

Multimedia Development 2

Summer 2022

Module code: DMED H2023

ECTS credits: 5

Repeat assessment (100%)

This assessment only applies to those repeating the module. If you have deferred, please see the deferral brief instead.

Submission date: 20/08/2022

Assessment Guidelines

There are two parts to this assessment. For Part 1 you will write a research report and for Part 2 you will make an educational game/ interactive e-learning artifact based on your research. **Both parts are required.**

Part 1: Research Report (60%)

You are required to research one of the following topics:

1. Game Mechanics
2. Game Dynamics
3. Game Aesthetics

In part 2 you will be required to create an e-learning / educational artefact. In this component you will provide evidence of your research on the topic.

You are required to create a 1,500-word report that discusses your research process. You should break down your report into the following sections:

- Introduction to topic (20%)
- Getting started with research (25%)
- How to know if a source is reliable (25%)
- Breaking down a topic into sections for knowledge testing (15%)
- Give a conclusion that sums up the most relevant points (15%)

(100 marks)

Submission: Upload your report to Moodle as a .docx file before the submission date.

Part 1 rubric

	Very poor (0%)	Beginning (<40%)	Developing (40-54%)	Competent (55-69%)	Accomplished (70-100%)
Introduction (20%)					Introduce your topic and discuss why you have selected it
Research (25%)					Discuss your research process – how you begin, what resource you access, what skills you use
Sourcing (25%)					Discuss your use of sources and how you know they are reliable. What sort of sources are most reliable?
Editing (15%)					Discuss how you will break down your topic into sections so that it is presented in a logical way. Discuss where you will include knowledge testing, and why this is a good idea.
Conclusion (15%)					Give a conclusion that sums up the most relevant points

Part 2 – Create an educational game (40%)

You are required to research your chosen topic and include evidence of your research in the accompanying report detailed in part 1. You are then required to create a 2D game or interactive e-learning artefact using Unity or Twine. This game should teach about the topic you have finished researching. It should include the following:

- You should present the player with the information you want them to learn and then test their knowledge (20%)
- The interactions should be a fun, interesting, or pleasant experience (10%)
- The audio and graphics should be appropriate to the game (10%)
- There should be a score that displays on the screen throughout the game (10%)
- There should be at least three different points where the players knowledge is checked (15%)
- The user should not be able to move on from a checkpoint unless they have completed it correctly (15%)
- There should be a chance to retry when the player gets answers wrong (10%)
- There should be at least one completion screen when the player completes the game (10%)

(100 marks)

Submission: Upload a link to your playable game (accessible on itch.io or a similar platform) to Moodle before the submission date.

Part 1 rubric

	Very poor (0%)	Beginning (<40%)	Developing (40-54%)	Competent (55-69%)	Accomplished (70-100%)
Information given (20%)					You should present the player with the information you want them to learn before you test their knowledge
Pleasant experience (10%)					The player interactions should be a fun or pleasant experience
Audio/ Visuals (10%)					The audio and graphics should be appropriate to the game
Score (10%)					There should be a score or progress bar that displays and updates on the screen throughout the game
Knowledge checks (15%)					There should be at least three different points where the players knowledge is checked
Knowledge requirement (15%)					The user should not be able to move on from a checkpoint unless they have completed it correctly
Retry opportunity (10%)					There should be a chance to retry when the player gets answers wrong
Completion scene (10%)					There should be at least one completion screen when the player completes the game

Academic Dishonesty and Plagiarism

- All parts of your submission must constitute original work.
- Written documents will be scanned by Urkund plagiarism software before being marked. Documents with high similarity score (above 30%) will receive a zero grade.
- Where two assignments are found to be the same, both assignments will receive a zero grade.
- Refer to the University plagiarism policy for further guidance

Avoiding Plagiarism:

<https://writingcooperative.com/10-tips-for-students-how-to-avoid-plagiarism-in-your-writing-11892264deb4>

University Plagiarism Policy: <https://www.tudublin.ie/for-students/student-services-and-support/student-wellbeing/disability-support-services/tallaght/open-book-exam-study-tips/policy-on-plagiarism/>

See Moodle for further guidelines