

BA GAMES DESIGN - INDEPENDENT PROJECT - Final Viva – 40%

Student Name:	DANIEL THOMAS
Title of Project:	ANIMATION IN VIDEO GAMES: FEEDBACK TO THE PLAYER
Supervisor:	PHIL ORGAN
2nd marker:	ADAM HEAD

1. Engagement with Literature Skills	
- Decisions made have been grounded in related research (game ideas, project management, design choices, etc.) - Application of theory through quotes, references, related articles and conducting primary research	10/15
2. Knowledge and Understanding Skills	
- Key objectives identified for the final development phase - Appreciation for Project Scope, potential areas in which compromises can be made and understanding time/personnel are finite resources - Considerations made for contingency planning or Risk Assessment (formal or informal) Appreciation and understanding of game design principles, aesthetic styles, technical requirements, demographics, etc. (depending on team role)	13/20
3. Cognitive and Intellectual Skills	
- Evaluation of content - Does the final presented artefact meet your expectations, and the requirements of the brief? Do you feel that compromises to the proposal had to be made, or the scope of the project changed? If so, where were these changes made and what factors prompted this decision? - Problems and solutions – did you have any issues during the last phase of development? If so, what solutions were proposed? Did they work and if so, what did you learn from this experience?	14/20
4. Practical Skills	
- Demonstration of content, e.g. engine functionality, assets, finalized character/environment concepts, HUD designs (depending on team role) - Contribution to Project is documented thoroughly with evidence (screenshots / images / videos etc.) contained in the Viva	18/25
5. Transferable Skills for Life and Professional Practice	
- Organise information into a coherent presentation which identifies and clearly communicates the ideas of others, your own ideas drawn from a theoretical discourse, your insights and understandings. - Consistently apply referencing conventions to suit the required format. - Present your work professionally and communicate your ideas in a coherent and consistent style with due consideration to your audience.	10/20
TOTAL	65%

Comments:

- Presentation began at 09.35.

A good outline, to begin, on identifying areas of the function and contributions that characters play. This was also extended towards the visual makeup and possible motions, including areas or attributes to monitor (e.g issues of scale and cohesion in the space).

- A strong level of authority was established on the various sources of research and inspirations - with games in similar animation styles. Consistent evidence of direct influences – via these considerations - on sprite sheets of characters, of a similar ilk, and what was needed to convey the appropriate action, emotion, reaction, etc. Understanding and appreciation of the terms in this mode of gaming (e.g. when describing the need to *'telegraph'* a move, or add more *'swagger'*, etc.) was all relevant / pertinent. There is good evidence of practical work being influenced by this level of familiarity, in this regard, although some primary feedback would have been good to see. (e.g. surveys, questionnaires) given to peers to gather opinions on the communication / evocation / believability, etc.

- A good breakdown on the process and workflow, with lots of detail and insight. Animation principles have been mentioned (e.g. squash and stretch) but more could have been conveyed / utilised here, including the intended audience / demographic, although this was mentioned via questions at the end.

Iterative design has been used throughout the project with multiple versions of character shown. Lots to negotiate and to control, in terms of the multiple layers and set moves, across all of the characters and you have achieved a lot, keeping stylistic direction, to achieve an engaging / likeable collection of motions. Animations completed have a great deal of character and individual style. These are of a very good standard and convey the emotion/mood of the character well.

- All of the presentation slides were clear and visuals enhanced the content covered. IEEE referencing has been used consistently throughout presentation with a bibliography page to end the presentation.

Presentation finished at 10.19, going over time.

This is an important aspect to the process and an area where you want to achieve the right balance, especially when considering future pitches or opportunities when interviewed (e.g. post-graduation). Aim to do more rehearsals for any future presentations, in order not to detract from the impact, as the content itself is strong.