COMP2X0: WORKSHEET SUPPORT
WEEK 5

Timeline

Part B

Part B is a **single formative submission**. This work is **individual** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Submission is timely;
(b) The computing artefact fits within the scope of the chosen specialism;
(c) The computing artefact is appropriate according to the constraints the assignment brief for the chosen specialism;
(d) There is sufficient original computing content to be developed to deliver proposed computing artefact (i.e., it is non-trivial);
(e) The proposed computing artefact can serve as a platform for practice based research;
(f) Enough work is available to conduct a meaningful review.

To complete Part B, prepare a draft version of your computing compone
Ensure that you refer to the specific assignment brief for your choice of mod
Bring the artefact to the supervision session in Week 4 and the mid-term revi
session in Week 6. Ensure that you use version control for your work, but in
the event of connectivity problems, a backup on a USB storage device is
advisable.

Include a `readme.md` file detailing which parts of the project constitute your component for this assignment.

You will receive immediate **informal feedback** from your **tutor**.

Table 1: Indicative Assignment Timeline

Part C

Part C is a **single formative submission**. This work is **individual** and will be d on a **threshold** basis. The following criteria are used to determine a fail:

bmission is timely;
e poster follows the required template (i.e., is a portrait A3 document th all specified sections);
ere is identifying information on the poster (i.e., your name and the oject title);
ere is at least one UML diagram;
e poster clearly illustrates the key system components, patterns, and/or ta structures;
ough work is available to conduct a meaningful review.

plete Part C, produce an A3 portrait poster. You may use any software are the poster, but you should follow the layout in the provided **Power-** mplate. Bring the digital version of the poster to the supervision session k 8.

receive immediate **informal feedback** from your **tutor**.

Part E

Part E is a **single formative submission**. This work is **individual** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Submission is timely;
(b) The web page is suitable for submission in `.html` format (i.e., custom source, or using a tool like SiteSucker);
(c) Enough work is available to conduct a meaningful review.

To complete Part E, produce a web page containing your report. You may use any framework to prepare the website, for example WordPress, but you should follow the layout suggested in the portfolio development workshop sessions. It is likely that the technical report represents part of the portfolio website that you have created. Bring the digital version of the website to the peer review session in Week 9 and the supervision session in Week 10.
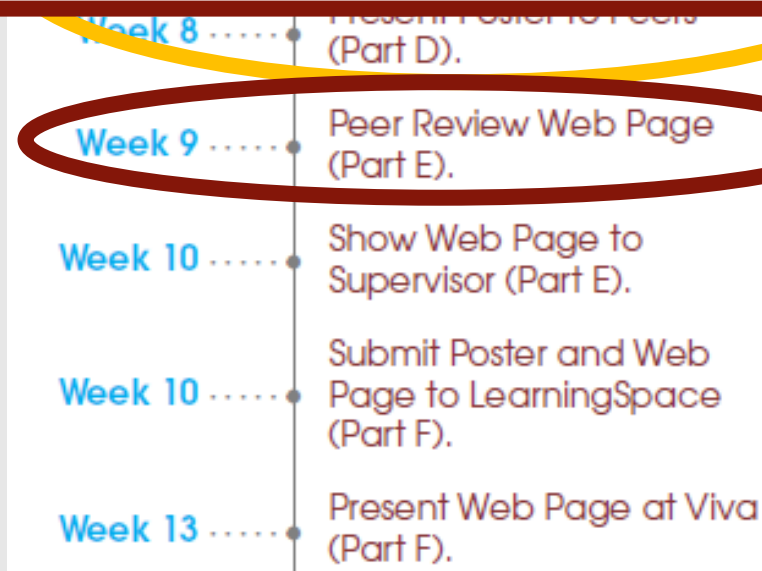
You will receive immediate **informal feedback** from your **tutor**.

Part D

D is a **single summative submission**. This work is **individual** and will be assessed on a **criterion-referenced** basis. Please refer to the marking rubric at the end of this document for further detail.

Update the poster based on the feedback that you received in Part C. Then, print the poster on white A3 paper. Bring a physical copy of the poster to the poster demonstration session scheduled in Week 8.

You will receive immediate **informal feedback** from your **tutor**.

Week 8 · · · · · Present Poster to Peers (Part D).

Week 9 · · · · · Peer Review Web Page (Part E).

Week 10 · · · · · Show Web Page to Supervisor (Part E).

Week 10 · · · · · Submit Poster and Web Page to LearningSpace (Part F).

