# Current Trends in Gaming – Assignment 2 Feedback

## Trend 1

Good, clear, referenced description of the metaverse. A couple of things regarding the technology are mentioned but not in detail. Excellent SWOT analysis. Very good points made regarding ethical and social impact and concerns. Would benefit from references.

## Trend 2

Description of mobile gaming focuses on growth of it rather than on what it actually is, though this is rectified somewhat in the list of example games and more so in the SWOT analysis. The technology is described at a surface level. Very good SWOT analysis for mobile gaming. Interesting discussion of social and ethical potential impact, with good points made and supporting references provided.

## Trend 3

Brief but clear and referenced description of AR. Very good, referenced explanation of the technology behind AR, at an appropriate level of detail. Very good SWOT analysis, though the opportunity regarding clothes is not related to gaming. Interesting discussion of social and ethical potential impact, with good points made. Would benefit from supporting references.

## Predictions

Very good, well-argued and referenced discussion on future predictions for the trends.

## References

## Overall this is very well referenced, though a couple more citations would be useful in a couple of places as mentioned.

## Overall

Overall this is a very good, well structured, well written and well referenced report. A little more could be said regarding the technologies behind the trends.

## Grade

This is a grade 5. The mark is 12 out of 15.