

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:	Shaun Tierney	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)		64.9%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Use of quotes to re-enforce statements made in the review are good – remember to apply IEEE formatting to this though (add a [1] after the quote that links to the numbering system in your bibliography) in order to enhance the marks awarded. A bibliography of research has been provided – this is good, though remember that the game you are reviewing is also part of your research and can be referenced here too.
2. Knowledge and Understanding Skills Use of colour within the game design has been considered, researched and discussed – this is good and is exactly the kind of thing a game designer should be thinking about when analysing games. Good work. Gameplay and presentation elements have been identified and discussed throughout the work.

3. Cognitive and Intellectual Skills

Visual and aural feedback have been analysed as part of the review, with links made to adaptive music and colour theory.

Combat modes, strategic gameplay and replay value have been discussed in the review which provides evidence of engaging with the game itself and an ability to apply analytical thinking. Good work.

4. Practical Application Skills

A concise overview of the game has been provided in the review as part of the introduction – good work.

Additional screenshots with captions would be good to see in the review as well – the descriptive elements could be supported by these images and also add to your research if you obtain them from online sources. Combined with captions, these images can be really useful to help get ideas across in academic reports.

5. Transferable Skills for Life and Professional Practice

Report is written well in general and contains a good amount of information about Faster Than Light and it's many elements of genre, style and gameplay.

Introduction and conclusion to the review provide good summaries to the subject matter.

Assessed by: R Morgan

Verified by:

P Organ

Date: 09/12/21