

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.

Student Name:	HANNAH MAE WILLIAMS	Student P Number:	
Programme:	MA Computer Animation		
Module:	Pre-Production		
Module Code:	ADGD7006	Contribution to Module:	100%
Assignment Title:	Pitch 1 - & - Pitch 2 presentations		

PITCH #1 (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	10%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
KNOW & UNDERSTAND	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
TRANSFERABLE.	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														66%	

PITCH #2 (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	10%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
KNOW & UNDERSTAND	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
PRACTICAL	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
														66%	
FINAL														65%	

Tutor comments (PreViz / Pitch #2)

Good to see that you opted to present within a group, as it can be difficult to achieve it all, working in isolation (sometimes). In terms of the split, between members, there are indications that you would want to ensure the workflow is established and that a schedule is monitored, for each shot, for each asset / component, etc. Good to see (when looking more closely at the submission files) that you added colour correction and helped with enhancing the cartoon aesthetic. Together with the Foley work, camera shake, 2D < > 3D there seems to be enough to divide the labour, but this is something we can finalise when we look again at the MAJOR PROJECT structure and assessment checkpoints. One last suggestion is to start to compile / construct production notes, where deliverables are quantified and targets are put in place (feasible targets) to meet the project's goals. To discuss more there in the coming weeks / months. Solid work overall.

Assessed by:	Phil Organ	Date:	May 2024
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