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| **Module/Assessment Details** | | | |
| Module Name: | Multiplayer and Social Games | Module Code: | **COM3046-N** |
| Markers: | **Julien Cordry/Martin Kane** | Date: | **09/12/2016** |

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| **Student Details** | |
| Student Name: | **Juan Daniel Laserna Condado** |
| User ID: | **S6106112** |
| Resubmission: |  |

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| ICA1 Presentation | | |
| **Presentation** | Student's comments:  I am very happy with the presentation I have made, I think it is not one of the best but it is better than the average that I have seen on the class (in my opinion). My mayor problem is that it was difficult for me to make that the presentation were following the standards of a good one taking in count that it was my first presentation at UK and that made me be nervous. | Mark: /20 | |
| Tutor's comments: |
| **Technical aspects** | Student's comments:  I have made my research and I have the conclusion that by now most of the projects that had begin are now dead with some exception but they are not very famous so it is not something to take in count. I explain all the parts of the framework (the main subject of the paper) and how it works to make it easy to understand. | Mark: /30 | |
| Tutor's comments: |
| **Questions** | Student's comments:  The part of the questions is always the worst part because you can’t decide what the others are going to ask and I think I answer it clearly but I was confuses on the last question and I did not answer very clear. | Mark: /10 | |
| Tutor's comments: |
| **Participation** | Student's comments:  This is the first time I have to participate in other’s presentation and that had been great for me. I like it. | Mark: /10 | |
| Tutor's comments: |
| **Self evaluation** | Tutor's comments:  Maybe I should ask more but I had no more question. Everything was either clear or I already know the answer or don’t care about the subject of the paper. | Mark: 10 | |
| **Peer Marks** | Tutor's comments: | Mark: /20 | |
| **General Comments** | Student's comments:  I think that presentations are something great for students and want to make more in the future. | 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 | 58 |
| AYRE ANDREW |  |
| BEECH JOSHUA | 56 |
| BUNTING THOR CHRISTIAN JACK |  |
| CHILTON COREY ANDREW | 67 |
| CUMMINGS GORDON |  |
| CURTHOYS SAM |  |
| FERRANDO TERRADEZ FERNANDO | 63 |
| GROVES SAM | 66 |
| IACONO JOSEPH | 60 |
| JANDU RANJEET |  |
| LASERNA CONDADO JUAN DANIEL | 67 |
| LAWRENCE OLIVER |  |
| MARKOV ALEXANDER | 65 |
| MELLOR DUNCAN | 63 |
| MUNRO CHRISTOPHER DUNCAN | 60 |
| PARRA AUSINA DAVID | 58 |
| PASTOR SERRANO FRANCISCO JAVIER | 62 |
| ROBSON ADAM | 59 |
| SHARP DANIEL JAMES | 65 |
| SPELLMAN ALEX | 50 |
| THOMAS BRANDON CURTIS | 65 |
| WALTERS CHRISTOPHER | 69 |

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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** | -Which do you think is the correct amount of time to store the data into the server?  -The correct time to store the data is something that depends on the data that you want to store. |

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| Feedback to other students:2 | |
| **Student** | Fernando Ferrando Terradez | |
| **Presentation** | The parts were well distributed into the presentation and all the time he was explaining the slides without too much text and I think that was something important. He made some points that I don’t agree with but that is another topic of discussion. He gets the attention of the class with some jokes to keep focuses the audience and that is a great tactic. | |
| **Technical aspects** | He explain the main loop with a lot of examples and images, the advantages and disadvantages, the difference between coupled and uncoupled and which one is he using in the game and why. | |
| **Questions** | I heard the presentation before from him so I had no other questions. | |

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| Feedback to other students:3 | |
| **Student** | Ranjeet Jandu | |
| **Presentation** | It was a great presentation with the amount of time expected. He did a very great external research and a lot of the clouds systems that he uses as reference are very new. The presentation was very interesting and I like the way he compares the results at some points to show some differences with in time. | |
| **Technical aspects** | I like this presentation because it shows very recent numbers and it is not about ten years old so you can compare with other cloud systems. He shows the difference of ms on games on the cloud of Sony and how it has changes on the last few years with the same client hardware, very interesting. | |
| **Questions** | -Will you consider that using cloud gaming is going to reduce the number of cheats?  -Yes, it will because it reduces the amount of things that the player can do by just being a controller of the game and not being able to mix with the data but there will be always ways to cheat (with bots for example). | |

**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% |