BENV2423:

REAL TIME INTERACTIVE ENVIRONMENTS

THE POROSITY LENS

[45% OF FINAL COURSE GRADE]

STUDENT

TUTOR

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_

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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

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 demonstratemastery of the chosen Flowgraph nodes?12345

2	3

THE BRIEF FOR YOUR POROSITY LENS_ does the brief grow clearly from the student's research and demonstrations of mastery?

1

1

2	

3 4

5

5

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?

2	3	4	

THE FINAL VIDEO CLIP_ does the 180 second (max!) video clip document and present your Porosity Lens in a distinctive and significant way?

2	3	4

Comments							Grade
Key strength of the submission:							
Most significant weakness of the submission:							
Note: If you have any further questions don't hesitate to ask your tutor during the lab session							
HD	DN	CR	PS	FL	LF	AF	
85-100%	75-84%	65-74%	50-64%	35-49%	1-34%	No Submit	

A POROSITY STUDIO