

STUDENT _____

TUTOR Russell Lowe

ASSESSMENT CRITERIA FROM COURSE OUTLINE_

Evidence of thought and rigor in concept development. Imagination and innovation in terms of the use of the representational instruments introduced in the tutorials. Precision and skill in each of the above areas of assessment. Students need to submit all three experiments to pass the course.

ASSESSMENT CRITERIA SPECIFIC TO THIS EXPERIMENT

SUBMISSION REQUIREMENTS_

- | | | |
|--------------------------|--------------------------|---|
| Y | N | |
| <input type="checkbox"/> | <input type="checkbox"/> | 3 X 30 SECOND VIDEO CLIPS |
| <input type="checkbox"/> | <input type="checkbox"/> | 9 X REAL TIME IMAGE CAPTURES |
| <input type="checkbox"/> | <input type="checkbox"/> | 1 X DRAFT UT3 ENVIRONMENT |
| <input type="checkbox"/> | <input type="checkbox"/> | 1 X FINAL UT3 ENVIRONMENT |
| <input type="checkbox"/> | <input type="checkbox"/> | GROUP STATEMENT OUTLINING INDIVIDUAL RESPONSIBILITIES |

NOTE_ The assessment criteria from the course outline is also taken into account.. FIVE is better than FOUR – these numbers are indicative only.

THE REAL TIME IMAGE CAPTURES_ Do the real time image captures document the distinctiveness and significance of the student's experimentation?

1 2 3 4 5

THE EXPERIMENTAL VIDEO CLIP_ Does this 30 second clip document the distinctive and significant experimentation that the student engaged with during the development of their area of expertise?

1 2 3 4 5

THE EXPERTISE IN ACTION VIDEO CLIP_ Does this 30 second clip document the distinctive and significant effects of the students Particle System, or Matinee or Kismet Sequences on players during gameplay?

1 2 3 4 5

THE GAMEPLAY VIDEO CLIP_ Does this 30 second clip document the distinctive and significant gameplay experience inspired by Snakes and Ladders, Hide and Seek, or Jenga?

1 2 3 4 5

Comments							Grade
							HD
HD	DN	CR	PS	FL	LF	AF	
85-100%	75-84%	65-74%	50-64%	35-49%	1-34%	No Submit	