

Learning outcome	Criteria	Fail	3rd	2:2	2:1	1st
[LO1] Evaluate and employ appropriate software development tools for content creation	Character animation  (35%)	No animation applied to the character, or the animation that is demonstrated is limited and not in the 'spirit' of the brief	Simple animations, demonstrating limited movement of the character	Animation is applied as briefed, but incomplete, not showing successful articulation of geometry, thereby not demonstrating fully applied and understood rigging and weighting techniques	Animation is applied as briefed, to a reasonable standard, partially complete, showing limited articulation of geometry, demonstrating reasonable understanding of the brief.	Animation is applied as briefed and used to demonstrate excellent articulation of geometry through good of rigging and weighting skills .
[LO2] Formulate an asset portfolio to a specified brief	Character design  (35%)	Character is unsuitable for the module. The design shows unsuitable or no rigging and may be unanimatable	Basic character design, rigged and weighted with some success	Character is partially suitable for the brief. The design shows a limited understanding of techniques of modelling, rigging, weighting and is partially suitable for animation. Shows some UV/texturing. A minimum attempt and understanding of character design/planning.	Shows reasonable understanding of techniques of modelling, rigging, weighting and is partially suitable for animation. Shows reasonable UV/texturing. Shows a good attempt and understanding of character design/planning.	Character is well modelled and appropriate for animation showing good rigging and weighting. Good UV technique and texturing applied. Shows excellent understanding of character design/planning.
[LO3] Appraise the role of content creation within a game development cycle	Interpretation of the brief  (15%)	No demonstration of an understanding of the brief or its requirements	The rationale is simple, and demonstrates little depth in the interpretation of the brief	Showing minimal or some understanding of the brief or its requirements	A reasonable demonstration of an understanding of the brief or its requirements	Demonstrates full understanding of principles required and their application
	Production log  (15%)	No report submitted, or a report which does not effectively record the design and development of the character	The log records the production pipeline	A report which shows minimal rationale of recording the design and development of the character	A report which reasonably reflects rationale of recording the design and development of the character	Fully detailed log recording the processes and progression of the brief.