Contents

[Introduction and Business Idea – 8% 2](#_Toc132138188)

[Marketing Plan - 14% 2](#_Toc132138189)

[PESTEL Analysis – 14% 2](#_Toc132138190)

[What is a PESTEL analysis? 2](#_Toc132138191)

[Why use a PESTEL analysis? 2](#_Toc132138192)

[Strategic business planning 2](#_Toc132138193)

[Workforce planning 2](#_Toc132138194)

[Marketing planning 2](#_Toc132138195)

[Product development 3](#_Toc132138196)

[Operations Plan – 14% 10](#_Toc132138197)

[Industry Analysis (using porters framework) – 14% 10](#_Toc132138198)

[Business Canvas - 14% 10](#_Toc132138199)

[Strategic Positioning (using Porter’s Generic positioning as a basis) – 14% 10](#_Toc132138200)

[References 10](#_Toc132138201)

# Introduction and Business Idea – 8%

* Concept must be clearly articulated.
* Value proposition/benefits must be clearly articulated.
* Customer/problem must be identified clearly.
* Other sections briefly summarised by way of executive summary.

# Marketing Plan - 14%

Clear discussion on:

* Target market characteristics
* Needs of segment identified.
* Tools proposed to be used for communication/marketing to chosen segment(s)
* Assessment of competitions position in market
* Relevant discussion under at least 4 of the 5‘P’s – (Production, place, price, promotion)
* Approach to customer satisfaction discussed and clear.

# PESTEL Analysis – 14%

* ***Very clear understanding shown of PESTEL framework.***
* ***All six headings clearly applied to specifics of industry/project with justified conclusions***
* ***Very well structured***
* ***Well sourced and utilised references***

***Written by Jane Keyes***

## What is a PESTEL analysis?

A PESTEL analysis is used to study the key external factors that influence an organisation. It’s a broad activity used to find the facts around these external factors that may affect an organisations decision. The word PESTEL is an acronym for Political, Economic, Sociological, Technological, Environmental, and Legal. (CIPD, 2021)

## Why use a PESTEL analysis?

Organisations will use this analysis to maximise opportunities and minimize threats once they have gathered all of the facts around each external factor. This analysis can detect and comprehend long-term trends, support a variety of business planning situations.

### Strategic business planning

Using PESTEL analysis, contextual information is provided about the direction of the business, its growth targets, and risks to productivity. The legitimacy of existing products and services can be determined, and the production of new products are defined.

### Workforce planning

Disruptive changes to business models can be detected using the PESTEL analysis which, in turn, would affect the landscape of future employment. Skill gaps, job reductions, and new roles can be identified.

### Marketing planning

In the situation phase of the market planning process, PESTEL provides the climate element, helping to arrange business activities. With the activities being prioritised, the accomplishment of particular marketing objects will be carried out within an established timeframe.

### Product development

Information on whether to enter or leave a route to market can be determined through the PESTEL analysis. It can also conclude if a product fulfils needs required in the marketplace.

