

STUDENT FEEDBACK FORM

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:	BIBIN LUKOSE	Student P Number:	
Programme:	MARTs (Hons) Computer Animation		
Module:	CREATIVE VENTURE		
Module Code:	M7X01792	Contribution to Module:	10% + 30%
Assignment Title:	Presentation (10%) & Portfolio (30%) - Tues 23 March		

Generic Assessment Criteria	Level of Achievement – In Percentages %														
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
PRESENTATION (10%)															
ENGAGEMENT		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
KNOW & UNDERSTNDG	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TRANSFERABLE.	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														69.7%	

Generic Assessment Criteria	Level of Achievement – In Percentages %														
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
PORTFOLIO PIECES (30%)															
ENGAGEMENT		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
KNOW & UNDERSTNDG		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
TRANSFERABLE.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
														70.9%	

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)	Late Submission Penalties		%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

This is your last but arguably one of your best efforts with presenting. At times, a little broken, or in danger of losing the thread, but the overview on the shots brought it all back. Some great concept-led decisions made and in packaging what has been treated within the frame/shot. There is a heightened sought-for dynamic aspect to the work undertaken and in how you consider character < > environment (and vice versa). At the very end we touched upon how the work utilises more virtual space than anything tackled before, and your terraforming tendencies (via research from *El-aurense*, JPark and/or Libya) is helping to propel the work from box-modelling closed sets to something more epic and perpetual and of world-building design and thinking. An instinctive approach comes through this year and it is great to see; an invaluable contribution that compliments the foreground action well, with a resolute level of care and co-ordination.

Assessed by:	Phil Organ	Date:	May 2021
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