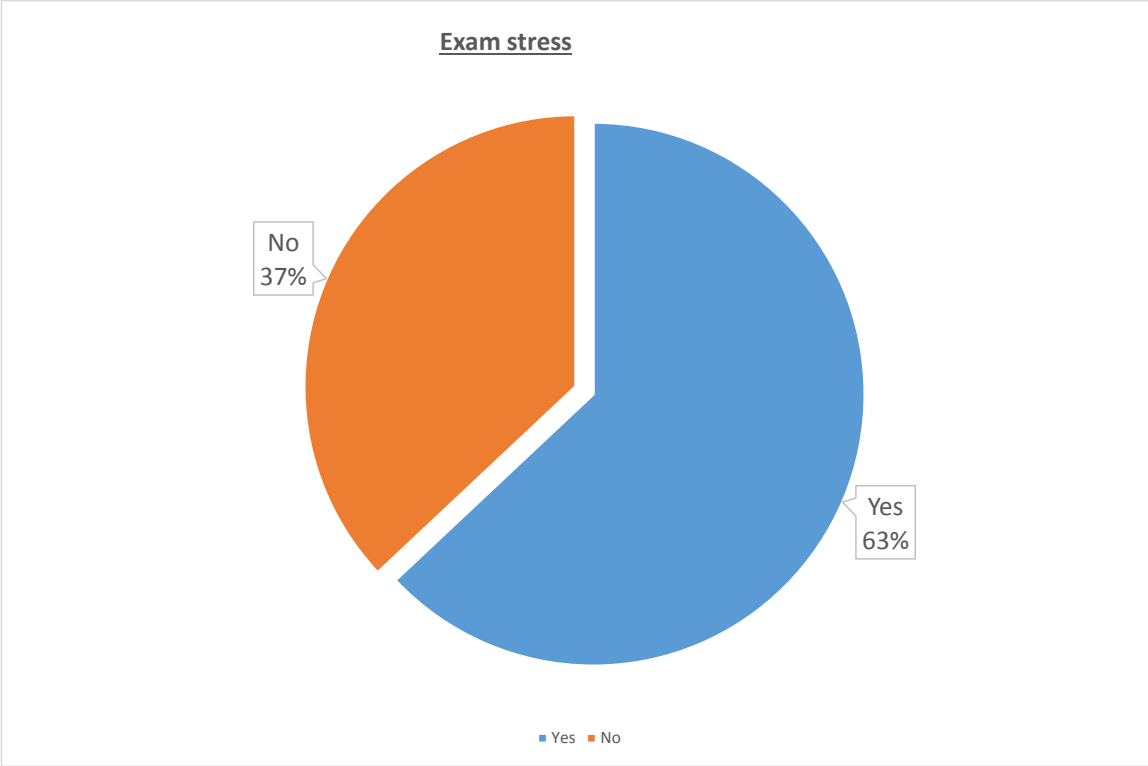
Questions 4: Does the idea of exams make you feel stressed?

Answer	Number
Yes	63
No	37

Analysis:

Looking at the number of students who don't feel stressed is very surprising for me. I expected the number of students who said yes to be around 70%-85%, not 63%. While this still proves my point about increasing levels of stress in the education but I would have liked a stronger margin to really drive the point.

I feel like the target audience is just a bit too young to really feel the effects of the crippling GCSE regime.