Week 13 · · · · · Present Web Page at Viva (Part F).

Technical posters

◦ **Purpose**:

◦ To attract passers-by (e.g. at a conference) and create interest in/convey information about your product

◦ To allow lecturing staff/interviewers to assess your ability to articulate technical problem solving

◦ To practice developing this ability, using industry standard terms, tools and techniques

◦ Presenting things visually can occur in various situations, e.g. whiteboard tests

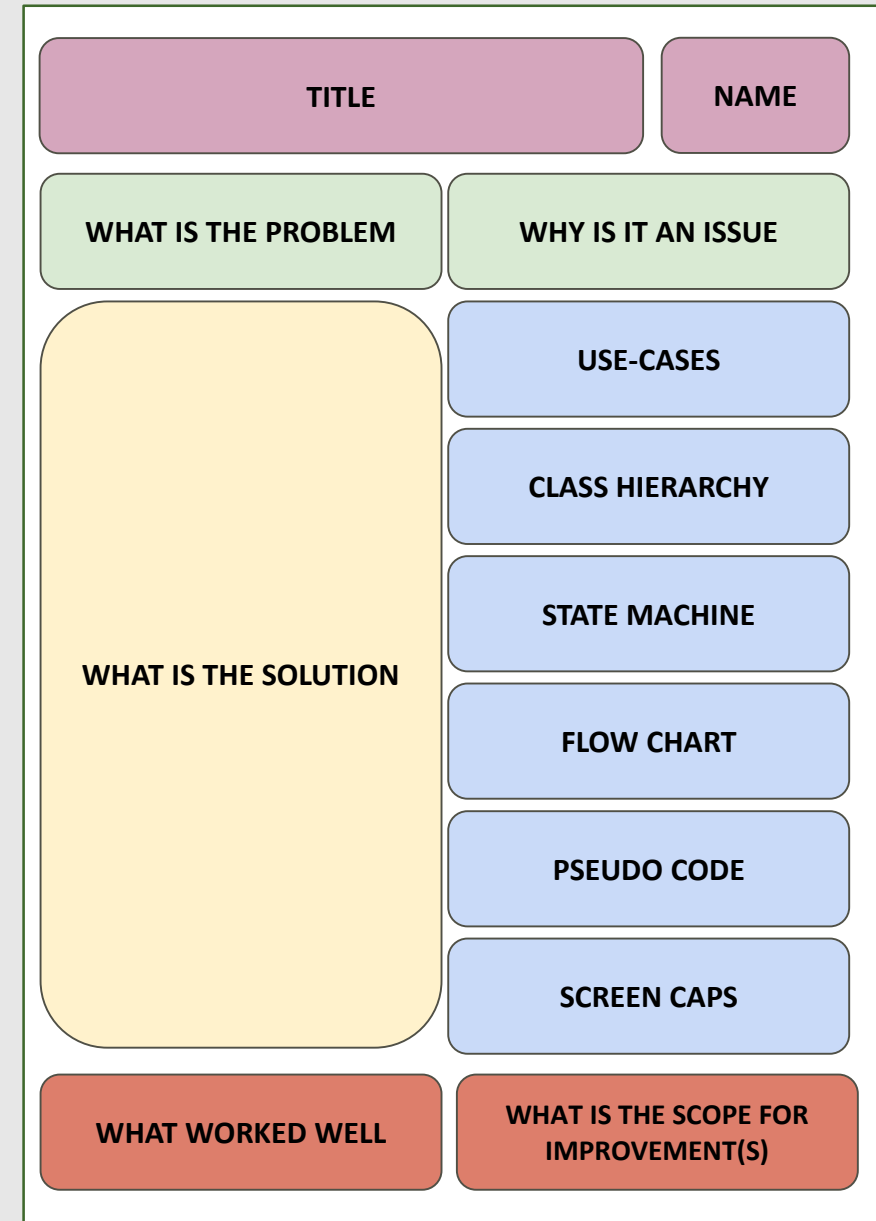◦ To bump up your grades by up to 25%!

Technical posters

◦ **Content**: *must* contain at least the following:

  ◦ *Identifying information* – your name and the project title.

  ◦ *UML diagram* – at least one.

  ◦ *Design information* – clear illustration of:

    ◦ Key system components

    ◦ Patterns/data structures

    with justification of development choices and design decisions.

