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Introduction

For this assignment you will create and maintain a blog that will detail your development process during the course of the module. The goal of the blog is to capture your development process and the lessons you have learned from each prototype. This blog is not simply a review of each game, but a critical evaluation of your process and practices.

You should make a minimum of **three posts per game**.

"It isn't enough to pick a path—you must go down it. By doing so, you see things you couldn't possibly see when you started out; you may not like what you see, some of it may be confusing, but at least you will have, as we like to say, 'explored the neighborhood.' The key point here is that even if you decide you're in the wrong place, there is still time to head toward the right place."
– Ed Catmull, Creativity Inc.

- First post which details your initial thoughts about the brief and provides initial brainstorming
- Second post, which would usually be mid-way through development which updates the reader on the progress so far
- Third post, this reflects on the development of the prototype and details what you have learned so far

Before the final submission you should also make a post which contains the following

- A rationale of why you selected the 3 prototypes for submission
- What lessons you have learned from the development of the 5 prototypes
- Reflect on what you have learned as Designer
- State how you would approach a hypothetical 6th prototype

For the final submission you should provide a link to your blog to the submission area of the assignment on the Learning Space.

Peer and self Assessment

After each formative submission you will be required to play a selection of prototypes produced by your peer and even your own game. It is required that you engage with this process through out the module. Every piece of feedback should be constructive and actionable, in addition, a portion of your mark will be derived on how you engage with this feedback process.

Assignment Setup

This assignment consists of **five formative submissions**, followed by a **single summative submission**.

After each formative submission you will receive feedback from your peers and module tutor. You should note this feedback and feed this into subsequent prototypes.

The formative submissions consists of a single zip file, with the following folder structure. You can also find a template zip file on the Assignment Space in the Learning Space



Marvel's Spider-man: PS4, early gameplay prototype showing web traversal mechanics.

Additional Guidance

FAQ

- **What is the deadline for this assignment?**

Falmouth University policy states that summative deadlines must only be specified on the MyFalmouth system.

- **What should I do to seek help?**

You can email your tutor for informal clarifications.

- **How will I receive feedback on my work?**

You will be given verbal feedback on your work during the session in which it is marked. If you require more in-depth feedback or discussion, please book an appointment with your tutor.

- **Is this a mistake?**

If you have discovered an issue with the brief itself, please inform the module tutor.

Marking Rubric

All submissions and assessment criteria for this assignment are individual.

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Basic Competency Threshold	40%	At least one part is missing or is inadequate.	<p>Adequate ability to generate ideas, problem solving, concepts and proposals in response to set briefs and/or self-initiated activity.</p> <p>The work demonstrates an adequate, ethically informed, real-world experience of industry/business environments and markets.</p> <p>Enough work is available to hold a meaningful discussion.</p> <p>Adequate participation in-class peer-review activities</p> <p>No breaches of academic integrity.</p>				
Appropriateness of tools and techniques	15%	No appropriate tools or techniques are used The tools selected throughout the project have not matched the challenge of the briefs.	<p>Only one tool/technique has been used throughout the project.</p> <p>The knowledge of this tool is fairly basic.</p>	<p>Only one tool/technique has been used throughout the project.</p> <p>The knowledge of this tool has advanced throughout the project.</p>	<p>There has been a mix of two to three tools or techniques used.</p> <p>The knowledge of these tools/techniques are fairly basic.</p> <p>The tools/techniques selected feel justified in terms of the game idea</p>	<p>There has been a mix of two to three tools or techniques used.</p> <p>The knowledge of this tool has advanced throughout the project.</p> <p>The briefs have been satisfied.</p>	<p>There has been a mix of two to three tools or techniques used</p> <p>The knowledge exhibited of these tools are at near expert level</p> <p>The briefs has been satisfied.</p>
Evolution of practice	15%	There has no evolution of practice. All games feel similar.	<p>There is little evolution of practice.</p> <p>It feels like the designer hasn't properly learned from past prototypes.</p>	<p>This is some evolution of practice.</p> <p>There are some links in terms of lessons learned from previous projects.</p>	<p>There is much evolution of practice.</p> <p>There are visible direct links in terms of lessons learned from previous projects.</p>	<p>Considerable evolution of practice.</p> <p>Each prototype feels like a piece in a body of work.</p>	<p>Significant evolution of practice.</p> <p>There are clear lessons learned from each project.</p> <p>Each prototype feels like a piece in a body of work.</p>
Peer Assessment	10%	No engagement. The feedback was non existent or not useful at all	<p>Little engagement.</p> <p>The feedback is not constructive or actionable.</p>	<p>Some engagement.</p> <p>The feedback is useful but doesn't go into enough detail to make any real impact.</p>	<p>Much engagement.</p> <p>The feedback has actionable points but requires more detail to be truly useful</p>	<p>Considerable engagement.</p> <p>The feedback is excellent, and contains many actionable points.</p>	<p>Significant engagement.</p> <p>The feedback is exemplary, it is actionable, contains alternative suggestions and approaches.</p>
Creativity of the Prototypes	20%	No creativity. The work is a clone of an existing work with mere cosmetic alterations.	<p>Little creativity.</p> <p>The work is derivative of existing works, with only minor alterations.</p>	<p>Some creativity.</p> <p>The work is derivative of existing works, demonstrating little divergent and/or subversive thinking.</p>	<p>Much creativity.</p> <p>The work is somewhat novel, demonstrating some divergent and/or subversive thinking.</p>	<p>Considerable creativity.</p> <p>The work is novel, demonstrating significant divergent and/or subversive thinking.</p>	<p>Significant creativity.</p> <p>The work is highly original, with strong evidence of divergent and/or subversive thinking.</p>