

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:	ZIYAN SUN	Student P Number:	
Programme:	MA Computer Animation		
Module:	RESEARCH METHODs & COMMUNICATION		
Module Code:	M7X01586	Contribution to Module:	100%
Assignment Title:	CHIMERA proposal		

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%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
														66.1%	

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%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
														66.2%	

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		66%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments
Within the research-study work and initial proposal on CHIMERA: Ensure you include more of the module specification on the front sections in the future (e.g. module name, date, etc.). The Intro' provides a strong enough overview of the task in hand and there is a good level of investigation and research in a) the historical details, b) the mix of comparative studies from across the globe. A well-composed section on the visual appearance and characteristics, bringing more control and purpose and (academic) voice to proceedings. There is a real mish-mash of creatures coming through near the end, in the composition of diverse elements, and with an effective narrative composition – with some great phrasing and animated-potential – in what you convey. Within the final practical stage of the pitch~proposal for CHIMERA creature design: A great effort in creating something of the Ancients – but also with a contemporary quality (in the 3D construction). This is a difficult aspect to put across. A time-worn captured motion but sculpted (almost statue-like) that makes me think of temples and deities. This combines well with the material properties on display. To do a 3D table-top print? The submission would benefit from some more accompanying details or insights in to the methods and design decisions or goals – and it is something to give more attention, going forward. Good work overall.

Assessed by:	Phil Organ	Date:	January 2024
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