

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:	LEAH MARIE WILLIAMS	Student P Number:	
Programme:	BA (Hons) Computer Animation		
Module:	PRODUCTION DESIGN & ANIMATION		
Module Code:	M4X02046	Contribution to Module:	100%
Assignment Title:	“Art....is real sorcery”		

VISUALs (PRAC) 70%	Overall I Mark % of	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%

KNOWLEDGE & UND	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL.	50%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														72.8%	

WRITTEN 30%	Overall I Mark % of	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%

KNOW & UNDERSTNDG	30%	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐
PRACTICAL	40%	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐
														55%	

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		67.4%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:
Great to read through all the considerations (inc. purple-haze doc.) and in what you wanted to include for the scene. The word count is low and this will have contributed to the averaging-out of the two components. You can do great work, but need to cover all the bases. You will also have learnt a lot from the project, not least in creating the various different materials and props, in their colour work and lighting, etc. I almost wondered if you wanted to create a puzzle-box-Escher-like-space – where items start to appear elsewhere in the same space via pictures...? E.g. the clock is similar to the barn in the picture. Interesting work. The thumb's are good, the thoughts are sound, the work in creating the materials (hammock is a stand-out) shows a lot of promise for 21/22. Solid work. In gaining the best marks you would be looking for more consistency across all the modules. The written work seems to end abruptly, but what is there is fine.

Assessed by:	Phil Organ	Date:	May 2021
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