Technical posters

○ **Structure**: tell a story!
  ◦ The problem that needed to be addressed, and why it needs solving
  ◦ A solution that worked (and ones that didn't: practice-based research…)
  ◦ The outcome and its impact – does it:
    ◦ Meet the goals?
    ◦ Add value?
    ◦ Open up new areas of interest or approaches?
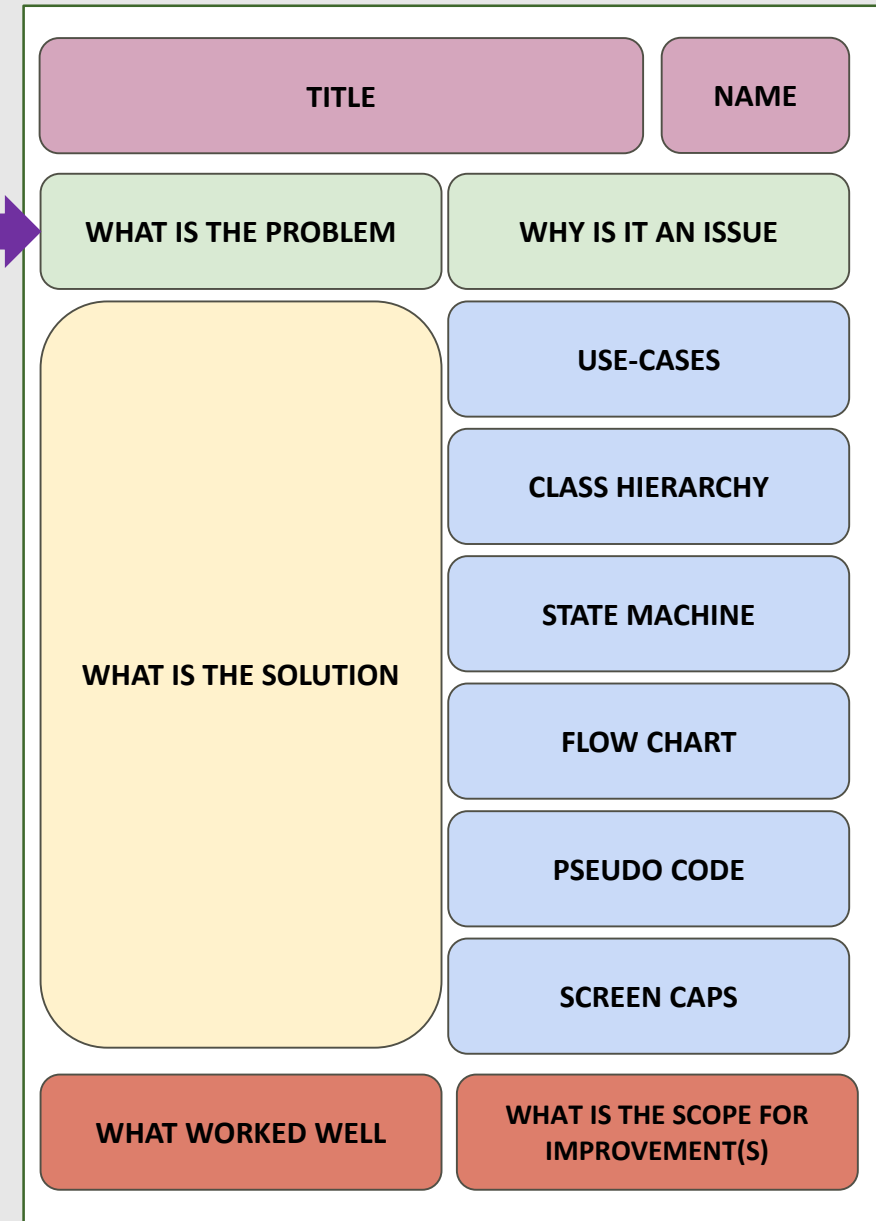   ◦ Have a positive impact for players/users/developers/coworkers etc.?

