# GAD6002 Games Design Theory

## “Exam” and viva description

This “exam” is worth 50% of the marks for the module. It takes the form of a presentation followed by a viva voce examination:

* The presentation may be up to 15 minutes long;
* The viva may be up to 15 minutes long;
* It will take place in one of our studios;
* This will take place in **Week 15, ie week commencing 20th May 2019**.

### Presentation and viva topic

The topic of your presentation is, ***“A consideration of the game that I created for GAD6002 in the light of theories of games design”***. Your viva will consist of a discussion with AW based on the content of your presentation.

The presentation will be marked according to the marking scheme presented overleaf.

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| --- | --- | --- | --- | --- | --- |
| **Name:** | | **Mark:** | | | |
| **Introduction** | Excellent | Good | OK | Poor | No introduction |
| **Theorist:**  **How well did you explain the theorist’s work and relate it to your own work.**  **(Note: this row will be repeated for each theorist that you discuss)** | Demonstrates originality in understanding of ideas and the ability to critically appraise them. Is able to synthesize it with the student’s own work. | Demonstrates the ability to critically appraise the theorist’s work and explain it clearly. Is able to clearly relate it to the student’s own work. | Demonstrates clear understanding of the theorist’s work and the ability to explain it clearly. Is able to relate it to the student’s own work. | Demonstrates some understanding of the theorist’s work and the ability to explain it. | Shows some knowledge of the theorist’s work |
| **Conclusion** | Excellent | Good | OK | Poor | No conclusion |
| **References** | Excellent | Good | OK | Poor | No references |
| **Comment:** | | | | | |