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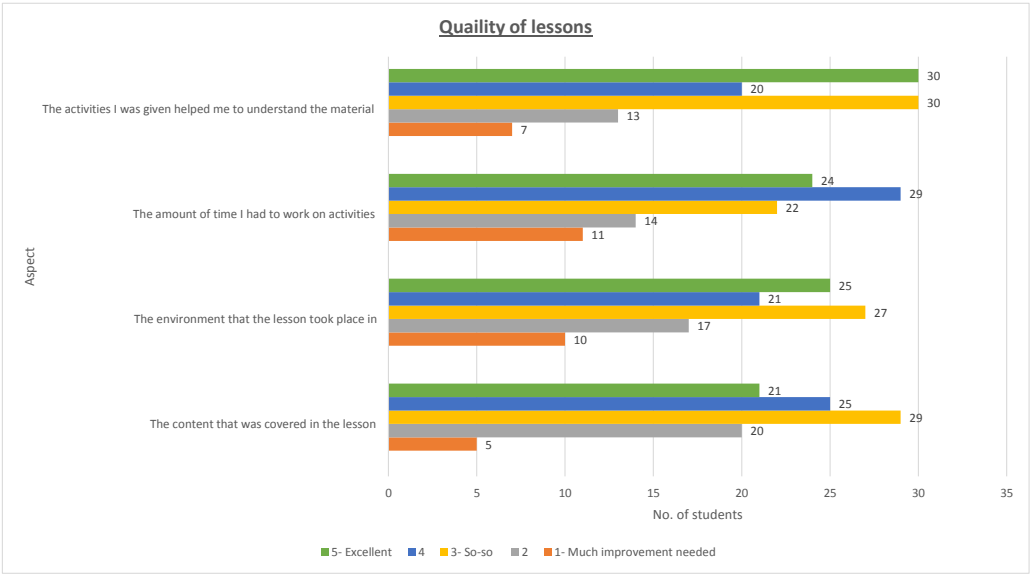
Survey Results and Analysis

Question 5: Please rate certain parts of your science lessons from 1(Much improvement needed) to 5 (Excellent)

Aspect	1- Much improvement needed	2	3- So-so	4	5- Excellent
The content that was covered in the lesson	5	20	29	25	21
The environment that the lesson took place in	10	17	27	21	25
The amount of time I had to work on activities	11	14	22	29	24
The activities I was given helped me to understand the material	7	13	30	20	30



Analysis:

This shows that in general students are happy the activities set in lessons and they begin to get less content with the time giving for those activities. The opinions begin to differ with the environment, the opinions begin to become more natural. This means that while students feel like they are able to complete activities and learn in their current environment, but it leaves something to be desired.

Finally, there is a wide spread of opinions of the actual content covered in lessons. This could be that the students don't enjoy the content, or feel that the context is unnecessary.

This means that I will have to closely think about what subjects to include in the game.

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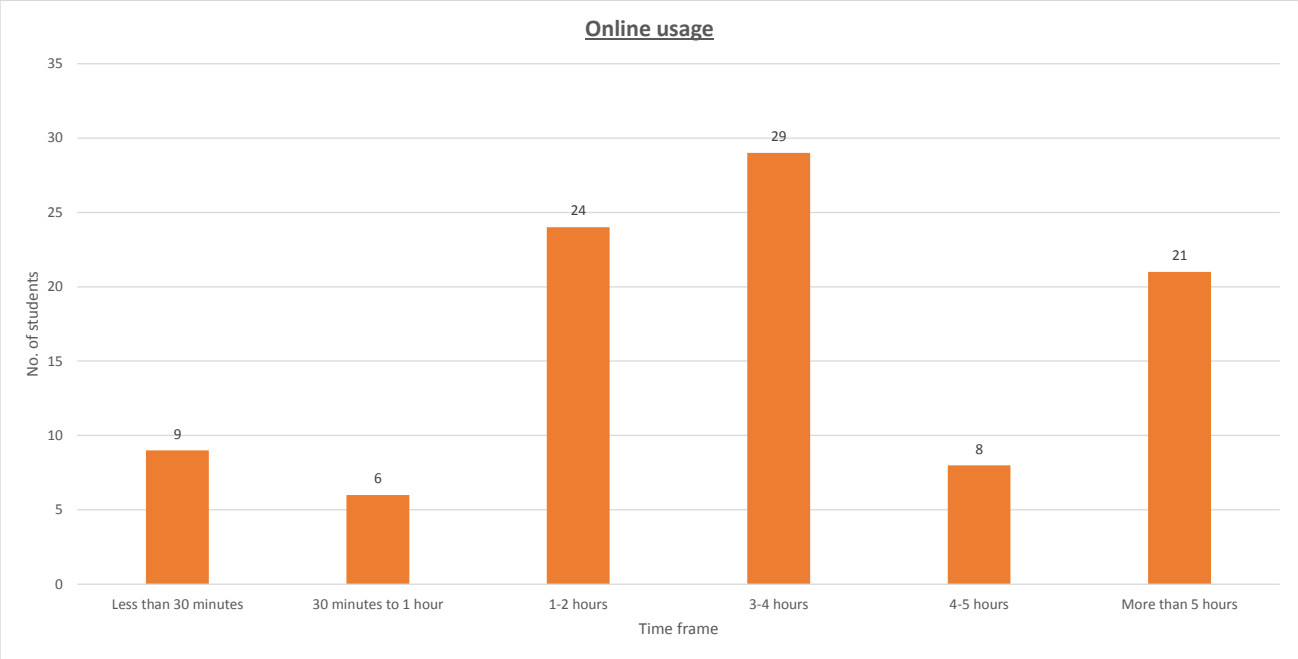
Question 6: On average how many hours do you spend a day online, outside of school?

