

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:	Calum Case	Student P Number:	
Programme:	BA Computer Games Design		
Module:	Game Designer's Context		
Module Code:	M5X02042	Contribution to Module:	50%
Assignment Title:	Individual Game Design Document		

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)		64.8%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills A bibliography (in IEEE format) has been supplied which evidences research has taken place, including sources for images – this is good. Generally speaking a 'real' GDD in the industry has no requirement for research to be shown but as this is a university document we have to compromise in this area! PEGI/ESRB justification is based on research retrieved directly from the source – good work.
2. Knowledge and Understanding Skills An appreciation of the purpose of a GDD has been demonstrated in the work. We are not only describing a game idea, but also breaking it down into various components/elements and communicating this to a reader. Platform choice is considered based on a logical development strategy. Are there any boss characters? If not, mention this in the GDD instead of leaving the section empty.

3. Cognitive and Intellectual Skills

Flow diagrams provided show analytical thinking being applied to your game design as you're having to consider the structure and navigation of the game. This is good to see, and very useful for a design team.

Control systems have been visualised and presented in the GDD, and are related to the platforms specified for development. To improve upon these slightly you could map each button/function separately, as this would make it a little easier to understand and leave less room for interpretation.

4. Practical Application Skills

The template provided as part of this exercise has been used to good effect. Sections are populated with relevant information and evidence of original materials (such as the flow diagrams) is present in the document, which is good to see.

Original mock-up imagery for title screens has been provided, and reference images have been used to help a reader picture how your idea may look. Things like this are essential in a GDD.

The idea is simple but sounds entertaining – the premise sounds very much along the lines of older platform games, which should appeal to your target audience.

It would be good to see some examples of the cutscene flybys, even if it's just a very quick series of sketches – the more visual material you can provide, the easier it is for the team to understand.

5. Transferable Skills for Life and Professional Practice

GDD is presented well within the template format and information is accessible in all sections of the document. A couple of minor typos are in the GDD but nothing that detracts from the information being given in the document.

Assessed by: R Morgan

Verified by:

P Organ

Date: 10/12/21