Evaluation

1. Description – what happened?

I made a mood board about my podcast for female gamer and a poster and used photoshop to make the design I did a lot of research of girl gamers, including questionnaire, secondary research, example of female games

1. Feelings – what were you thinking and feeling?

I was thinking everyone should know that they are some girls who can play video games. I was feeling happy to find out they are so many girls who loves playing video games. From the research I have done, female representation is getting better, but there is more improvement can be done.

1. Evaluation-what was good and bad about the experience?

The good about the experience was finding out they are girls who plays a lot of video games, the bad experience was finding out how the girls was presented in a game. I did a lot of research, from that I made mood boards, I asked feedback on that, that help the project that was really good. Improve on time management, this would have helped my project develop quicker

1. Analysis – what sense can you make of the situation?

the situation of the podcast is about girl’s gamer to make then known and to show that girls can play much games as boys and they are not different.

5.Conclusion- what else could you have done?

Talk about how the owner of the game presents girls’ character and how they dress them different to the boy characters like girls’ character has less clothes on showing of their body not their hard work in the game but the boy character is all covered up with clothes they don’t have to show of their body to get chosen like the girls. Use time management tools to track work that has been done and what needs to be done.

6. Action plan – if it arose again what would you do?

Make a game, with better female character that are more realistic

Record a podcast for the idea I had, for people to realise how girls are dressed also presented in a game.