

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:	Mariusz Kalasz	Student P Number:	
Programme:	BA Computer Games Design		
Module:	Game Design & Asset Creation 2		
Module Code:	M5X02044	Contribution to Module:	50%
Assignment Title:	Written Evaluative Report (Game Project)		

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	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
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.	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)		64%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Very good evidence of research has been presented, with a bibliography included in the report. Inclusion of the group moodboards for visual design is useful. Seeking help from the Unreal Forums is good – this will be something you will almost completely rely on when developing ideas next year!
2. Knowledge and Understanding Skills An appreciation and understanding of Unreal 4's blueprint systems is evidenced in the work – this is accompanied by visuals too. Examples of text questions have been supplied in the report.

3. Cognitive and Intellectual Skills

Analysis of each element of development has its own specific section in the report which is helpful.

Evaluation of team roles (and performance) has been presented in a fair and objective manner.

Problems with technical implementation have been identified, and solutions have been made – even if these didn't fix the issues (blueprints) you are applying critical thinking skills to try to overcome the problems.

Issues with the application of Gantt charts have been identified.

4. Practical Application Skills

A good use of supporting images (with captions) used throughout the report.

UE4 Blueprints have been documented visually, which is good for a reader to understand the processes that have been developed.

5. Transferable Skills for Life and Professional Practice

Report is well laid-out and formatted in a tidy fashion, including a contents page and title page. This pride in your work will be especially important next year – keep it up!

Assessed by:	R Morgan	Verified by:	A Head	Date:	18/05/21
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