Evaluation

For the Final Major Project, I was producing a game for a family audience. Throughout research I found that ‘70% of gamers are age 18 or older’ (Tech Jury, 2020) and the ‘average gamer age is 34 years old’ (Tech Jury, 2020) further research identified that ‘70% of parents believe video games have a positive influence on their children’s lives’ and this made me think that a game that would engage the entire family would have a unique selling point.

Yanev, V. (2019). *Video Game Demographis - 25 Powerful Stats for 2020*. [online] TechJury. Available at: https://techjury.net/blog/video-game-demographics/#gref.

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I also research about the gaming throughout COVID-19 and before COVID-19 and the people who made the online survey asked 2 questions ‘what games that rise in COVID-19 and why’ and the people reposed was ‘yes’ showing me that games during COVID-19 has risen because people was staying inside the house, and they second question was ‘Do you feel that playing video games has had any impact on your well-being during the COVID-19 outbreak? The impact may be positive or negative’ for the people doing the online survey being the (N= 781) and I think there did that to see what games that children and adults play

Barr, M. and Copeland-Stewart, A. (2021). Playing Video Games During the COVID-19 Pandemic and Effects on Players’ Well-Being. *Games and Culture*, [online] 17(1), p.155541202110170. doi:10.1177/15554120211017036.

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