**BENV2423: REAL TIME INTERACTIVE ENVIRONMENTS**

**REsearch –*THE TUTORIAL -* [20% 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

500 words (max! Not including references) defending the subject of the tutorial  
  1 x 5-7 minute 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.*

**TUTORIAL LEVEL\_ is the tutorial for beginning, experienced or advanced level users? In other words; how much would completing the tutorial elevate one's understanding of the media beyond that of a typical user?**

1 2 3 4 5

How might this be improved?

**TUTORIAL SUBJECT\_ 500 words (max! not including references) is the tutorial subject clear and fills a gap in the "body of knowledge"?** 1 2 3 4 5

How might this be improved?

**TUTORIAL PRESENTATION\_ is the tutorial presented clearly, is the written or verbal communication at university level standard?** 1 2 3 4 5

How might this be improved?

**TUTORIAL CONTENT\_ is the content thorough (is everything that needs to be included present and assumed knowledge clearly communicated)?** 1 2 3 4 5

How might this be improved?

**TUTORIAL REFERENCES\_ no research is conducted in a vacuum; is the knowledge that the tutorial is built upon correctly referenced.** 1 2 3 4 5

How might this be improved?

**KEY STRENGTH OF THE SCHEME?**

**MOST SIGNIFICANT WEAKNESS OF THE SCHEME?**

***A POROSITY STUDIO***