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| **doreAssessment Coversheet and Feedback Form** | **Faculty of Arts, Design & Media**  School of Media | New Logo Tiny |

Complete the details marked in the **coloured text** and leave everything else blank. Where appropriate, copy and paste your submission after the first pages as indicated. You are reminded of the University regulations on cheating. Except where the assessment is group-based, the final piece of work which is submitted must be your own work. Close similarity between submissions is likely to lead to an investigation for cheating. You must submit a file in an MSWord or equivalent format as tutors will use MSWord to provide feedback including, where appropriate, annotations in the text.

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| **Student Name** | *Theodore Bradley* | **Reasonable Adjustments** | **No** |
| **Student Number** | 22152649 | The Faculty has notified me that I am eligible for a Reasonable Adjustment (including additional time) in relation to the marking of this assessment.  **No** (delete as appropriate)  Please note that action may be taken under the University’s Student Disciplinary Procedure against any student making a false claim for Reasonable Adjustments. | |
| **Course and Year** | BSc (Hons) Video Game Development, 2023/24 |
| **Module Code** | MED4139 |
| **Module Title** | Theory & Practice using Physics Engines |
| **Assessment Title** | Game Design Document |
| **Module Tutor(s)** | Mattia Colombo |

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| **First Marker Name:** | **Mattia Colombo** | **Date:** |  |
| **Feedback:** General comments on the quality of the work, its successes and where it could be improved | | | |
|  | | | **Provisional Uncapped Mark** Marks will be capped if this was a late submission or resit assessment and may be moderated up or down by the examination board. |
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| **Feed Forward:** How to apply the feedback to future submissions | | | |
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### Marking Criteria

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|  | **0 – 39%**  **Fail** | **40 – 49%**  **Third** | **50 – 59%**  **2:2** | **60 – 69%**  **2:1** | **70 – 79%**  **First** | **80 – 100%**  **First** |
| Criterion 1  Mark: | Create a game-design document to outline proposed game play | | | | | |
| Negligible research based on a few limited/poorly selected secondary sources. No clear referencing.  Demonstrates little grasp of the topic. | Cursory research, based on limited/poorly selected secondary sources. Inconsistent referencing.  Demonstrates some grasp of the topic. | Inconsistent research, drawing mainly on secondary sources. Consistent referencing.  Demonstrates an understanding of the topic. | Robust research, drawing on a range of sources: secondary and primary. Consistent referencing.  Demonstrates a thorough understanding of the topic. | Focussed and deep research, drawing on a range of sources: secondary and primary. Consistent referencing.  Demonstrates depth and breadth of understanding and appreciation of the topic. | Innovative and strategic research optimising contextually focussed primary and secondary sources; accurately cited.  Shows expertise in the topic. |
| Criterion 2  Mark: | Use research techniques to compare and contrast similar products. | | | | | |
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