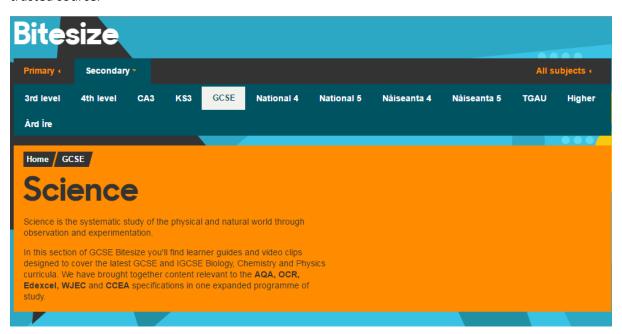
## **Research the Problem: BBC Bitesize**

This is an educational website owned by the BBC. While the nature of all the content it covers is a bit questionable as you would have to check your own exam board, unlike teach ICT, the BBC is a trusted source.

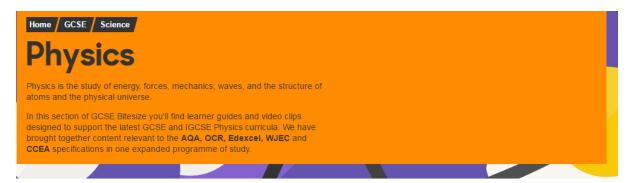




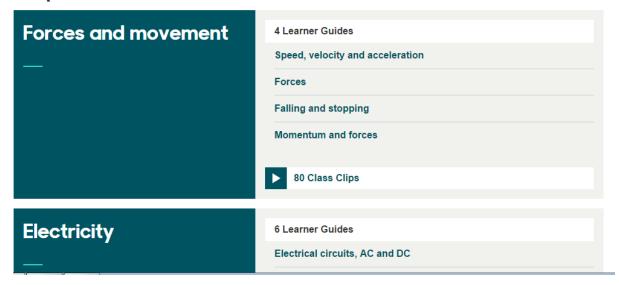
One comment I would like to already make about the site is that it is huge. In have skipped a few steps to get to the GCSE Science section. It's not a complicated process from typing in BBC Bitesize into your browser to get to this point, but there sure are a lot of clicks. This once again shows how when it comes to education, it is best to spilt everything up into smaller pieces.

As we can see above, the GCSE page itself starts by giving a sentence to describe what science is, then a paragraph explaining what to expect in terms of content and what exams the information is relevant to. Notice how they mention bringing together "content relevant to the AQA, OCR, Edexcel, WJEC and CCEA specifications in one expanded programme of study."

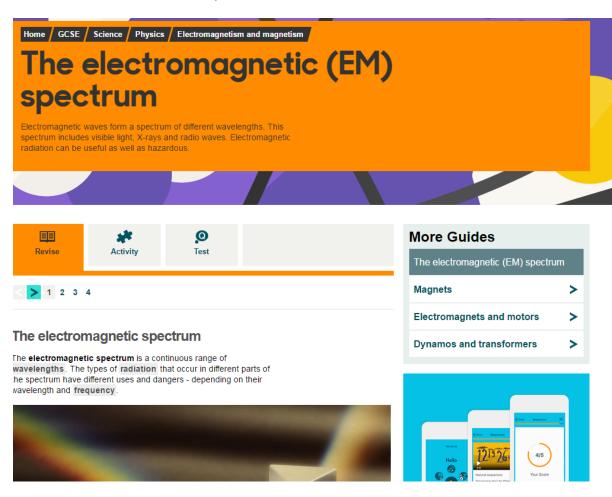
I know this is slightly off topic, but as someone who has been in education for just under 12 years, I want to state that you don't try to do things like this. Trying to tackle massive amounts of information and put it into place is bound to deliver subpar results. I've seen the difference between OCR and Edexcel science, you can't just merge the two together into one resource, you'd be teaching both students useless information at some point. I made sure that my aims with my game realistic, I used the Edexcel books as a guide, therefore I am perfectly aware that my game only works for those doing that exam board (although I could argue that the topics are so broad that it applies to all GCSE sciences).



