

Cert II Video Game Marking Sheet

Video Game Studies Marking Key

Detailed notes taken during class time on all aspects covered in the Video Games Viewing Sheet	3
Notes on a variety of aspects covered in the Video Games Viewing Sheet	2
Limited notes on a few aspects covered in the Video Games Viewing Sheet	1
Provides superficial or no response	0

Detailed notes compiled during class time on all aspects of chosen video game covered in the Video Games Task Sheet	3
Notes on a variety of aspects covered in chosen video game the Video Games Task Sheet	2
Limited notes on a few aspects covered in the Video Games Task Sheet	1
Provides superficial or no response	0

Mood board demonstrates a clear and varied research with many visual examples – character, weapon, level background, enemies, weapons, weapon abilities, with notation	3
Mood board demonstrates research with at least three of the following types – character, weapon, level background, enemies, weapons, weapon abilities, with notation	2
Mood board demonstrates a limited research with at least two of the following types - character, weapon, level background, enemies, weapons, weapon abilities, with limited notation	1
Provides little or no research	0

ActionScript 3 code is working	1
ActionScript 3 code does not work	0

All visual aspects of the game have been replaced to provide a complete and polished “feel”	3
Most of the visual aspects have been replaced, with exception to a couple	2
Limited amount of visual aspects have been replaced	1
No visual aspects have been replaced	0

File management is clear and organised	2
File management needs a little work	1
File management is non-existent and/or messy	0

Total	/15

Teacher Comment