

PROJECT REVIEW NOTES

1 Evaluate the products

Look back at the requirements in the SPB and ask yourself:

- **Map** – Can you tell what the theme is by looking at the map? Have you made it clear how the player accesses the different tasks? How did you go about producing the map? Was your choice of software correct? Do the links work correctly?
- **Tasks** – Are the tasks suitable for your target audience? Is there sufficient challenge to the tasks or will the treasure hunters find them too easy? Are the answers to your questions to be found by completing the tasks? Think about each of your tasks and how well it meets the requirements of the project.
- **Instructions** - Are the instructions clear? Will your target audience understand them? Do they meet all of the project requirements?
- **Coding Sheet** – Does the code sheet help the treasure hunter to collect the combination? Does it contain the questions that need to be answered?
- **Assets** - How good is your choice of assets? Have you used a range of different types that are appropriate for the purpose? Are all the assets copyright-free? What problems did you have creating or sourcing suitable assets? How did you overcome these?

Overall, how successful do you feel your collection of products is? Do they work as a complete treasure hunt? What do you really like about the finished treasure hunt? How could it be further improved if you had time? What did your reviewers think of the final product?

2 Evaluate the project as a whole

Think about:

- what you set out to achieve
- to what extent you have met the objectives
- how well your plan worked
- how well you managed your time
- whether you chose the right people as your test users and reviewers
- what, if anything, went wrong
- what others had to say
- what improvements you would make if you had time
- what you would do differently if you did the project again.

Use feedback from others to support what you have to say.

3 Evaluate your own performance

Questions you should ask include:

- how well did you work during the project?
- did you keep to deadlines and targets?
- how do you think your work on this project affected your performance in other work?
- how have you benefited from working on the project?
- what would you do differently if you did the project again?

Use feedback from others to support what you have to say.