

INDEPENDENT PROJECT (ACCA6020) / BA COMPUTER ANIMATION**FINAL ARTEFACT(+VIVA) – 40%****WRITTEN WORK – 40 %**

Student Name	Tiegan Hughes
Title of Project:	(PRACTICAL) Ghost in the Computer (WRITTEN) How can we make the Gaming and PC enthusiast space safer and more inclusive?
Supervisor:	Rich Morgan
2nd marker:	Phil Organ
Course:	BA (Hons) COMPUTER ANIMATION

INDEPENDENT PROJECT 21/22 - SUMMARY

INTERIM (20%)	FINAL ARTEFACT (40%)	BLOG/WRITTEN (40%)		FINAL IP 100%
60	58	62		60

Feedback/Comments:**PRACTICAL / FINAL ARTEFACT (40%)**

Good to see the progress made technically, in confronting the 3D software within this final stage and in manipulating the standard procedures in modelling, editing, animating, texturing, etc. There is still room to improve, in order to convey the concept(s) with more impact or engagement, especially within the notion of a haunted space. More work, in the closing weeks, could have done more here - to aid the animation control and allow for a better range of motion on the computer, or in creating more of a detailed environment - but the work demonstrates you have a good base to build upon. More than indicated in previous years/submissions. The decision to make a promo piece fits the running time and scope well. The presentation was very well-timed and everything was covered in detail (nothing overlooked), and your response to questions were forthright and specific.

BLOG / WRITTEN (40%)

Strong critical thinking indicated throughout; sources and information covered well, accompanied with well structured statements and thoughts/notions. An interesting topic, covering the main debate and range of topics, with some useful levels of insight and/or references. Together with the practical you are demonstrating graduate year initiative and self-learning skills, that serve you well here in conducting this study. Structure is clear and academically it provides a good balance of case studies, quotes and further reading, in support of the proposals/views. It can be difficult to provide a definitive pragmatic solution to the problems, but you do a worthy conclusion and review to close.

ENG (30%)	K&U (30%)	COG (40%)	Fnl
64	62	61	62.2

Phil Organ (2nd Marker) / May 2022