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 was more frequent in the pandemic then when there were in school and working and the one most game that risen was Animal Crossing which is a calming game to play when they are on their break from work or school/college/university for them to relaxed from their hard day which hard improve people well-being

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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Throughout the year I was feeling semi confident with this