

### **BA (Hons) Computer Games Design**

Student: First Last	Assessor: Specialist Tutor	
Module: Final Project	Module Code: IMDCGD399	Level: 6
Assessment Weighting: 80%	Assignment 3: Artefact & Blog	<b>Date:</b> S2 2016-17
Submission date: Submit artefact by noon, Fri 5 May 2017		

### Assessment Element 3: Artefact and Supporting Documentation.

The student will present the artefact as agreed in the seminar presentation and in further negotiation with the specialist tutor. This might be a single object: a piece of middleware, a board game, a digital game; or it may be a range of objects. This work will be accompanied by a blog that clearly outlines the development of the work; this may typically include mood boards, paper prototypes, outcomes of play-test procedures, which clearly demonstrate how the work has been informed by an understanding of the underlying theoretical and methodological issues related to the development process. Whatever the final artefact and blog, the key characteristics of the work should be that it is a product of negotiation, is theoretically informed, and offers the student scope to develop skills in a specific area of interest.

In assessing the artefact, tutors will take account of the development blog. The blog will guide staff as to the type of submission they may be expecting. If the blog has not been maintained, or provides only scant evidence for the type of dissertation, (scale, scope, etc.) then the tutors will consult the presentation at the start of the semester as a guide to what to expect of the work submitted.

First Assessor's Comments:		
Second Assessor's Comments:		



## **BA (Hons) Computer Games Design**

Student: First Last	Assessor: Specialist Tutor		
Module: Final Project	Module Code: IMDCGD399	Level: 6	
Assessment Weighting: 80%	Assignment 3: Artefact & Blog	<b>Date:</b> S2 2016-17	
Submission date: Submit artefact by noon, Fri 5 May 2017			

### **Assessment Criteria:**

- 1. Evidence of understanding of appropriate theories and methods informing the work
- 2. Evidence of creativity and originality in the artefact
- 3. Evidence of autonomous skills in project planning, development and delivery
- 4. Evidence of the use of appropriate technical skills
- 5. Expressive potential of the medium exploited to a basic standard
- 6. Evidence of ongoing reflection on the project

40 – 50 %	[met: ✓ partly met: ~ not met: ×]	1 <sup>st</sup>	2 <sup>nd</sup>
Evidence of understanding of some appropriate theories and methods evident in the blog to an acceptable, albeit minimal, academic standard.			
Basic standard of creativity and	originality which may tend toward the derivative.		
Some evidence of autonomous skills.			
Use of basic of technical skills, although some errors may be evident.			
Expressive potential of the medium exploited to a basic standard.			
Little in the blog in terms of regular posts, or posts lack sufficient depth and/or provide insufficient scope of evidence of ongoing reflection on the project.			
50 – 60 % as per the above, and additionally:			
Good evidence of theories and r referenced to a good standard.	methods leading to articulation of some core debates as evidenced in the blog; posts		
Good standard of originality and creativity, tending towards the generic.			
Good basic autonomous research skills regularly apparent.			
Technical skills sometimes employed in the work; quality of a good standard.			
Expressive potential of the medium exploited to a good standard.			
Some good evidence of ongoing reflection on the project, albeit with some inconsistencies.			



# **BA (Hons) Computer Games Design**

Student: First Last	Assessor: Specialist Tutor			
Module: Final Project	Project Module Code: IMDCGD399 Level: 6			
Assessment Weighting: 80%	Assignment 3: Artefact & Blog	g <b>Date:</b> S2 2016-17		
Submission date: Submit artefact by noon, Fri 5 May 2017				

60 – 70 % as per the above, and additionally:	
Very good development of theory and method, well applied leading to some important argument and debate referenced to a high standard throughout.	
High standard of creativity and originality.	
Very well developed sense of autonomy consistently applied.	
Technical skills employed in most of the work with a high degree of professionalism.	
Very good use of the expressive potential of the medium.	
Consistent and ongoing evidence of critical reflection on the project.	
> 70 % as per the above, and additionally:	
Excellent application of theory and methods leading to integrated and sustained argument and debate.	
Novel, original and creative work.	
Excellent autonomous research skills consistently and accurately applied to work.	
Technical skills employed throughout work to a professional standard.	
Highly individual and expressive use of the medium.	
Blog maintained to consistent high standard with meaningful ongoing reflection on the project	
1 <sup>st</sup> / 2 <sup>nd</sup> marker grade:	
Agreed assignment grade:	