

STUDENT FEEDBACK FORM (UG)

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:	Luke Rees	Student P Number:	
Programme:	BA Computer Games Design / BA Computer Animation		
Module:	Environment & Level Design		
Module Code:	M4X02041	Contribution to Module:	50%
Assignment Title:	3D Diorama & Presentation		

Generic Assessment Criteria	% of Overall Mark	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%
1. Engagement with Literature Skills	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
2. Knowledge and Understanding Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
4. Practical Application Skills	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
5. Transferable Skills for life and Prof Prac.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work and are for guidance only until they are confirmed.)	Late Submission Penalties (tick if appropriate)		64.0%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Research has been evidenced in the assessment with images relating to the general theme and objects contained within the scene. The Bibliography supplied in the presentation is more of a list – to enhance the marks this could adhere to IEEE formatting for a more academic approach.
2. Knowledge and Understanding Skills Thought and design processes have been visualised in a mind map – this is a good way to present your work. Some understanding shown in the use of emissive texture techniques within the Unreal scene created for the project.

3. Cognitive and Intellectual Skills

Some of the issues experienced have been addressed and discussed in the presentation – for example, the scaling issues experienced between Maya and Unreal.

Transparent texture problems have been documented, which shows evidence of analytical thinking.

4. Practical Application Skills

The diorama shown is of good quality with a variety of techniques and elements used. Good work.

A blockout and basic model test has been made before committing to a final design – this is good. Keep using this approach in future projects!

5. Transferable Skills for Life and Professional Practice

The presentation is of a good standard with a lot of work and information shown throughout. It may still be good to condense a little of it down with practice, just in case you feel rushed or pressured to go through it in the time provided in future presentations.

Assessed by:

R Morgan

Verified by:

A Head

Date:

28/04/22