|  |  |  |  |
| --- | --- | --- | --- |
| **P** | **Political** | ***Tax***  > Our partnership can gain up to 32% in tax credits per eligible game we create. For our game to be eligible, we must incorporate sound, still images, and text. The game must be interactive and be published on an electronic medium (e.g., VR headset)  > Must register for tax as a partnership and get a Tax Reference Number  ***Government Policy***  > Each partner must pay IT, PRSI, and USC on individual profits of the business.  >If expanding the business and hiring employees, each employee is paid using the PAYE system.  > The organisation must pay employee PAYE, employer PRSI, VAT, and RCT as they’re due.  > Someone must be assigned the Precedent Partner, in charge of keeping records. They must complete the partnerships annual return form.  (Revenue, 2023)  ***Industry Regulations***  > Game release on the Steam platform costs €100 to release a single game. The price for development of the game was all free. The game will cost €5 to purchase. The game must be sold to 20 users for a breakeven. | > In order for “Cooktastrophe” to gain be an eligible game, we must integrate sound, still images, and text. This will mean that we can gain tax credits for our partnership.  > To set up our partnership, we must get a Tax Reference number by registering as a partnership by completing a [Form TR1](https://www.revenue.ie/en/self-assessment-and-self-employment/documents/form-tr1.pdf).  > As the partnership grows, we may need to employee a team for advertising, development, security, administration, and human resources. This means we must pay PAYE, PRSI, VAT and RCT.  > To sell out game on “Steam”, we must be an official owner or developer. We must read and sign the necessary paperwork, pay an App deposit through a bank account (which all game proceeds will be paid into), complete paperwork with both our bank and the tax authorities, gain access to a set of tools that will help us publish our game on Steam, start a test run, and the game will then be deployed. |
| **E** | **Economical** | ***Inflation***  > Annual headline inflation, which is measured by the HICP, has fallen from 9.6 cent in July 2022 to 8 per cent in February of 2023. (Central Statistics Office, 2023)  > Inflation is easing but there is an uncertainty on its precise path. Consumer price inflation is high but shows signs of slowing.  ***VR Economy***  > VR industry is currently worth over $12.13 billion, with 65.9 million VR users worldwide.  > 23% of VR users are aged between 25 – 34 years. (Wise, 2023)  > VR is expected to accelerate across all industries in the next 7 years.  ***Employment***  > Employment rate is decreasing, being 4.3% in February of 2023  > Findings show unemployed workers use video games to regain a sense of control and escapism from stress. In 2016, 70% of leisure time for unemployed men was spent gaming. (The Economist, 2017)  ***Gaming Industry and Market***  > Gaming industry’s revenue reached $184 billion in 2022.  (Koss, 2023)  > There is a 6% year over year increase in gaming.  > Mobile games account for 51% of the revenue games market worldwide.  > The global gaming market is estimated to reach $268.8 billion USD annually in 2025. (Statista, 2023) | > We must keep an eye on the rate of inflation and vary the games price, as well as the price of game add-ons, wages, salaries, etc., to ensure that we are keeping up with inflation.  > We should market the game according to the top consumers of VR games, based on age, demographic, and employment status.  > As mobile games are growing, we may eventually need to look into the possibility of deploying a mobile version of the game for accessibility to more of the population. |
| S | **Sociological** | ***Health***  > Due to the global pandemic of Covid-19, peoples focus, and priorities have shifted. For a large part of the population, shifting their focus onto things that they can control is a way of coping. AI offers people a sense of control, often in terms of gaming.  > Global time spent gaming during the Covid-19 pandemic rose by 39%  > 16% of EU gamers felt that gaming had a positive affect on mental health in light of the Covid-19 pandemic.  ***Cultural Trends***  > Most important months of gaming sales in November and December as people are purchasing games and consoles as Christmas gifts. (Statista, 2023)  > Increased internet availability development of different technologies means that users are switching from PC and single player console games towards multiplayer games. This is resulting in the increase of mobile and social media games.  > China is currently the leading the list of the biggest investors of VR, at $5.8 million in spending.  ***Behaviour of different ages***  > People aged 16-34 are those most likely to use VR.  > 16–24-year-olds account for 34% of current VR users.  > 25–34-year-olds account for 35% of current VR users.  > 35–44-year-olds account for 26% of current VR users.  > 45-54-year-olds account for 12% of current VR users. (Blagojević, 2023)  ***Education***  > The benefits of gaming on education can include improved powers of concentration, creativity, memory, languages, and teamwork.  > Videogames can make it easier to learn educational contents and develop cognitive skills. (Iberdrola, 2023) | > A close eye should be kept on world current affairs, as a global pandemic is unpredictable but would have a drastic affect of our game sales and usage.  > Seasonal versions of the game (including festive décor and food items) will be implemented to the game at particular times of the year.  > In the busy months of November and December, we will look at putting the game on a discount to increases sales, as well as selling game bundles to appeal to those looking to buy the game as a gift for others.  > We will need to advertise the game to the demographic we feel it would appeal to most. Using algorithms, we could use social media ads to market the games towards people aged 16-34 as they are the top consumers of VR games.  > Other media, such as email, Tv and radio advertisements can be used to entice people of all ages to play the game.  > The impact video games have on education is something that cold be used to advertise our game. It could be sold as an educational game to help improve concentration, memory, and cognitive skills. |
