

Survey Results Application

With my survey in, I can now analyse the data to create a solution best suited for my target audience.

The first thing we can look at are the topics that will be covered in the solution. Question two 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). This means that most topics in the game should be well received. There isn't one overlaying topic that seems to be hated by all, this means that I should try and get a broad range of topics.

The second thing to check is what students are enjoying about science lessons. Question three confirms my prior beliefs 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. This shows that incorporating many interactive science themed obstacles in the game can go a long way.

While my client did state that he wanted an online resource, the results from question six support this claim. With a majority of the population spending more than 1 hour a day online, this is more than enough to prove that using an online platform is perfect for my target audience.

The next idea that requires evidence is the choice to make the solution a game or not. While the results of question seven lowered my population by 19%, it also allows me extrapolate the data and assume that over half my target audience plays video games. This means that a game not only fulfils my client's wishes for a fun solution, it also 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.

With the population of gamers decided, the analysis in question eight showed that as I anticipated, computers and smartphones are by far the most popular device to game on- with smartphones leading the statistics. While by that logic 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.

Finally, there is the topic of game genre. With quizzes and brain puzzles out of the picture due to my target audience, I will also have to disregard all votes on FPS and most of the RPG votes due to UK age restrictions. 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 as it needs to be quick and playable in a school situation. To create a game that can deliver the experience quick, I have turned to the platformer genre, as it can get through a lot of themes at a fast pace, perfect for promotion.