

## **Critiquette\*: etiquette for feedback during group critiques**

Critiques are intended to help students improve their work (not tear it down), to facilitate the sharing of ideas and resources, and to improve confidence. They are moreover intended to prepare students for professional life, where they are likely to encounter challenging and sometimes nonsensical feedback from supervisors, peers and clients. \*\*

When providing feedback in group or one-on-one situations, students are invited to keep the following guidelines in mind:

1. Feedback will take place in an atmosphere of supportiveness and encouragement of, and full attention towards, whichever student's work is being discussed at the time.
2. Participants will be sensitive and respect the opinions and impressions of one another, recognizing that both receiving and giving feedback can be an uncomfortable process that requires practice. That said, a sense of humour, as well as kindness, is encouraged.
3. Designs, shots, and edits (and feedback) will be treated confidentially and will not be discussed outside of the group without the student's express permission.
4. The first person will be used wherever possible, as in "I really enjoyed the part where..." or "I was a bit confused by the scene..."
5. Wherever possible, feedback will be specific, with concrete examples and explanations, and very little "This is fantastic" or "I don't like this style".
6. Each presenter will receive feedback openly, which they will record into their own production notes. The presenter may request clarifications, but must otherwise listen without explaining, defending, or excusing their work.
7. Presenters are expected to thoughtfully consider all feedback they receive, but are ultimately responsible for, and in control of, their own work and all decisions concerning it.
8. Any participant who is uncomfortable or unhappy with the comments or contribution of another will discuss this privately with an instructor who will work with them towards a satisfactory resolution.

\* Critiquette is a portmanteau coined by Matthew McIver, trademark pending.

\*\* These guidelines are adapted for the Dawson 3D Animation and CGI Production class, from an original document by Kate Bligh for her Creative Process course at Concordia University (February 2018).