

STUDENT FEEDBACK FORM

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:	ANDREW FOXALL								Student P Number:							
Programme:	BA (HONS) ANIMATION & VFX															
Module:	ANIMATED INSIGHTs & PERSPECTIVES															
Module Code:	ACCA4040						Contribution to Module:				100%					
Assignment Title:	<i>The Mighty River: An Animated Journey</i>															
Generic Assessment Criteria	Overall Mark % of	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%	
ENGAGEMENT WITH LITERATURE	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	
KNOWLEDGE & UNDERSTANDING	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	
COGNITIVE & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	
PRACTICAL SKILLS	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	
TRANSFERABLE SKILLS	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	
														72%		

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)

Late Submission Penalties

Up to 1 week late (40% Max)

Over 1 week late (0%)

Tutor comments

- A good working-premise is established early on, detailing the route to be taken, and the result is a well structured and well-toned (in the phrasing) upbeat response.
- Some interesting observations and I agree that CG forms did help, when compared with classical forms. e.g. virtual work spaces with easily positioned cameras eliminated difficulties that 2D animators have with animating perspective. Software interpolations and inbetweening helped to increase productivity, certainly. However, it did bring it's own trials and tribulations, creating floaty spline-based motions, and requiring a lot of time, especially in photo-realistic endeavours. Passages through the history are well balanced – not overly descriptive; highlighting the prominent or pioneering work (e.g. *Young Sherlock Holmes*, *JP*, etc.). This is all in keeping with charting a journey or timeline through the terrain, but the document comes alive, moreso, when you add more personal reflection and input (e.g. “...CGI in the last 20 years has been remarkable...”). Such input carries more insight and engages the reader. A good end section on the emergence of A.I., but done with more positivity and / or a rationale towards the benefits, which is not as common as the nay-sayers or those that dismiss such breakthroughs.
- Conclusion is fine, and could have been re-used elsewhere, e.g. as a more provocative opening introduction, and that the document will then compare and contrast, open up the various debates, etc. There is room to do more on capturing the trends and to have more conjecture, more alternate or opposing statements (or case studies), to be more challenging, perhaps(?), as you do have some real strengths in researching, collating and compiling the material.
- Submission is presented well, with some excellent visuals (clear, large, good quality). Authoritative and with a good degree of enthusiasm, throughout .Well done!

Assessed by:

Phil Organ

Date:

June 2026