

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:	Bethany Stock	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)		55%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Image references have been used in the report, with supporting references. Research into audio production has been outlined in the document, including suitable programs but also tutorials on music production. Good work. A bibliography has been presented with evidence of independently-retrieved sources.
2. Knowledge and Understanding Skills An appreciation of audio theory has been considered, as tutorials have been followed to better understand not just how to make sounds and music but how compositions, harmonies and percussion work. Some mention of production planning and management using Gantt charts, though this could be expanded upon.

3. Cognitive and Intellectual Skills

Work processes have been described well, though a lot of the earlier content in the report is mainly descriptive rather than analytical. To enhance the marks awarded, a more in-depth evaluation could be carried out, discussing the effectiveness of the designs, problems encountered, and solutions proposed. There is some mention of this in the analysis chapter but it is still quite light on how effective solutions were developed to deal with complications or difficulties in the project.

4. Practical Application Skills

Research images have been included in the report, giving context to the research and themes studied. Examples of project work have also been included, which support the text visually.

5. Transferable Skills for Life and Professional Practice

The report is clear, easy to understand and generally well formatted. The introduction should be after a contents page though – in the final year, an Abstract will be placed here instead.

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