

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\_**

- |                          |                          |   |
|--------------------------|--------------------------|---|
| Y                        | N                        |   |
| <input type="checkbox"/> | <input type="checkbox"/> | 1 X BLOG, COMPLETE WITH WEEKLY TASKS        |
| <input type="checkbox"/> | <input type="checkbox"/> | 1 X STRATEGY STATEMENT                      |
| <input type="checkbox"/> | <input type="checkbox"/> | 1 X 3DS MAX MODEL                           |
| <input type="checkbox"/> | <input type="checkbox"/> | 5 X IMAGES OF DRAFT CRYENGINE3 ENVIRONMENT  |
| <input type="checkbox"/> | <input type="checkbox"/> | FILES TO "PLAY" TEST CRYENGINE3 ENVIRONMENT |
| <input type="checkbox"/> | <input type="checkbox"/> | 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.*

**LANDSCAPE DESIGN\_** Has the island been modified to suit the insertion of architecture in a distinctive and significant way?

1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**FORENSIC ARCHITECTURE\_** Has the student demonstrated an understanding of construction systems and how they might fail over time?

1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**THE EVENT\_** Has the student shown signs of human occupation in a distinctive and significant way?

1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**THE TEXTURES\_** Do the textures demonstrate decay and corrosion in a distinctive and significant way?

1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**INTERACTIVITY\_** How sophisticated is the notion of decay demonstrated interactively?

1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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