| T | **Technological** | > The advent of new technologies such as VR, the gaming industry is continuously growing and improving.  > The rise of mobile gaming has significantly impacted traditional console and PC market gaming. Console game sales are decreasing as users are turning to their phones and tablets to fulfil gaming needs. Mobile games can be played anywhere at any time.  ***Technologies impact on gaming***  > Technology has hugely impacted gaming through graphics as today’s games generally looking incredibly realistic. This comes from the advances of software and hardware. More powerful processors and GPU’s can render more detailed environments and characters.  > Previously, console manufacturers controlled everything from production, to distribution, to marketing. Presently, developers have countless ways to get their games into the users’ hands.  > Digital downloads, social media, and streaming services are all ways for present day gamers to find and play new games. An example of this sort of a modern-day streaming service is Twitch.  > Newer consoles are capable of displaying graphics to users in 4k, and developers are making the most of the power of these machines.  ***Artificial Intelligences impact on Gaming***  > Artificial Intelligence is a technology widely used to create games with superior resolution, as AI chelps to create realistic lighting, shadows, and character animations.  > AI is fast becoming crucial for creating VR games, using algorithms to create 3D experiences for the user to explore.  > Social media platforms are being integrated into games to provide a more connected experience. (Cult MTL, 2022)  > Best security practices in game development are: Data Execution Prevention (/NX), thread modelling analysis, Buffer Security Check (/GS), Image has Safe Exception Handlers (/SAFESEH, PREfast, Windows Application Verifier, and Fuzz Testing. (Microsoft, 2022) | > As console games are decreasing, it would be a possibility that we may need to develop and deploy a mobile version of the game to appeal to the masses.  > As our game uses a Voxel art style, we may need to look into creating a more realistic version of the game in the future to compete with other more realistic VR games in the future. Doing this may appeal to more people and help increase game sales further down the line.  > As most popular VR games are hyper realistic, we can play into the fact that our game uses a Voxel art style, which is unlike other games on the market and offers a new style of gaming to people.  > Creating an online version of the game may be beneficial as it means that people can play the game in multiplayer mode with friends online, making the experience more connected.  > Twitch is streaming platform for gamers that would be an ideal place to advertise the game. By looking for popular Twitch streamers and paying them a fee for streaming “Cooktastrophe” gameplay on the popular platform, this could increase game sales as people can see how to play it and determine if it is a game they would be interested in. |
| E | **Environmental** | ***Gaming’s impact on climate change***  > Gaming consoles are linked to a variety of environmental threats, such as the materials required to manufacture them, fossil fuel derived electricity to power them, challenges of recycling them after they are displaced.  > Electricity use of video games are estimated to sit at 34 terawatt-hours of energy each (the equivalent of 5 million cars). (Gordon, 2020).  > Cloud computing, air travel, commutes, office devices purchases, and employee device usages all impact a game developments carbon footprint.  ***Laws Regulation Environment Pollution***  > The [Department of the Environment, Climate and Communications](https://www.gov.ie/en/organisation/department-of-the-environment-climate-and-communications/) outlines regulations regarding Environment Fund, Air Quality, Noise, Industrial Emissions, Chemicals, Genetically Modified Organisms, General Policy Directive. These policies are in place to deal with a range of environmental issues. (Gov.ie, 2023)  ***Recycling***  > Gold, lead, copper, and other precious metals that are recycled from video game consoles can be extracted and melted down for inclusion in valuable materials. (HighTech Recycling LLC, 2020)  ***Industrial Licensing***  > The EPA issues licences that contain strict conditions on how an activity must operate so as to protect the environment from pollution that might otherwise arise. (EPA, 2023) |  |
| L | **Legal** | ***Data Protection***  > The Data Protection Acts 1988-2018 are designed to protect people’s privacy. The legislation confers rights on individuals in relation to the privacy of their personal data as well as responsibilities on those persons holding and processing such data.  > This act ensures the right to rectification, erasure, restrict processing, data portability, objection. It also ensures the rights to be informed, and the right to access.  > The European Data Protection Board is responsible for ensuring that the GDPR is applied consistently across the European Union. (Gov.ie, 2023)  ***Employment Laws***  > Employment laws in Ireland are clearly outlined and must be obeyed by all employers. This includes young people at work, terms and conditions of employment, working hours, safety at work, equality in the workplace, work permits, redundancy and dismissals, and whistleblowing. (Citizens Information, 2023)  ***Health and Safety Laws***  > Health and Safety laws apply to all employers and employees in the workplace, including fixed term and temporary employees. These laws must be obeyed by all it applies to in Ireland. (Citizens Information, 2023)  ***Consumer Protection Laws***  > The consumer Protection Act 2007 applies to anyone acting for the purpose of their business. It applies to all acting on behalf of the business and can also include anyone who promote goods on behalf of a business. It requires that you be transparent in all dealings with your customers and places responsibility on you. It is a criminal offence to make false or misleading claim about goods, services, and prices. (CCPC, 2023)  ***Copyright***  > This is the form of intellectual property that’s grants rights to the creators of works, where they have the right to copy the work, make work available to the public and make any adaptation of the work.  > The owner has the right to prevent others from reproducing, publishing, performing, communicating to the public or adaptive their creative work.  > Copyrightable work includes literary, audio-visual, and artistic works as well as photographs, sound recordings and computer programs. (Department of Enterprise, Trade and Employment, 2023) |  |

