

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 2	Student: Shaun Tierney	Date: 20/05/2023
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1. Engagement with Literature Skills - 6/15
Ideas evidenced but mind map shown is hard to understand and not a great visual addition to any research shown. There seems to be a lack of visual evidence of research throughout the presentation also – remember that if it is not shown, it can't be marked.
2. Knowledge and Understanding Skills - 9/15
There is clear application of modelling skills with Maya being used to create 3D assets. Forgetting tool names in Maya does undermine your knowledge and understanding – make sure to make notes as this will help in future. Some assets changed in demo indicates a level of understanding.
3. Cognitive and Intellectual Skills - 6/10
Some analysis given of project organization, which is good to see as this will help you in future projects. Some breakdown of workflow evident with issues explained and some possible solutions for future presented.
4. Practical Application Skills - 25/40
Some images shown in presentation are quite hard to see and appear to be photos taken of a drawing pad – could these potentially be cleaned up by digitising/scanning? This would help with professionalism. 3D models of characters shown with wireframes and textures. I'd liked to have heard more justification for character choices and design choices taken. Custom skybox created in Unreal but template largely untouched with a flat landscape.
5. Transferrable Skills for Life and Professional Practice - 11/20
You need to prepare in advance – it took a long time to set up before presentation, in future ensure that files are in a format that is ready to present from the get go. Introduction to yourself and project is needed as it gives context to viewer, make sure to not dive straight in. There seems to not be much structure to the verbal content, I think you need to practice and devote more time to presentation prep in future.

Overall Mark:
57%