

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:	Shaun Tierney	Student P Number:	
Programme:	BA Computer Games Design / BA Computer Animation		
Module:	Environment & Level Design		
Module Code:	M4X02041	Contribution to Module:	50%
Assignment Title:	3D Diorama & Presentation		

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	10%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
2. Knowledge and Understanding Skills	20%	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
4. Practical Application Skills	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
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)		58.6%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Research has been displayed in the form of moodboards, with some consideration also given to visual style as well as theme – this is quite an important thing to consider at all times, so I'd definitely continue along this line of research in future projects.
2. Knowledge and Understanding Skills Some knowledge demonstrated through models produced and UV unwrapped in Maya and textures created in Substance Painter.
3. Cognitive and Intellectual Skills Issues with foliage / tree modelling have been expressed in the presented work – identifying problems like this is good as it helps with the analytical / critical thinking process.

A self evaluation of the roof textures is good to see as again, this shows an ability to look at your work and identify areas in which you feel you can improve.

4. Practical Application Skills

The diorama shown is of good quality, with lighting considerations and a consistency in texture work.

5. Transferable Skills for Life and Professional Practice

An introduction to the presentation has been given as part of the presented work. A little more information could possibly be covered in general though, as the slides feel a little brief. It's okay to expand on some of the subjects as this will help demonstrate your knowledge and understanding on a number of topics.

Assessed by:

R Morgan

Verified by:

A Head

Date:

28/04/22