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| **Module/Assessment Details** | | | |
| Module Name: | Multiplayer and Social Games | Module Code: | **COM3046-N** |
| Markers: | **Julien Cordry/Martin Kane** | Date: |  |

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| **Student Details** | |
| Student Name: |  |
| User ID: |  |
| Resubmission: |  |

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| ICA1 Presentation | | |
| **Presentation** | Student's comments: | Mark: /20 | |
| Tutor's comments: |
| **Technical aspects** | Student's comments: | Mark: /30 | |
| Tutor's comments: |
| **Questions** | Student's comments: | Mark: /10 | |
| Tutor's comments: |
| **Participation** | Student's comments: | Mark: /10 | |
| Tutor's comments: |
| **Self evaluation** | Tutor's comments: | Mark: 10 | |
| **Peer Marks** | Tutor's comments: | Mark: /20 | |
| **General Comments** | Student's comments: | Mark: /100 | |
| Tutor's comments: |

**Summary:**

Please give mark the presentations that you attended.

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| Peer Marks | |
| **Peer** | **Mark** |
| AHMED JENAID |  |
| ALGER FOX JOHN |  |
| AYRE ANDREW |  |
| BEECH JOSHUA |  |
| BUNTING THOR CHRISTIAN JACK |  |
| CHILTON COREY ANDREW |  |
| CUMMINGS GORDON |  |
| CURTHOYS SAM |  |
| FERRANDO TERRADEZ FERNANDO |  |
| GROVES SAM |  |
| IACONO JOSEPH |  |
| JANDU RANJEET |  |
| LASERNA CONDADO JUAN DANIEL |  |
| LAWRENCE OLIVER |  |
| MARKOV ALEXANDER |  |
| MELLOR DUNCAN |  |
| MUNRO CHRISTOPHER DUNCAN |  |
| PARRA AUSINA DAVID |  |
| PASTOR SERRANO FRANCISCO JAVIER |  |
| ROBSON ADAM |  |
| SHARP DANIEL JAMES |  |
| SPELLMAN ALEX |  |
| THOMAS BRANDON CURTIS |  |
| WALTERS CHRISTOPHER |  |

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| Feedback to other students: 1 | |
| **Student** | Walters Christopher |
| **Presentation** | It was a very interesting presentation and I think now I understand more about the subject and I realized how to make the store of the server data, including the world data, the player data and the items of the player.  The timing of the presentation was all right with the amount of time that it should be. |
| **Technical aspects** | I think he explains very well the different option to store the data of a game and how that affects the maintance of the data base and the experience of the player.  I learn that to have a game with efficiency it is very important to know the difference between the elements of the game that are going to be changing all the time, the ones that are going to change but not always and the elements that are statics and don’t change at any time. |
| **Questions** |  |

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| Feedback to other students:2 | |
| **Student** |  | |
| **Presentation** |  | |
| **Technical aspects** |  | |
| **Questions** |  | |

**GRADING SCHEME**

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| --- | --- | --- | --- | --- | --- | --- |
| **Standard**  **Grade Boundaries** | **A** | **B** | **C** | **D** | **E** | **F** |
| % | 70+ % | 60-69 % | 50-59% | 40-49% | 20-39% | <20% |