

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:	Ryan Williams	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)		60.1%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Research sources have been provided and evidence of referencing appears in the document – good work. This is not technically needed in a 'real' GDD in the industry but we do need to provide this as an academic compromise here. Good work. PEGI and ESRB ratings have been missed out in the GDD template – this is a relatively easy area to research for marks.
2. Knowledge and Understanding Skills A little more detail on the demographic would be useful as this dictates the art style, content and overall presentation of the game idea. We may need more than just knowing people have stressful jobs as this doesn't narrow it down much. Maybe also look at hobbies, interests, lifestyles as well? An appreciation for character development and thematically linking these to in-game environments has been evidenced, which demonstrates an ability to contextualise.

3. Cognitive and Intellectual Skills

Control systems are in line with the proposed platform and are clearly mapped with labels in the player controls section – this is good.

The game flow section can be expanded to show other elements besides the game's level progression – things like pause menus, game over screens, etc. could also be featured to provide a greater understanding of the progression when playing. Additional material in section 6 provide an overview of the game experience from a navigation perspective – this is good.

Collectible items have been featured, which is useful to see. Regarding replay value, would a new player skin be enough to keep people playing the game after finishing with that particular character?

4. Practical Application Skills

Visual references have been provided throughout the GDD, with specific details given for characters – this is good as it will help an art team develop these ideas.

Examples of game audio would be useful as well – these could be presented in the form of url's to source material.

Cutscene details are very good, though these could be enhanced further with some sketch or rough visualisations of what happens in a few of these, to help an art team understand the scope of the work that needs to be completed.

5. Transferable Skills for Life and Professional Practice

Detail is quite light across a few areas – for elements such as the USP, it would be good to cover more detail with the stress meter mechanic, even if it is covered elsewhere. In these instances you can refer the reader back to another section.

Assessed by:

R Morgan

Verified by:

P Organ

Date:

13/12/21