




Continuous Assessment Cover Sheet

Student Name: Marek Martinak		Student Number: D00250465	
Programme: Computing in Games Development		Stage: 4	Complete Student Checklist: Re-read brief <input checked="" type="checkbox"/> References and Bibliography <input checked="" type="checkbox"/> Proofread <input checked="" type="checkbox"/>
Module: 3D Game Development			
Due Date: • 19/05/2025	No. Pages: N/A		
Lecturer(s) Name: • Niall Mc Guinness			
Assignment No. and/or Description/Topic: • 2024-25 – GD4 – 3DGD – ICA - Citizen Science			Mode of Submission: Softcopy <input checked="" type="checkbox"/> Hardcopy <input type="checkbox"/>
DECLARATION: I declare that: <ul style="list-style-type: none">• This work is entirely my own, and no part of it has been copied from any other person's words or ideas, except as specifically acknowledged through the use of inverted commas and in-text references;• No part of this assignment has been written for me by any other person except where such collaboration has been authorised by the lecturer(s) concerned;• I have not used generative artificial intelligence (AI) (e.g. ChatGPT) unless it has been permitted by the lecturer(s) concerned;• I understand that I am bound by DkIT Academic Integrity Policy. I understand that I may be penalised if I have violated the policy in any way;• This assignment has not been submitted for any other module at DkIT or any other institution, unless authorised by the relevant Lecturer(s);• I have read and abided by all of the requirements set down for this assignment. <div style="text-align: center;"></div> <div>SIGNATURE..... DATE 19/05/2025</div>			

Lecturer's Comments:

--

Provisional Mark : _____ **Lecturers Signature :** _____ **Date:** _____

Work submitted late will be subject to penalties in accordance with the DkIT Continuous Assessment Policy