

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:	Alex Jenkins	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:	Collaborative Game Design Document		

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	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
2. Knowledge and Understanding Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
4. Practical Application Skills	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
5. Transferable Skills for life and Prof Prac.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐

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)		63.5%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills A references list has been provided as part of the documentation, with a number of sources and adhering to IEEE format – this includes the game itself as a source of reference, which is important to remember in this exercise. Good work.
2. Knowledge and Understanding Skills A good understanding of game mechanics is evidenced in the submitted work. The Game Design Document template has been used to good effect – separate sections contain relevant information on certain subjects which help make the information more accessible. Some content is quite detailed, and these sections could be enhanced by breaking paragraphs down into smaller sections of text.

3. Cognitive and Intellectual Skills

Analysis of gameplay and mechanics is evidenced in the submitted work, discussing effects of collecting items and describing how to access bonus content such as the Special Stage.

A good amount of evidence for game mechanic analysis is evidenced in the document with details on traps, hazards, powerups and collectibles. These are all important features of a game document as without these elements the game would be far less interesting to play.

4. Practical Application Skills

Some sections of the GDD are a little heavy on text – this can be addressed by breaking down some of the paragraphs into smaller sections or using bullet points to summarise some of the key details, such as options to pick from on the game's title screen. Additionally, menu navigation could be presented as a flow diagram, which would be even more accessible for a development team using this GDD.

5. Transferable Skills for Life and Professional Practice

A good level of consistency is evidenced throughout the team members various contributions to the document – this suggests that collaboration and communication has taken place as part of the exercise. Good work.

Assessed by:

R Morgan

Verified by:

P Organ

Date:

11/01/22