



# FEEDBACK EXAMPLES

The jobs of the future will rely heavily on science, technology, engineering and mathematics (STEM) skills. But there is a worrying trend in students dropping out of STEM subjects as they get older. Our goal for the STEM VGC is to engage more students in STEM subjects and to encourage them to continue to engage in STEM throughout their schooling and into the workforce.

*Your written feedback for teams is a critical part of this endeavour! Students entering the STEM VGC work really hard on their entries. Your positive and constructive feedback acknowledging their effort and encouraging them to try again next year is so important. But, we know it's not always easy to find the right words, especially if an entry has lots of room for improvement. So, here are some examples of judge's feedback from previous years to help you get started. Feel free to copy bits and pieces into your written feedback.*

## Examples:

Our youngest entrants are 8 years old. Don't forget to consider the age of the students when giving feedback.

Congratulations, game development is challenging, and it is great that you submitted a game. Remember that the GDD is a serious part of creating a game. It is important to spend time to make it detailed as it will help you bring your game vision to life.

Your game ran nicely on my computer. I encourage you to tweak your code and do further bug testing. I did find some glitches in your program that forced the game to crash. There was some gameplay but a bit more interaction would make it more interesting. I would like to have been able to influence the game in some way and get a sense of progression. I encourage you to try again next year, you will have learnt a lot that you can use to create something great!

*I played your game for quite a while, and I am impressed. The game play is fun and reminds me of other well executed games I have played. It's a simple concept but well-made and I think that's very important when working on something on your own. Your GDD was clear but could have included more detail to help me understand your vision for the game. It was sensible to choose something simple like this and a great effort to get the game play this polished. Well done, you should consider entering again next year!*

Your gameplay was simplistic and easy to understand, and the game had a clean visual style that was easy to look at. I would have liked to see the game be a bit more sophisticated to make it more engaging. That said, the game was made well and functioned as expected without glitches. The GDD contains some good information but was quite simplistic and needed some more detail as well as supporting information such as screenshots. I can see some consideration for the theme, but I feel that it could have been represented a bit more strongly. A good job overall with a few areas for improvement. I would be pleased to judge another game from you next year.

## Add specific details from the game you have judged to give your feedback extra impact!

*Well done for completing an entry for the Challenge! Your game is competently made and worked well, with clear and fun game mechanics that made for an enjoyable game. The visual style is nice and appealing, however sometimes the black spikes are invisible when a black part of the background passes behind them, which is tricky if you don't know they are there. I could see the consideration for the theme but felt it could have been more creatively implemented. The GDD shows some nice consideration for the design of the game, but some more supporting material, such as screenshots and code snippets, would have improved it. A great job overall. I think the skills you have learnt programming your game will stand you in good stead in the future.*

Congratulations on submitting a completed game - well done! The visual and audio style really achieved the era you were inspired by and I was highly impressed by the original score created for your game. The interpretation of the theme was quite literal - which is okay, but it was not really a highlight or thoroughly explored in an original way. The gameplay mechanics were really well thought out and the game ran pretty smoothly. I was impressed with the programming, procedural level generation, animations, cursor, isometric view and occlusion. I would encourage further studies into animation, computer science and games! Well done!