

STUDENT FEEDBACK FORM (UG)

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:	Rebecca Davies	Student P Number:	
Programme:	BA Computer Games Design / BSc / HND Computing (Games Development)		
Module:	Game Design and History		
Module Code:	M4X02039	Contribution to Module:	50%
Assignment Title:	Individual Academic Report (Game Analysis/Review)		

Generic Assessment Criteria	% of Overall Mark	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
1. Engagement with Literature Skills	30%	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐
2. Knowledge and Understanding Skills	25%	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	25%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
4. Practical Application Skills	10%	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐
5. Transferable Skills for life and Prof Prac.	10%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work and are for guidance only until they are confirmed.)	Late Submission Penalties (tick if appropriate)		40%
	Up to 1 week late (40% Max)	☒	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills A bibliography has been included with the submission, which shows evidence of research, though to enhance the marks this should be presented in IEEE format. In addition, the game you have been given to review should also be included here as it is also a source of research. Quotes or paraphrased research could be used a lot more in the report – at present it appears to be based mainly on opinions.
2. Knowledge and Understanding Skills Be careful about stating your own opinion – this needs to be backed up with credible research in order for it to be valid in academia. We need to provide proof of any claims we make in written work. A good understanding of game elements has been evidenced in the work.

3. Cognitive and Intellectual Skills

A good breakdown of game elements is present in the work, from genre and pacing to strategy and colours used in sections of the game.

An appreciation of *Prison Architect*'s replay value has been demonstrated in the submitted work.

4. Practical Application Skills

Inclusion of screenshots is good as it helps communicate the points you make in the report – more of this would be good to see, with the addition of captions to help contextualise the images too.

5. Transferable Skills for Life and Professional Practice

Submission has been handed in after deadline date – as a result the mark has to be capped at 40%.

Report is generally well written and laid out clearly, with topics split into relevant paragraphs.

Assessed by:	R Morgan	Verified by:	P Organ	Date:	09/12/21
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