

# *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	
Notes on a variety of aspects covered in the Video Games Viewing Sheet	
Limited notes on a few aspects covered in the Video Games Viewing Sheet	1
Provides superficial or no response	

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

Mood board demonstrates a clear and varied research with many visual examples – character, weapon, level background, enemies, weapons, weapon abilities, with notation	
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	
Provides little or no research	

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

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	
Limited amount of visual aspects have been replaced	
No visual aspects have been replaced	

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

Total	9 out of 15
	60.00%

Teacher Comment

Well done. While your notes were limited, your game was redesigned well and you have provided a mood board which indicated your creative direction.
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