

Induction project – Order & Chaos

Final project evaluation for Animation

Please answer the below questions below and put them in the outcome section on your Animation page in the outcome section.

1. Describe the project, what was it about and what did you have to do for each of the three areas? What was the key focus of the project? (Patterns, visual elements, artist research, practical exploration, getting to know classmates better?)
2. How did your practical work help you to develop ideas for your personal project outcomes? Do you feel your practical work was successful, why? How did it answer the brief?
3. In Animation you were asked to a level design through Fortnite/alternative apps, what went well and what could have gone better? How did you allocate tasks and ensure you met the deadline? What was your focus? Did you enjoy the gameplay side or more the creative intentions?
4. What personal skills have you developed (consider communication/organisation/self-motivation, techniques & processes) Have you learnt anything about yourself as a result? What personal challenges or problems did you experience in the project? How did use problem solving skills to resolve these?
5. Why do you need to complete written dev-log and personal reflection in the project? How does it help you to develop your own ideas and solve problems? How successful do you think your personal reflection was, was it useful? How did it help you to solve problems and develop your ideas? Are you describing or starting to critically reflect? Are you regularly writing reflections?
6. Have a look through your Induction blog pages. How effective are your presentation techniques? What three words would you use to describe your blog? Is it fun, engaging or creative? Does it showcase your ideas? Have you used a range of presentation techniques? Is there anything you could change in your next project?

SOME USEFUL WORDS & PHRASES

Group collaboration	Meeting deadlines	secondary research	Balance and structure
portraiture	personal reflection	mind map	direct creative processes
measurement	Evaluation	critical analysis	personal skills
observational drawing	photo-shoot	presentation	personal investigation
comparison to my work	professional presentation	composition	strengths & weaknesses
techniques & processes	visual elements	mark making	experimentation