Academy of Interactive Entertainment

Title: Specialisation Portfolio & Games Industry Research

Start Date: Monday, 3 June 2013

Assessment Day: Friday, 28 June 2013

General description

As part of the Advanced Diploma you are required to undertake an individual research project. This is your opportunity to pick an interesting games programming or art related topic and produce something cutting edge. We provide you with a list of possible topics but you are free to discuss other topics with your teacher and if they are agreeable you can research those instead. At the end of the research students will present the topic to the class, demonstrating their understanding of the topic researched.

During this time students must also compile a portfolio of work and develop their Curriculum Vitae and a cover letter for a potential job application.

This is a substantial piece of work and you have a long time to do it in. But we recommend that you start working on it soon so that you are not rushing to get it finished at the end.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and assessed on.

- The ability to plan, prioritize and follow a list of tasks and specialisations.
- The skills required to research new techniques.
- The ability to educate peers on new techniques.
- The ability to correctly prepare a Curriculum Vitae and Cover Letter for a job application.
- Knowledge and ability to use version control systems (Programming).

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

Initial brief
Students will compile a short list of recent software and hardware innovation or topics for research within the games industry. From this they will pick one topic which will form the basis of their research topic. They will submit an initial brief and present it to the class. This will describe what they will be researching, why it is relevant and how they plan to go about researching the topic. The submitted brief must contain a list of milestones explaining what and when they plan to have aspects of their research complete.

Blog/Journal
Students are to create a blog, forum thread, or some other means of broadcasting their progress on their project and as a record of their work.

Prototyping and implementation
Students will implement aspects of their research to further their knowledge and understanding of the topic. For example, if the chosen topic is navigational meshes, the student must implement a working demonstration of an AI using navigational meshes.

Presentation
Students will compile their research into a 10-15 minute to demonstrate their knowledge and understanding of the topic to the class and teacher.

Portfolio, Curriculum Vitae and job application cover letter
Students will compile a Curriculum Vitae, an example cover letter for a potential job application, and a portfolio of work that can potentially be sent to a employer during a job application.

Assessable units of competency

- M5MW1 – Research games industry innovation
- M5MW2 – Create and present proposal and schedule
- M5MW3 - Work independently on developing major work
- M5MW4 - Present and evaluate major work
- M5MW5 - Create portfolio, resume and cover letter

Assessment mapping

Initial Brief
- Research and compile a folio of recent software and hardware innovation with the games industry (M5MW1 1.1)
- Demonstrate an awareness of areas of specialty within the games industry (M5MW1 1.2)
- Develop and present an industry-relevant specialisation project proposal to a panel (M5MW2 2.1)
- Prepare a production schedule to be achieved within project timeline (M5MW2 2.2)
- Prepare risk management assessment (M5MW2 2.3)
- Prepare a cost-benefit analysis (M5MW2 2.4)

Blog/Journal
- Regularly evaluate own work, seek feedback and use it constructively (M5MW3 3.2)
- Maintain a portfolio of work progress evidence (M5MW3 3.3)

Prototyping and implementation
- 3.1 Work independently to extend and develop skills and experience (M5MW3 3.1)

Presentation
- Present final major work to panel (M5MW4 4.1)
- Evaluate final major work (M5MW4 4.2)

Portfolio, Curriculum Vitae and job application cover letter
- Create Portfolio (M5MW5 5.1)
- Compile portfolio into an easily transferable format (M5MW5 5.2)
- Seek feedback to improve portfolio (M5MW5 5.3)
- Create Curriculum Vitae (M5MW5 5.4)
- Create cover letter (M5MW5 5.5)