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| **COURSEWORK ASSIGNMENT** | |
| **Module Title: Team Software Project** | **Module Code: 4COM2006** |
| **Assignment Title: Final Project VLOG** | **Individual Assignment** |
| **Tutor**: Dr. Barry Ip | **Internal Moderator**: Dr. Mariana Lilley |

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| Student ID Number **ONLY**: | Year Code: |
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| Marks Awarded %: | Marks Awarded after Lateness Penalty applied %: |
| Penalties for Late Submissions   * Late submission of any item of coursework for each day or part thereof (or for hard copy submission only, working day or part thereof) for up to five days after the published deadline, coursework relating to modules at Levels 0, 4, 5, 6 submitted late (including deferred coursework, but with the exception of referred coursework), will have the numeric grade reduced by 10 grade points until or unless the numeric grade reaches or is 40. Where the numeric grade awarded for the assessment is less than 40, no lateness penalty will be applied. * Late submission of referred coursework will automatically be awarded a grade of zero (0). * Coursework (including deferred coursework) submitted later than five days (five working days in the case of hard copy submission) after the published deadline will be awarded a grade of zero (0). * Where genuine serious adverse circumstances apply, you may apply for an extension to the hand-in date, provided the extension is requested a reasonable period in advance of the deadline. | |
| Please refer to your student handbook for details about the grading schemes used by the School when assessing your work. Guidance on assessment will also be given in the Module Guide. | |
| Guidance on avoiding academic assessment offences such as plagiarism and collusion is given at this URL: <http://www.studynet.herts.ac.uk/ptl/common/LIS.nsf/lis/citing_menu> | |

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| **ASSIGNMENT BRIEF**  ***Students, you should delete this section before submitting your work.*** | | |
| **This Assignment assesses the following module Learning Outcomes (Take these from the module DMD):**  a. Knowledge and Understanding:  1. Have knowledge and understanding of legal, social, ethical, and professional issues involved in the  exploitation of computer technology.  2. Understand system development processes and practices.  3. Understand project and team management approaches, techniques, and methods.  b. Skills and Attributes:  1. Be able to work as a member of a development team recognising the different roles within a team, different ways of organising teams  2. be able to communicate effectively in electronic as well as written and oral form to a range of audiences.  3. Be able to identify the components of a system development task.  4. Be able to identify risk in the software development cycle. | | |
| **Assignment Brief:**  Please see below for full description of the task. | | |
| **Submission Requirements:**  **Individual Submission on Canvas:**   * Individual Project VLOG | | |
| This assignment is worth **70%** of the overall assessment for this module.  A note to all:   1. For undergraduate modules, a score above 40% represent a pass performance at honours level. 2. For postgraduate modules, a score of 50% or above represents a pass mark. 3. Modules may have several components of assessment and may require a pass in all elements. For further details, please consult the relevant Module Guide or ask the Module Leader. | | |
| Typical (hours) required by the student(s) to complete the assignment:  **100** hours | | |
| **Date Work handed out:**  Week commencing 18th March 2024 | **Date Work to be handed in:**  Before 2pm, Friday 19th April 2024 | **Target Date for the return of the marked assignment:**  Week commencing 13th May 2024 |
| **Type of Feedback to be given for this assignment:**  Students will be provided with a score and qualitative comments on their submission via Canvas | | |

**Individual Project VLOG**

You will need to submit a short individual project VLOG to showcase your work at the completion of the team project. This VLOG should be in the form of a video recording that you will submit on Canvas.

The purpose of the VLOG is to:

* Verify that the work is indeed your own (as a part of the team).
* Highlight your own contribution to the team project.
* Comment on aspects of research, ethics, and analysis you have conducted during the life of the project.
* Showcase your final artefact, prototype, or any other development work that you have produced over the life of the project.
* Offer personal reflections and conclusions on your overall achievements and experiences throughout the project.

**Suggestions on Making the VLOG**

You can use any software or tools to capture and edit your VLOG, e.g. QuickTime Player, smartphone, or a combination of multiple tools. One easily accessible software that is recommended is Open Broadcast Software (OBS) Studio. It is an open source, screen recording software, available for both Windows and Mac users. You can download the latest stable version from: <https://obsproject.com/>. The use of OBS is fairly straightforward and there are plenty of tutorials available online.

To validate the authenticity of VLOG, you **MUST** present your face in the video. An example is shown in Figure 1, which can be easily created using OBS. Should you encounter any difficulties of presenting video in such a format, you can simply show yourself in the first few seconds followed by the screen recording of the VLOG where you narrate in the background. You may wish to write a simple speech script if it helps you to organise your talk.

Graphical user interface, website

Description automatically generated

Figure 1. The demonstrator’s face shown on the top right corner.

**Contents of Project VLOG**

Your task is to create a final project VLOG that could be used for potential business clients and serves as your opportunity to pitch your work. Show any work that you deem as important and reflective of what **you** have done. We cannot give credit for features that are not presented in the VLOG. If your clients cannot witness the features that you have developed, they will not assume you can produce them.

