

# **Human Computer Interaction (HCI) & User Experience Design (UXD)**

## **Coursework 1: HCI/UXD Research Report**



**Name: Yu-Ching Ho – Virtual Reality in Games**

<b>Subject Research and Discussion (50)</b>	<b>An excellent well-researched and well-written report with plenty of appropriate references. A good overall coverage of the topic with a range of suitable images included to enhance the report. Very good reading!</b>	<b>42</b>
<b>Case Studies / examples / evidence (15)</b>	<b>Excellent examples and case study materials provided.</b>	<b>12</b>
<b>Conclusions / Recommendations (15)</b>	<b>Good detailed conclusions and personal reflections.</b>	<b>12</b>
<b>Compliance with HCI Guidelines, Visual Impact, Presentation, Effectiveness of Communication (10)</b>	<b>Good clear layout and legibility. Appropriate use of graphics. Well-presented and visually effective.</b>	<b>8</b>
<b>References, Sources (10)</b>	<b>Good range of references.</b>	<b>8</b>
<b>TOTAL 100</b>		<b>82</b>