Timeframe	Answer
Less than 30 minutes	9
30 minutes to 1 hour	6
1-2 hours	24
3-4 hours	29
4-5 hours	8
More than 5 hours	21

Analysis:

Most statistical models follow a bell curve, this is a high concentration at a point, followed by it shifted left or right depending on external factors. This means that when met with a quarter of the population on the far right, I am quite shocked at these results.

I question how it is possible to spend over 5 hours a day online, although this more than enough to prove that using an online platform is perfect for my target audience, this may be a reason why attainment in class could be dropping.



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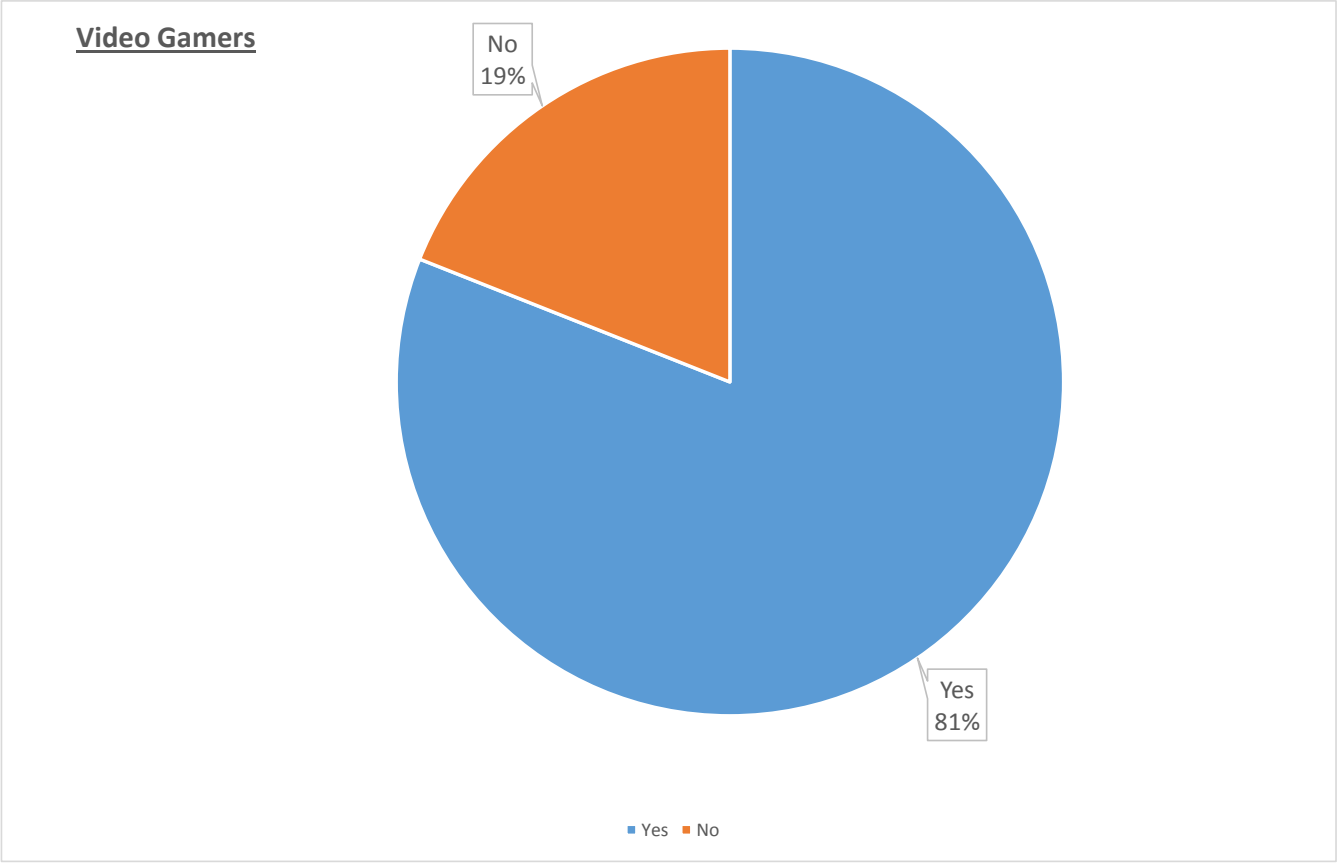
Survey Results and Analysis