You must include the following contents in your VLOG:

1. Give a brief confirmation of your Team Role and introduction of your software artefact. Confirm details such as what you did in the team, the name of your project/application, and the language/environment/tool you may have used to develop it.
2. Comment and show evidence of any research work **you** have produced during the liftetime of the project and how it has informed your practical work. Discuss associated aspects of ethics or social considerations that are relevant to your work – e.g. issues of data privacy, social impact, implications of use, etc.
3. Open your artefact or development work and explain its major functions. This may include both the basic functions and any advanced functions your team have developed. Give specific explanations of what **your own** contribution is.
4. Go to the backend of your artefact or show any experimental script, design, and/or developmental code, if applicable. Where possible, show how your artefact is coded and how the functions are supported, e.g., show design and implementation work, as well as any coding or technical elements of any major functions. Again, be specific about **your own** contribution.
5. Evidence of project management activities such as Trello, GitHub, email communication, use of Canvas discussion facilities, etc. and how **you** experienced being a member of a team (successful or otherwise).
6. Provide a final conclusion to comment on the overall success or otherwise of the project. Comment on what more **you** could have done and what improvements youcan make if you had more time and resources.

**Note:** It is acceptable for team members to present overlapping content that is similar to a VLOG produced by other team members. However, this should be limited as the VLOG is produced solely by **you**. As such, your VLOG should focus on your individual contribution and not merely report on what other people have done.

**VLOG File Requirements**

* Recommended length: 10 minutes.
* Avoid large files (e.g. exceeding 1GB – as you may experience slow uploads to Canvas). Typically, a file of a few hundred MBs should be more than sufficient.
* The quality of the video will not be assessed, although a very low-resolution or a poorly-presented video would not be desirable. Remember, examiners need to be able to see what you are presenting.
* Aim to use a common video file format such as avi, mp4, mvi, or mov.

**Marking Criteria**

Mark breakdown is shown below:

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|  | Individual Final Project Vlog | | |
|  | Technical Standard  (35%) | Academic Quality  (35%) | VLOG Content and Presentation  (30%) |
| 80-100 | Outstanding use of technologies in the problem domain. Stepping beyond expectations using sophisticated solutions. | Expertise level of analysis, critical evaluation/ reflection with application to derived solutions. Integration of literature/theory and associated issues of ethics, privacy, and/or social aspects | Lucid presentation high clarity. No significant grammar/ spelling / articulation /structural errors. Ideas presented with exceptional clarity. |
| 70-79 | Highly accurate application of skills & techniques. Excellent use technologies as applied to the problem domain. | Solutions are innovative, parti-ally reframe task in context. Considerable depth of engagement, ideas, integration of literature/theory and associated issues of ethics, privacy, and/or social aspects | Fluently produced with very few errors. Very minor grammar/spelling, articulation or structural errors. Ideas presented with excellent clarity. |
| 60-69 | Accurate application of skills, techniques, and understanding. Small errors in technique & /or application little impact on deliverables | Accurate analysis, critical reflection but not consistently to full extent. Literature /theory and associated issues of ethics, privacy, and/or social aspects integrated very well. | Articulate, fluent presentation style and structure. Very few grammar & spelling errors, articulation or structural issues. Ideas presented with clarity. |
| 50-59 | Good use of technologies applied to problem domain. Reasonably acc-urate application of skills & techniques demonstrated. | Solutions are appropriate to task, work well within conventions. Good use of methodologies. Good use of literature/theory and associated issues of ethics, privacy, and/or social aspects. | Presentation is mainly clear some spelling/grammar/ articulation errors with some structural issues. Ideas presented with some issues in clarity. |
| 40-49 | Uses appropriate tech. & application of skills & techniques with inaccuracies. Errors in technique/application with impact on deliverable. | OK analysis /reflection. Limited evidence of critical eval. Methods are applied to solutions, steps are missed. OK use of lit./theory and associated issues of ethics, privacy, and/or social aspects | Not always presented clearly & has grammar, spelling, structure, articulation errors. Ideas not always clearly presented. |
| 30-39 | Limited application of skills/ techniques demonstrated. Many errors in technique/application with high impact on deliverables. | Limited evidence of analysis, critical evaluation/ reflection. Poor use of methods for solutions, limited or inappropriate use of lit./theory and associated issues of ethics, privacy, and/or social aspects. | Poor structure. Not fluent. Many errors in spelling, articulation and/or grammar. Poor presentation of ideas. |
| 20-29 | Very little skill and application of techniques demonstrated. High number of errors with very high impact on deliverables. | Lacking in appropriate solutions with very limited use of strategies, no evaluation & little evidence of ideas development and associated issues of ethics, privacy, and/or social aspects. | Lacking structure, argument difficult to follow. Poorly presented/ poor spelling & grammar, articulation. Few clear ideas presented. |
| 0-19 | No use of appropriate technology as applied to the problem domain. No skill and application of technique demonstrated. | Completely inappropriate solution. No application of methodology. No evidence of literature/theory and associated issues of ethics, privacy, and/or social aspects being referred to. | No discernible structure. Very difficult to follow. Many grammar/ articulation, spelling errors. No presentation of ideas. |

**Interpretation of Overall Grades**

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| 10-point numeric grade | Grade descriptor |
| 95 | Outstanding |
| 85 | Excellent |
| 75 | Very good |
| 65 | Good |
| 55 | Clear pass |
| 45 | Marginal pass |
| 35 | Marginal fail |
| 25 | Clear fail |
| 10 | Little or nothing of merit |
| 0 | Little or nothing of merit |