Evaluation Process

What methods did you use to maintain an ongoing evaluative and reflective approach?

In my reflective/evaluation I made sure to discuss each section of my work one by one and talk about what I thought went well and what I thought I could improve upon in the future.

What reflective model did you use, if any?

I didn't directly follow any reflective model

Rate the thoroughness of your evaluations.
I would rate the thoroughness a 7 out of 10

Evaluation Influencing Your Work
In what ways did you use evaluations to influence your decision making?
Thought-out my project there were things I were not happy with after looking back at them one being the quality of my script as when I went back to read it, I was not happy with it it at all as it made me sound very robotic and didn't feel at all natural.

How effective was your evaluative process in influencing your decision making throughout your project?

I would say my evaluative process was pretty effective as it made me look back on my work honestly and helped look out for any problems with my work and solve them.

Project Development
Did you meet your stated aims?

Yes, I did meet the aims I was trying for the project because I created a documentary which aimed to talk about the history of a game called destiny I made use of all the software that I said I would and documentary met the amount of time I wanted it to be.

How does your work compare with your professional research?

My work does compare with professional research where I link the work, I have been doing all the production for my project as I wrote my own script and recorded all the gameplay myself and recorded my voiceover all on my own.

Did you make any changes? Why? How did your concept develop?

Yes, I did made changes like I did have to scale back the project pretty early on as I wanted to go into much bigger detail about the game but I was unable to do this because had I gone

through with it my project would have ended up being way too long and I mostly likely wouldn't have been able to finish it on time.

Does the finished product appeal to the target audience?

Yes, the finished product did appeal to the target audience since my target audience was suitable for pretty much everyone from teens upwards as I did not discuss any sensitive topics and my gameplay didn't have any violence that wouldn't be for those ages.

How well does the product reflect your skills and the things you have learnt this year?

The product that we made did reflect on my skills throughout this year to show how I can problem solving because we have problems that had such as with audio issues which I had to work though I also had to find background for my work.

Is it an accurate reflection of your skills? Are you proud of it?

I think my work is a pretty good reflection of my skills although I know that I have the potentially to do much better and create even better projects

What would you do differently next time? What did you learn?

Iif I could do this project again I would defiantly find ways to make it more engaging for the viewer as the theme I chose defiantly wouldn't be for everyone.

What would you do differently if you had a larger/unlimited budget?

If I had a larger/unlimited budget the project would be a lot bigger in scale starting with a investment into better equipment such as a microphone as the audio quality in my project defiantly could have been improved upon I would also use this to just increase the production value overall by adding more effects and maybe even getting other people to speak on their input of the game.

Final Product

Rate your commitment to and engagement with the project.

I would rate the commitment and engagement of my project decently high although I was defiantly disracted and got side tracked at times which is something I need to improve upon in the future.

What professional qualities have you demonstrated during this project?

I have shown that I have professional qualities into how to use a variety of different software's in which are used by many professionals around the world which means I am very flexible in what I can create and contribute towards.

Discuss and assess the success of your final product/performance.

Overall in my project I set out and achived what I wanted to do, I did run into issues along the way but I very quickly found solutions and continued with my work and finished it on time, there were defiantly limitations that stopped me from producing my very best work and something I will try to remedy in the future. But overall, I have shown that I defently have the potential to create great projects whether that is my own or helping with someone else's.