Question 7: Do you play video games?(If no, please skip the rest of the survey.)

Choice	Number
Yes	81
No	19



Analysis:

While the results of this quest has just lowered my population by 19%, it also allows me extrapolate the data and assume that over half my target audience plays video games.

This justifies my decision to create my solution in the form of a game, as it would be safe to assume that a majority of students would play a video game.

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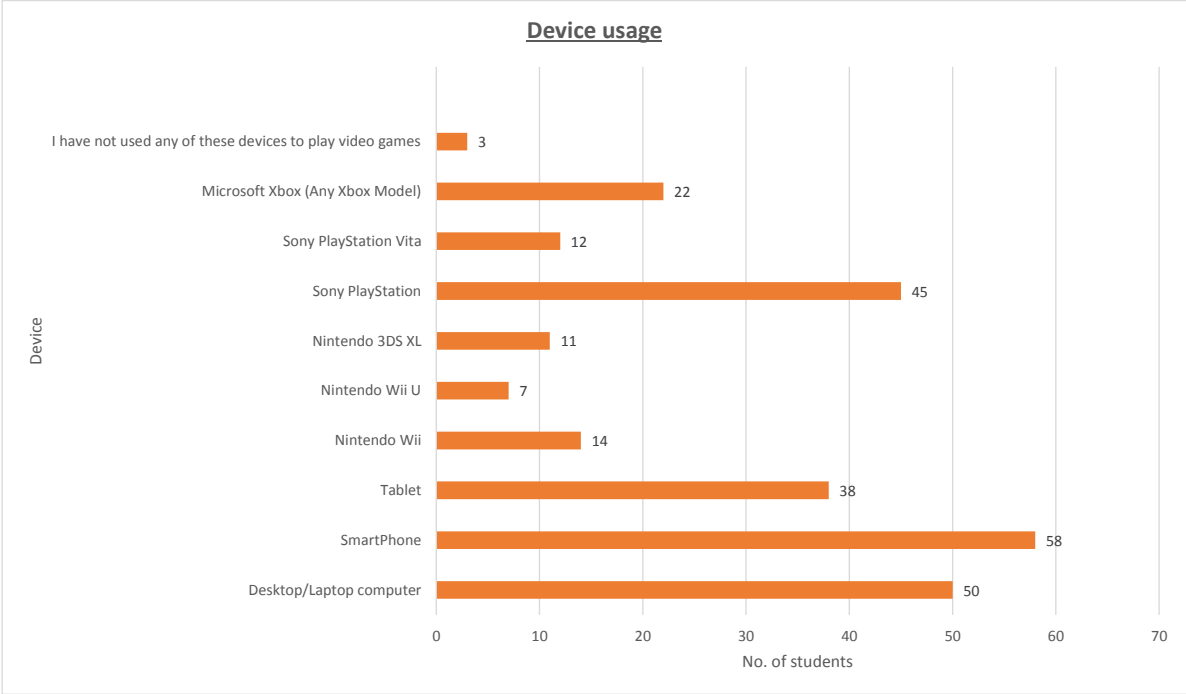
Survey Results and Analysis

Question 8: In the past 30 days, which of the following devices have you used to play video games? (Please select all that apply.)