Technical posters

- **Style/layout**: simple, clear, readable – concentrate on key details and favour images over text.
  - More info/guidelines: https://www.makesigns.com/tutorials/

TITLE	NAME

WHAT IS THE PROBLEM	WHY IS IT AN ISSUE

WHAT IS THE SOLUTION	USE-CASES
	CLASS HIERARCHY
	STATE MACHINE
	FLOW CHART
	PSEUDO CODE
	SCREEN CAPS

| WHAT WORKED WELL	WHAT IS THE SCOPE FOR IMPROVEMENT(S)

Technical posters

◦ **Problem definition**: what it is and why it needs solving. May make sense to include

  ◦ A screenshot
  ◦ A use case
  ◦ Or some other illustration of the current state of things…

TITLE	NAME
WHAT IS THE PROBLEM	WHY IS IT AN ISSUE

WHAT IS THE SOLUTION	USE-CASES
	CLASS HIERARCHY
	STATE MACHINE
	FLOW CHART
	PSEUDO CODE
	SCREEN CAPS

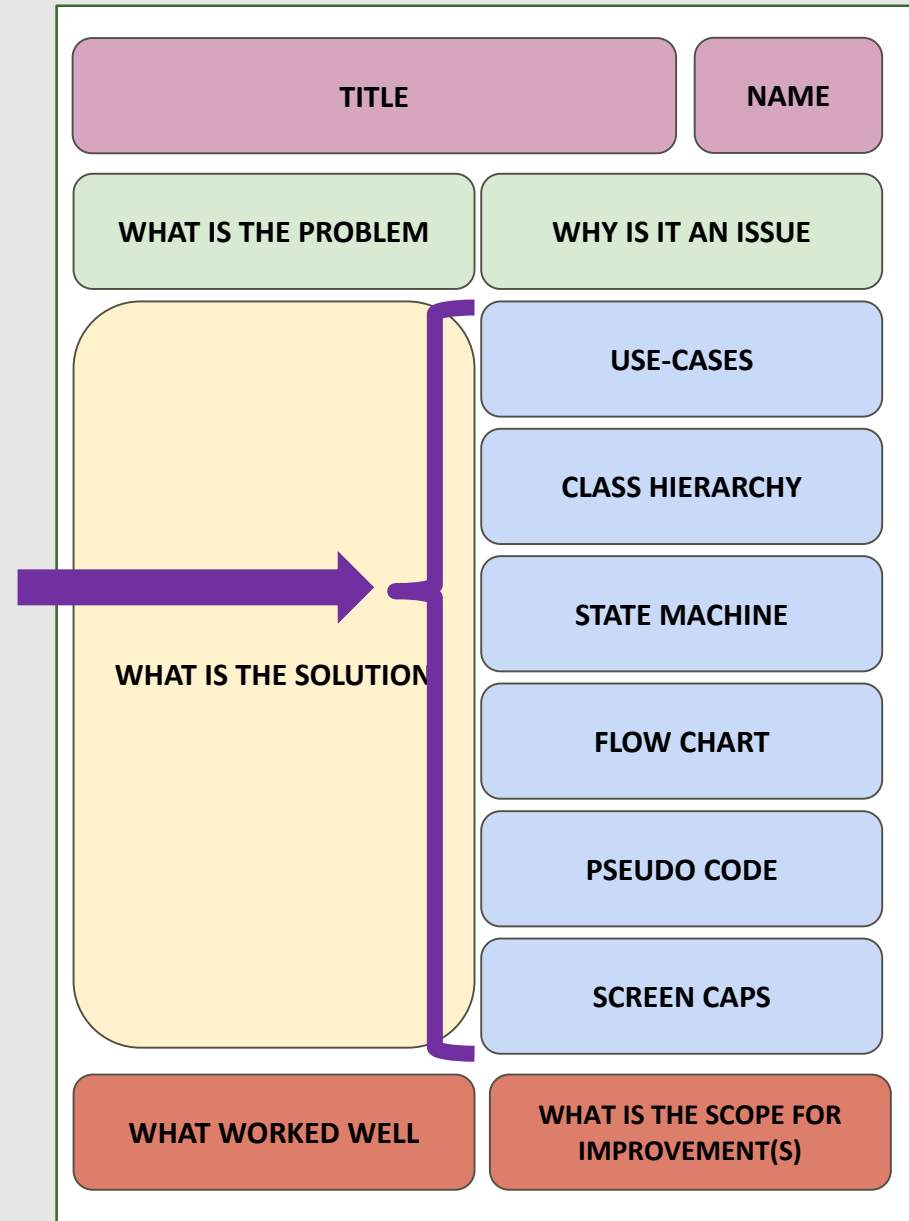| WHAT WORKED WELL | WHAT IS THE SCOPE FOR IMPROVEMENT(S) |

Technical posters

◦ **Solution description**: details of what the solution is, and how it is implemented

  ◦ Should contain some text – but not too much!

