

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:	Josh West	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)

Up to 1 week late (40% Max)

☐

Over 1 week late (0%)

☐

72%

Generic Assessment Criteria

1. Engagement with Literature Skills

Research has been used and references to research and theories are used throughout the main body of text. Good work.

A bibliography has been included which adhered to Harvard format – good work.

2. Knowledge and Understanding Skills

Application of research is present in the work, such as the understanding of the importance of colour theory and understanding self-teaching processes.

An understanding of technical processes has been demonstrated in the work.

3. Cognitive and Intellectual Skills

Evidence of self-analysis is present in the report, addressing strengths and weaknesses, with areas that you feel you have improved in. It is good that you have identified areas that you can develop in future projects as this ability to think critically will help with your professional and personal development.

Understanding the purpose of a Gantt chart and admitting that it was not fully utilised is good – in future this can be addressed as you've acknowledged it in the report.

4. Practical Application Skills

Use of imagery is good as this adds visual context to the submission.

The report is well laid out and points raised are easy to understand.

5. Transferable Skills for Life and Professional Practice

The submitted report is very well presented with a title page, contents, headings and references (Bibliography). This is good preparation for next year's Dissertation.

Assessed by:

R Morgan

Verified by:

A Head

Date:

18/05/21