Device	Number
Desktop/Laptop computer	50
SmartPhone	58
Tablet	38
Nintendo Wii	14
Nintendo Wii U	7
Nintendo 3DS XL	11
Sony PlayStation	45
Sony PlayStation Vita	12
Microsoft Xbox (Any Xbox Model)	22
I have not used any of these devices to play video games	3



Analysis:

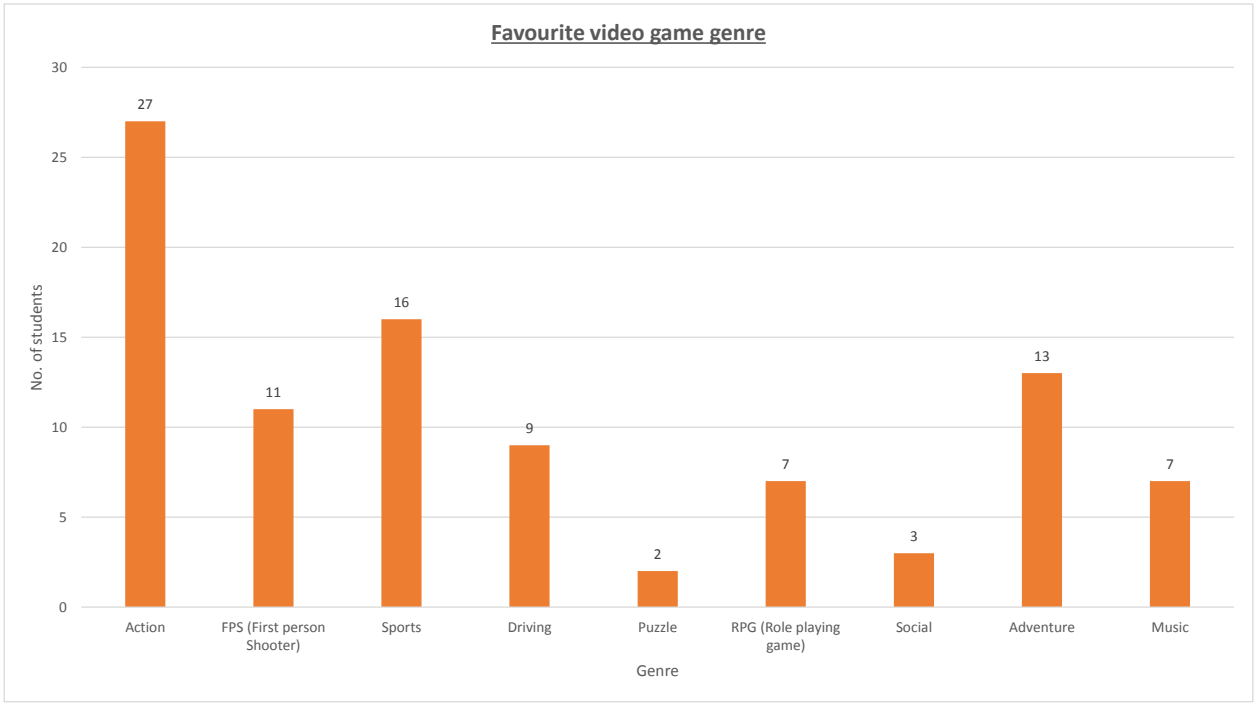
While I included many other consoles, the only ones that matter are the computers and smartphones. As anticipated, these devices are by far the most popular, with smartphones leading the statistics.

While it would then make sense to develop a smartphone app, there is more support for traditional computer application development and simple steps to create a port to turn a PC application into one assessable to smartphones.

Survey Results and Analysis

Question 9: What are your favourite types of video game?

Genre	Number
Action	27
FPS (First person Shooter)	11
Sports	16
Driving	9
Puzzle	2
RPG (Role playing game)	7
Social	3
Adventure	13
Music	7



Analysis:

This is an interesting topic, year 8 (what is most of my population) should be around 13 and 14, therefore the game genre of FPS (first person shooter) should be completely unavailable due to age limitations, but yet most of the comments in the others section (what I have moved to the appropriate genre) listed games with an age rating of 18, this shows that my target audience may have tastes that are not the cultural norm.

On the other hand, while I assumed action would be a large percent, I am shocked that adventure games have half the values of action. This serves as a problem, as I really won't be able to realistically create an action game.