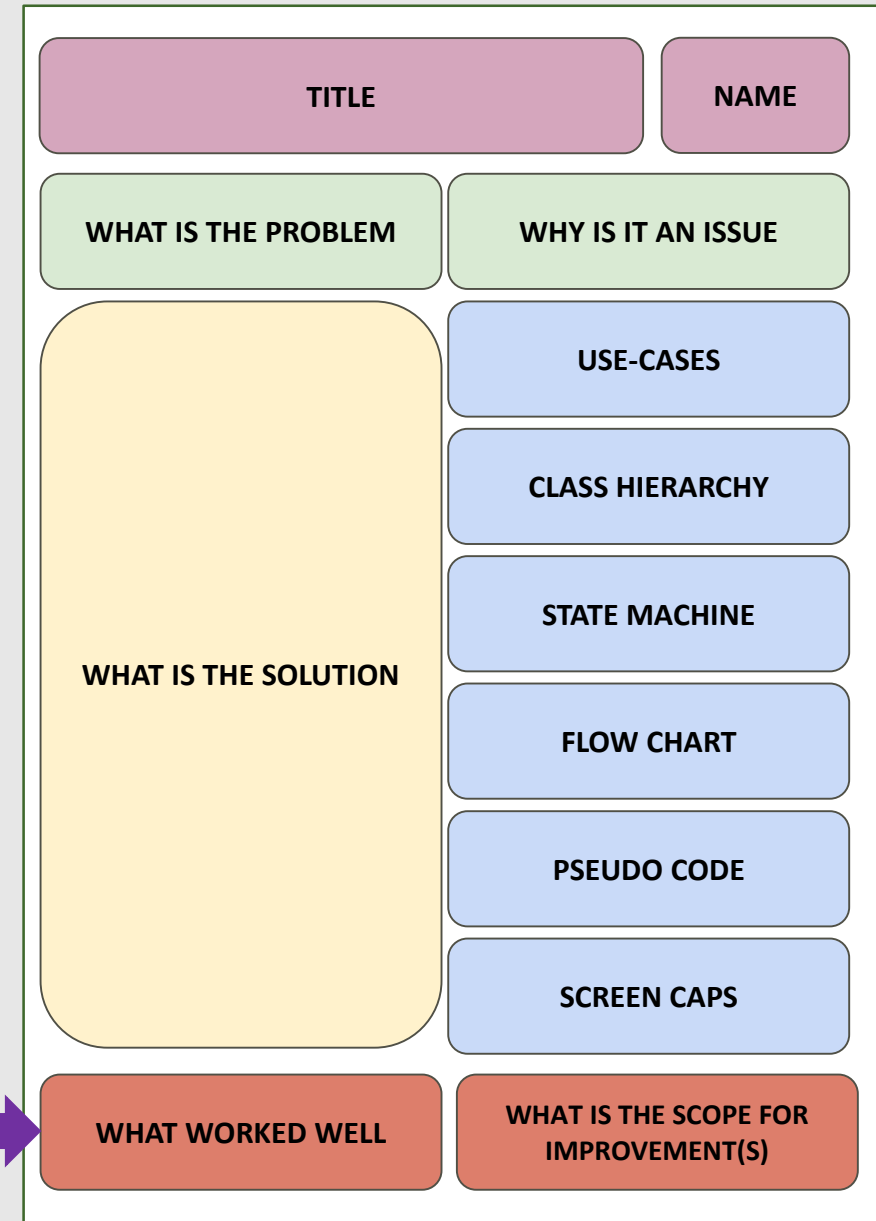 ◦ Use references to modelling tools, and images if appropriate
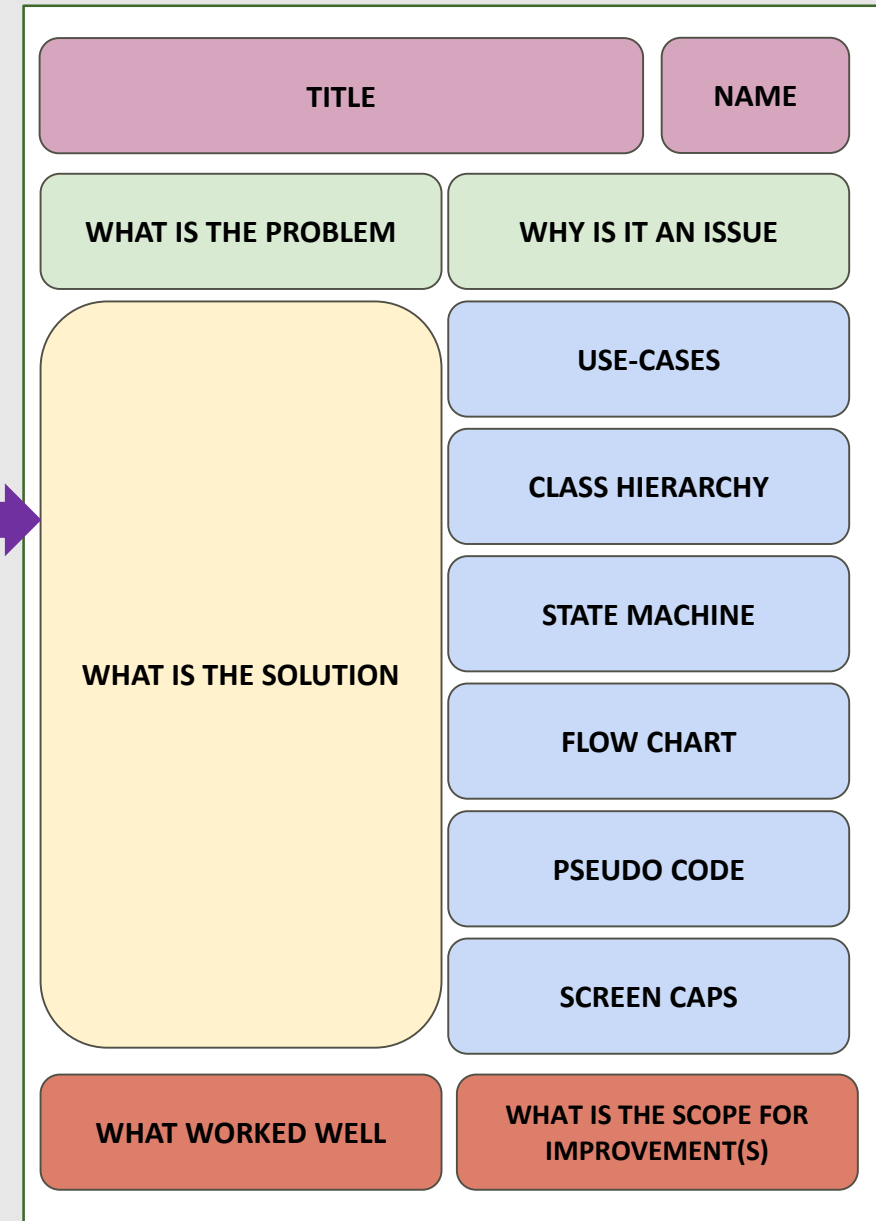
Technical posters

