

# Assessment Scheme

**Subject:** 669 - Computer Game and Animation Design      **Area of Studies:** Creative Studies      **Course Provider:** Vocational Training Council

Task No.	Task Name	Assessment Method	Brief Task Description	Assessment/ Submission Date	Contribution to Final Score
<b>Core Part</b>					
1	Test on Computer Game and Animation Industries in HK and/or Mainland China	Written test	Students are required to complete a written test on the characteristics, trends and latest development of computer game and animation industry in HK and/or Mainland China as well as responsibility and work ethics required of the industry. Question types include fill-in-the-blank, short and open-ended questions.	December Year 1	15%
2	Test on Visual Design and Story Development	Practical & written test	Students are required to complete a practical test to create illustrations and graphics using illustration software, and add written captions to illustrate the design concepts and the story development process.	March Year 1	15%
3	Storyboard for Computer Game and Animation	Practical assessment	Students are required to design a storyboard for the storyline of a computer game and animation.	August Year 1	10%
<b>Elective Stream: Computer Game Design Stream</b>					
4a	Manipulating Tools for Computer Game Development	Practical assessment	Students are required to perform practical tasks on graphics development and computer game development with specific tools and programming methods.	July Year 1	15%
5a	Mini Project on Motion Graphics	Project and media product	Students are required to carry out a mini project on media production and create a media product (short motion graphics clip) by applying knowledge and operational skills in manipulating various media forms for expression of creative ideas.	September Year 2	15%
6a	Project on Computer Game Design	Project proposal, media product and oral presentation	Students working in groups will (1) submit a project proposal (at least 10 PowerPoint slides) on computer game, which includes initial design of characters, storyboard, game concepts, computer game development, and weekly log sheets; (2) prepare a media product (computer game) and (3) give an oral presentation (about 10-15 minutes) in class. Each group member is required to fill in a peer-evaluation form on team working, problem-solving and project management skills.	December Year 2	30%

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<b>Elective Stream: 3D Animation Design Stream</b>					
4b	Manipulating Tools for 3D Animation Production	Practical assessment	Students are required to perform practical tasks on 3D character illustration and modelling, as well as various aspects of 3D animation production including key framing with specific tools and equipment provided.	July Year 1	15%
5b	Mini Project on Digital Audio	Project and media product	Students are required to carry out a mini project on media production and create a media product (short digital audio clip) by applying knowledge and operational skills in manipulating various media forms for expression of creative ideas.	September Year 2	15%
6b	Project on 3D Animation Design	Project proposal, media product and oral presentation	Students working in groups will (1) submit a project proposal (at least 10 PowerPoint slides) on 3D animation, which includes initial design of characters, storyboard, animation concepts, computer animation development, and weekly log sheets; (2) prepare a media product (animation) and (3) give an oral presentation (about 10-15 minutes) in class. Each group member is required to fill in a peer-evaluation form on team working, problem-solving and project management skills.	December Year 2	30%