Technical Games Production

Peer Assessment

Work through the following questions regarding a single team member adding a tick the relevant box and then fill out the feedback box at the bottom. This feedback is considered confidential and will not be shared with anyone outside of the teaching staff.

Student name: Teammate name:

Student Number: Teammate number:

YES NO

1. Did your teammate attend arranged meetings on a regular basis?



1. Did your teammate keep you informed of any difficulties? For example, being unable to attend a meeting or getting stuck on a bug meaning they couldn’t progress.
2. Did your teammate contribute the agreed workload?
3. Was your teammate receptive to other team member’s ideas?
4. Did your teammate contribute their own ideas to the game design and programming solutions?



1. Would you be happy to work with this teammate on a further project?

Additional & Supporting Information

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