◦ **Modelling tools**: a selection of visual tools for articulating your solution

◦ Don't use all of them, just the ones most appropriate for your problem!

◦ Don't have to include all the details; an overview may be clearer

◦ No Blueprints screenshots!

TITLE	NAME

WHAT IS THE PROBLEM	WHY IS IT AN ISSUE

WHAT IS THE SOLUTION	USE-CASES
	CLASS HIERARCHY
	STATE MACHINE
	FLOW CHART
	PSEUDO CODE
	SCREEN CAPS

WHAT WORKED WELL	WHAT IS THE SCOPE FOR IMPROVEMENT(S)

Technical posters

◦ **Outcome and impact**

    ◦ Opportunity for reflection and self-criticism

TITLE	NAME
WHAT IS THE PROBLEM	WHY IS IT AN ISSUE

WHAT IS THE SOLUTION	USE-CASES
	CLASS HIERARCHY
	STATE MACHINE
	FLOW CHART
	PSEUDO CODE
	SCREEN CAPS

| WHAT WORKED WELL | WHAT IS THE SCOPE FOR IMPROVEMENT(S) |

Suggested activities

1. Start designing your poster.
   a) Create an appropriate UML diagram of the program/code structure so far.
   b) Create a basic layout in the design tool of your choice, following the template.
2. Finish creating your basic portfolio structure, including a page for your Technical Report in a relevant section.
3. Start/continue writing about/making notes on the research you've done and your argument.
   ◦ Work through the exercise at https://www.ucas.com/file/62641/download?token=sZT0YGZN if you need practice presenting your argument.
4. Continue work on your artefact.

Find these slides online at:

https://github.com/Falmouth-Games-Academy/**COMP2x0-workshop-slides**