

STUDENT FEEDBACK FORM

This section details the *extent* to which the assessment criteria are demonstrated by you, which in turn determines your mark. The marks available for each category of skill are shown. Lecturers will use the space provided to comment on the achievement of the task(s), including those areas in which you have performed well and areas that would benefit from development/improvement.

development/improvement.			
Student Name:	JINGLONG WANG	Student P Number:	
Programme:	MA Computer Animation		
Module:	RESEARCH METHODs & COMMUNICATION		
Module Code:	M7X01586	Contribution to Module:	100%
Assignment Title:	CHIMERA proposal		

PROPOSAL – RESEARCH (50%)		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	40%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
KNOWLEDGE & UNDERSTANDING	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
														61.5%	

PROPOSAL – COMMUNICATION (50%)		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
PRACTICAL	60%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TRANSFERABLE.	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
														N/S	

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)	Late Submission Penalties		31%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments
Within the research-study work and initial proposal on CHIMERA: Front sections (for the future) need to be more thorough. Introduction has more, but aim to include all the necessary specification details with the module name, date, etc. Abstract is light, for similar reasons, and there could be more emphasis or analytical detail given to the (classical) researched parts. The coverage on FULLMETAL ALCHEMIST is better, with more thematic purpose conveyed. Overall, the document would benefit from another draft or two, where you might bring some parts together (within the one paragraph perhaps?) to allow for more depth or attention elsewhere. A good pursuit of the anatomical threads across the physiology and diversity / commonality in creature design(s). To have had more (visual) examples and supportive statements on UNCANNY VALLEY / horror? To help the reader appreciate the goals / aims here? Some quantitative comparative work comes through (e.g. rejecting the snake), with some good parts throughout. More generally, the document would benefit from having more direction and a more commanding structure. Within the final practical stage of the pitch~proposal for CHIMERA creature design: Emails sent on technical problems with personal computer. Submission still needed for part#2. Late submission (F). Module currently incomplete.

Assessed by:	Phil Organ	Date:	January 2024
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