

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:	Game Design Document 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	15%	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐	☐
2. Knowledge and Understanding Skills	20%	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	15%	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐
4. Practical Application Skills	25%	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐
5. Transferable Skills for life and Prof Prac.	25%	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐	☐	☐

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)		53.5%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Generic Assessment Criteria
1. Engagement with Literature Skills Other games have been referenced in the pitch such as <i>Smash Bros</i> and <i>Divekick</i> . More research could be evidenced in a bibliography in order to enhance the marks awarded in this section.
2. Knowledge and Understanding Skills Inclusion of control systems in the presentation would be good to see – this is separate from the GDD, so it is important to cover the same information here too. Game stages have not been designed at the time of presenting. This is a GDD pitch, so it is important to provide a clear overview of all game elements.

3. Cognitive and Intellectual Skills

A good breakdown of character abilities has been presented, giving a clear idea of their roles in the game.

Inclusivity has been considered with characters, which is nice to see and offers more variety of character designs.

Demographic and timeline estimations have been covered as part of the presentation, though both are still a little light – a bit more detail would be helpful here.

4. Practical Application Skills

Each character's abilities are contextual to their role/design – this is a nice touch and gives purpose to their background information. Good work.

Concepts are visualised using Hero Forge, which is good to see.

Additional visuals for non-character elements would be helpful to see as this would increase a viewer's understanding of the idea.

5. Transferable Skills for Life and Professional Practice

A personal introduction has been given alongside a summary of the presentation, which is good to see.

A few minor typos appear in the presentation text.

Try to separate the slide text from the narrative – you can have an offline script to read from and keep the text light on screen if it helps.

Presentation is a bit short – make sure you make full use of the time you're given as this gives you opportunities to earn more marks.

Assessed by:

R Morgan, A Head

Verified by:

P Organ

Date:

10/01/22