

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:	Mathew Biju	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)		53.9%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills More evidence of research could be included – you have looked at PEGI ratings, Heroforge, and used visual images obtained from elsewhere so there is evidence of research – adding a reference list or bibliography would help earn you more marks in this area. It's a bit of a compromise as a 'real' GDD wouldn't need it, but in University we have to compromise a little.
2. Knowledge and Understanding Skills A little more detail could be given for the chosen platforms, with reasons why you want to develop for them. It could be demographic, or control systems, how many machines/units have been sold, etc. There seems to be a little bit of a misunderstanding in the Game Flow section – the flow diagram here is intended to show how the player moves through the game world but the diagram feels more like how a player upgrades their abilities. We're looking at levels / world progression here, as these elements can be addressed in later sections of the GDD.

3. Cognitive and Intellectual Skills

Control systems are mapped out in the GDD for both intended platforms – this is good. Going forward it might be an idea to make this a little tidier and to make better use of the page space, as some of the control systems seem to be squashed into the margins of the page.

Flow diagram for game navigation in Section 6 is good as it demonstrates analytical thinking about how the game's structure is going to be presented.

4. Practical Application Skills

Some visual images are used in relation to the game world, which is helpful for a reader to understand what you're hoping to develop. Interior locations would also be useful to see, as the safehouses are a feature in the game and it would be good for an art team to know what these might look like.

Using Heroforge as a way to show preliminary character designs is a quick and useful way to communicate visual ideas to an art team – this is good.

Inclusion of visual storyboards (even as rough sketches) would be good to see in section 9, as this will help a development team understand what needs to be created for the narrative parts of the game.

5. Transferable Skills for Life and Professional Practice

Content of the GDD does describe a game idea though this feels a little light in places – more detail would be good to see, especially in the Gameplay and Game World and Game Mechanics sections, as these would help a development team understand the finer details of what you're hoping to produce.

Assessed by: R Morgan

Verified by:

P Organ

Date: 13/12/21