Template found online. (Praxie, 2023)

# Operations Plan – 14%

* Project plan for development of solution clear
* Resources are clearly identified.
* Technology components (languages/platforms etc) discussed
* Rollout and support options/Requirements discussed.
* Potential future developments discussed.

# Industry Analysis (using porters framework) – 14%

* All 5 aspects of Porter model – detail understanding shown.
* Thorough analysis of industry chosen under each heading, justified by references and insight.
* Very well structured

## What is an Industry Analysis?

An Industry Analysis provides statistics about the market potential of a product. This will give us specific information about the current state of the gaming industry and its target markets.

## Porters Framework

Porters Framework is a model used in Industry Analysis. We will use it to identify and analyse five competitive forces that shape the gaming industry and determine the industries weaknesses. The five forces in Porters Framework are:

1. Competition in the industry

Buyers and suppliers will seek out a company’s competition in search of better deals or lower prices. If rivalry is low, then a company is able to charge higher prices and set terms of deals to attain higher sales and profits.

1. Potential of new entrants into the industry

An industry that has strong barriers for entry

1. Power of suppliers
2. Power of customers
3. Threat of substitute products

# Business Canvas - 14%

* Concept of Business Canvas Explained
* All nine elements referenced.
* Clear effort to rigorously analyse project idea under each heading.
* Comment on concerns/strengths/weaknesses etc. as revealed through analysis.

# Strategic Positioning (using Porter’s Generic positioning as a basis) – 14%

* Understanding shown of Porter’s generic strategic positions
* Strategic choices and positioning of own business idea clearly articulated and linked to Porter’s framework.
* Very well structure.

**Overall Structure/Flow – 8%**

* Extremely well laid out
* Table of contents and broken into relevant sections and sub sections
* Use of diagrams where appropriate to show frameworks etc
* Relevant information grouped together
* Language clear and logical/flows very well

# References

Central Statistics Office. (2023, March 1st). *Monthly Unemployment February 2023*. Retrieved from CSO: https://www.cso.ie/en/releasesandpublications/ep/p-mue/monthlyunemploymentfebruary2023/#:~:text=The%20Monthly%20Unemployment%20rate%20for%20February%202023%20was%204.3%25&text=Down%20to%204.0%25%20for%20males,of%204.8%25%20in%20February%202022.

CIPD. (2021, December 6). *PESTLE Analysis*. Retrieved from CIPD: https://www.cipd.ie/news-resources/practical-guidance/factsheets/pestle-analysis#gref

Koss, H. (2023, February 14). *What does the future of gaming look like?* Retrieved from Builtin: https://builtin.com/media-gaming/future-of-gaming

Praxie. (2023). *Use a PESTLE Analysis to Create Your Team's Template to Success*. Retrieved from Praxie: https://praxie.com/pestle-analysis-online-software-tools-templates/

Revenue. (2023). *Starting and running a business*. Retrieved from Revenue: https://www.revenue.ie/en/starting-a-business/what-is-a-business/index.aspx

The Economist. (2017, March 30th). *The link between video games and unemployment*. Retrieved from The Economist: https://www.economist.com/the-economist-explains/2017/03/30/the-link-between-video-games-and-unemployment

Wise, J. (2023, April 5). *Augmented Reality Statistics: 10 Key Stats in 2023*. Retrieved from Earthweb: https://earthweb.com/augmented-reality-statistics/#:~:text=Augmented%20Reality%20Statistics%20in%202023,-Key%20Takeaways%3A&text=The%20AR%20market%20value%20currently,reach%20%24340%20billion%20by%202028