

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:	Samantha Osborne	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)		44.8%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Research has been presented in the form of moodboards displaying sources of TV shows, cultural elements and games development. A moodboard focused on assets has also been produced.
2. Knowledge and Understanding Skills The models presented show an understanding of asset creation and lighting elements in Maya. More needs to be presented to display an understanding of textures and engine usage however.
3. Cognitive and Intellectual Skills Some evidence of analysis on models and concept work has been demonstrated in the assessment. Some experimentation with tools (curve tool) has been investigated independently – this is good.

Some problems experienced with texture production, with investigations made online to try to solve the problem. These have not been successful, but the important thing is that you have attempted this in the first place. This is good, as this is going to be a method you use regularly throughout your studies.

4. Practical Application Skills

Concept sketches have been produced as part of the assessment, which is good to see.

Some models / assets have been shown in the presentation in Maya, forming the basic structure of a Diorama but there are no textures or Engine usage. By addressing these areas more marks will be able to be awarded for the practical work.

5. Transferable Skills for Life and Professional Practice

An introduction to the presentation has been given as part of the assessment.

Slides are clear and informative, with suitable supporting imagery.

Unfortunately some elements of the assessment brief are missing in the submission – for more marks to be awarded we need to see all elements represented in a submission.

Assessed by:	R Morgan	Verified by:	A Head	Date:	28/04/22
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