

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:	YUXIN LI	Student P Number:	
Programme:	MA Animation		
Module:	RESEARCH-LED PRACTICE		
Module Code:	ACCA7046	Contribution to Module:	100%
Assignment Title:	<i>The Power of Myth..... and movie-making</i>		

		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	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
KNOW & UNDERSTAND	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
PRACTICAL	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
TRANSFERABLE.	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐

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 (50% Max)	☐
	Over 1 week late (0%)	☐

72%

Tutor comments
- The structure and layout of the submission is clear and well organised, to include the relevant front and end sections (e.g. Certificate of Authenticity, Bibliography, etc.). - The submission begins with a gentle introduction or overview on topics that indicate 'myth' before then selecting key case studies and areas to compare and build the themes, re-affirming more on the narrative structure(s), issues of composition and presentation, evocation and representation, etc. All in keeping with the class activity and the means of forging a knowledge base, before proceeding with the interpretive and qualitative considerations, in the later stages. - Good to see links established between the R&D departments and common associations with planning a character / creature's background or context, that includes costume design, silhouettes (etc.) and other standard character design stages. - There is a consistent re-appraisal on what is pertinent or the salient points to what is being researched – and how this informs the creative output or production roles. - The image that constitutes the proposal (Ming Qi) combines a lot of the preceding thoughts into one cohesive and unifying whole. With closing comments on process and iteration and idea generation, to arrive at the best version / strategy, there is certainly room for interpretation (of what the character constitutes or signifies), but with the notions of re-evaluation or ongoing re-assessment can help with further work elsewhere, especially with identifying the strongest visual messages and symbols in the MASTER's PROJECT (summer 2026). - Good work.

Assessed by:	Phil Organ	Date:	June 2026
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