## **Topics**



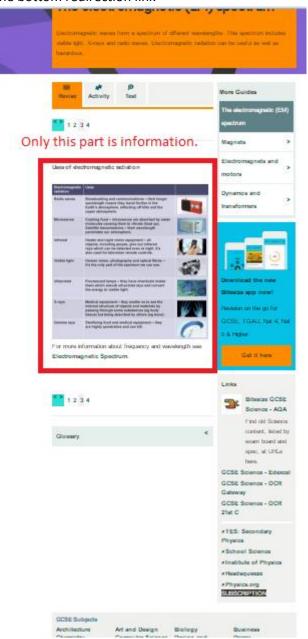
The sciences are spilt up, each one having a very small description and an abstract image. For no reason, we will be looking into physics. Like the Teach ICT site, we are met with subjects on a table spilt into topics. Once again, they don't use a drop down table, meaning that if I wanted to get to inventions (that is no part of my old exam board), I will have to scroll down for about a page and a half. Unlike the Teach ICT list, this one also features video clips. As you can see, they boast quite the quantity of video clips for some of the larger topics, if pictures speak a thousand words, then a video conveys a lot more.



Let us break down this page. Firstly, we'll start by moving away from the contents for a second and look at the colour scheme. The first thing that catches your eye is their use of that iconic bright orange they they've used to highlight the title and the part of the page selected.

The revise section consists of text and images with the intention of delivering clear information that would be helpful for triggering a student to remember content when revising. While this idea of break down the content into really small chunks is a good idea, this falls off a bit when the top of the

page (the banner you can see in the above picture) and the bottom redirection link



I understand that the BBC is trying to provide educational help for anyone studying almost any subject while still under mandatory education. However, this has led to the page being cluttered with links to the point that the actual content on the page is rather small. This leaves me to wonder if I can find a page that focuses on subject I am currently revising, rather than being taken up by links to different topics.

This brings up the phrase "A jack of all trades but master of none", with all this information condensed in one area, flaws really start to show. Rather than trying to single handily embody education from the start of primary education to the end of colleague.

The reason I brought this up is to point out that all things have limits. GCSE science is a massive topic. I could have done many more levels, or made mine span across multiple screens- but I didn't. I understand that more isn't always better. I also understood my limits and just how much commitment I would ask of my client. Hence, the size of my solution is small, as I only need to promote the fundamentals.

Moving on to the section, we have the activity section:



## This is spilt into two parts:

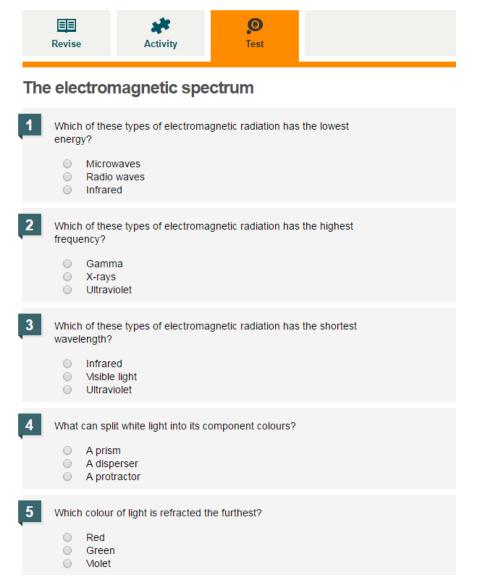
1. A fully dubbed presentation. This comes with options to turn off all sound, turn on subtitles, get printed out, skipping parts (in order or via contents) and a help menu (this is also fully dubbed). These use humour and models to try and put a point across in such a way that it is easy on a child to learn.



File: 4.1.3- Research- BBC Bitesize

2. Interactive activities. After having the presentation, they then present you with some activities to see how much information you were able to remember. The ones I was the one pictures above and a true a false activity. I like the idea behind this, as it is a lot less stressful than a test or quiz. There are two major problems with the quiz. Firstly, as a headphone user, I tore out my headphones when this section started, as the volume I was listening to the man presenting was painful when the irritating music played. Secondly, I got some questions wrong on purpose to see how it worked with incorrect information. When I tried to correct myself I found myself unable to drag an answer away from the spot. I tried replacing it, while I first though it worked, when I then tried to interact with it would not respond, I broke the activity.

## Finally, there was the test section:



Ten questions, all multiple choice. My first opinion of this would be why include activities and a test? Of course, as someone how has been forced to use Bitesize, teachers like to make you just do the test to check your current understanding of the topic. While I can understand why this is

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useful for revision, as I am dealing with a target audience that has never seen GCSE before, I can't take much from it.

There is also the reoccurring theme with mass produced quizzes, they're not randomised. This removes all value to repeat them. While I understand that my game will have almost no replay value, at least I allow the user some choice in the levels.