

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:	IGOR GUIDOLIN	Student P Number:	
Programme:	MA Computer Animation		
Module:	RESEARCH METHODs & COMMUNICATION		
Module Code:	M7X01586	Contribution to Module:	100%
Assignment Title:	CHIMERA proposal (R&D)		

PROPOSAL – RESEARCH (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	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
KNOWLEDGE & UNDERSTANDING	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														74.2%	

PROPOSAL – COMMUNICATION (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%
PRACTICAL	60%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
TRANSFERABLE.	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
														62%	

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	
	Up to 1 week late (40% Max)	☐
	Over 1 week late (0%)	☐
		68%

Tutor comments
Within the research-study work and initial proposal on CHIMERA: Strong opening sections, with bold clear layout and with an Abstract and Introduction that draws the reader in. Fascinating mix of information and overview(s), and the document comes alive when considering aspects that help creature design, that are well suited to areas of anatomy, character traits, kinesiology, etc. Excellent coverage on musculature, although a line or two from the proposal (near the latter half) may have provided more context ~ for interpreting the value of some of these observations. Clear methodology and account writing and it all reads well. The conclusion-listing is great! The very end appendices, including your own clear and colourful photographs from the NHM all add to a well-worked and impressive piece of research and development. Within the final practical stage of the pitch~proposal for CHIMERA creature design: The submission for the follow-up part of the module feels a little light. It is well worth considering what you can do to really emphasise and promote how you work and what you prioritise in tackling the design implementation stage(s). It's something to work on, especially as we near the end of the year and applying to companies (that would want an indication if viewing portfolios online, or via interview). In the images submitted – there will be more to discuss on capturing the dynamic near-animated quality and form – but this is a really good effort nevertheless. You have arrived at a version, akin to the sketches and to the mélange of creatures integrated (in Pt#1), with an imaginative look and evolutionary element in it's makeup.

Assessed by:	Phil Organ	Date:	January 2024
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