

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 2	Student: Alex Jenkins	Date: 20/05/2023
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1. Engagement with Literature Skills - 7/15
There is some research evident of relevant media throughout the presentation with IEEE referencing used. A bibliography page is present. I'd have liked to have seen more thorough evidence of research shown with deeper dives into inspirations for your work.
2. Knowledge and Understanding Skills - 8/15
Information on the blender workflow presented with advanced knowledge of material nodes explained. Shaders and post processing used in Unreal Engine 5 – this is good evidence of independent learning. There is a good understanding of blueprint based coding in Unreal Engine 5.
3. Cognitive and Intellectual Skills - 7/10
There is an analysis of the software used and each individual programs benefits and flaws, along with justifications for which were chosen to be used. Appreciation of optimization of assets, this is good practice – well done. Problems encountered were discussed with a performance evaluation given of the overall progress of the project, this is good to see.
4. Practical Application Skills - 27/40
Photo bashing examples shown as concepts, good work. 3D Model work has been shown with textures applied in engine, well done. The pickups used in the game idea have been shown along with their textured 3D models, these are consistent in design which is good to see.
5. Transferrable Skills for Life and Professional Practice - 11/20
Introduction to yourself and project is needed as it gives context to viewer, make sure to not dive straight in. Slides are clear and of a consistent style.

Overall Mark:
60%