**BENV2423: REAL TIME INTERACTIVE ENVIRONMENTS**

**exP\_2 – *the POROSITY lens -* [45% OF FINAL COURSE GRADE]**

**STUDENT STUDENT REVIEWER**

**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

BLOG

three 30 second (max!) video clips demonstrating mastery

brief for your porosity lens

sketchup models

files to “play” test crysis wars environment

one 180 second (max!) final video clip 3 x 10 second animations

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

**THE THREE VIDEO CLIPS DEMONSTRATING MASTERY\_** do the three 30 second (max!) video clips demonstrate mastery of the chosen Flowgraph nodes? 1 2 3 4 5

How might this be improved?

**THE BRIEF FOR YOUR POROSITY LENS\_** does the brief grow clearly from the student's research and demonstrations of mastery? 1 2 3 4 5

How might this be improved?

**THE POROSITY LENS\_** does the Porosity Lens help us to understand a person's (or peoples) navigation through the station in a distinctive and significant way? 1 2 3 4 5

How might this be improved?

**THE FINAL VIDEO CLIP\_** does the 180 second (max!) video clip document and present your Porosity Lens in a distinctive and significant way? 1 2 3 4 5

How might this be improved?

**KEY STRENGTH OF THE SCHEME?**

**MOST SIGNIFICANT WEAKNESS OF THE SCHEME?**

***A POROSITY STUDIO***