

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:	Samantha Osborne	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)		56.0%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Some references have been provided in the report at the end, though these could be enhanced by categorizing them in a bibliography that adheres to IEEE format. Don't forget that the game itself is a source of research, and can be included in your bibliography too!
2. Knowledge and Understanding Skills Linking some of the game's traits, such as player choices and pressure/stress back to game theories would be good to see – it would also help expand the research scope as well.

3. Cognitive and Intellectual Skills

An appreciation of empathy for fictional characters is evident in the written work – this is good, as it evidences a level of engagement with the game that goes beyond simply playing to meet an objective. Some of these choices are difficult and some are subtle, but all are a core part of this game's intended experience.

Discussion into audio style and presentation is covered in the work.

4. Practical Application Skills

The review could be enhanced with the addition of supporting visual material – particularly a game with quite a jarring visual aesthetic such as Papers Please. Screenshots can be obtained online as well as taken by yourself, and in these cases they could also add to the research and bibliography.

The review is easy to read and relevant topics are divided up into paragraphs – this is good.

5. Transferable Skills for Life and Professional Practice

The review is presented well and articulated in a professional manner. Some extra additional material could enhance the content further and allow more marks to be awarded, such as visuals and more use of references / external research.

Assessed by:	R Morgan	Verified by:	P Organ	Date:	10/12/21
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