**Topic/Area of Study**

Tagline

Your full name here

AINT354 Design for Entertainment Systems  
 your email

your company/team url

**ABSTRACT**

Provide a short abstract for the project, what/why/how… or condense the 5 paragraph technique to provide a more formal abstract; field, key players, approach, technologies, evaluation

**Keywords**

Provide logical keywords related to your field/project focus for this module… avoid generic keywords

# INTRODUCTION

Provide a context for the analysis/investigation/comparison, for example; breakdown of feature ABC in products XYZ to identify viable solution for new approach/team project

# FIELD

Provide a brief overview of the field/genre you chose to work in, possibly expanding from the tagline

# KEYPLAYERS

Identify best examples/products/developers – they may be your competitors! Equally they may be a potential partner

## (Related example 1)

Please use the styles included with this document (i.e. Heading 1/2/3, etc.) when you typeset your text. The style is based on a 9-point Times Roman font, or other Roman font with serifs, as close as possible in appearance to Times Roman in which these guidelines have been set. The goal is to have a 9-point text, as you see here. This is a simplified version of a standard conference short paper format – NB; you do not need to use the same headings/titles or number of images diagrams – all content here is for example only , however you should stick to the formal formatting.

## (Related example 2)

You should provide references for all your examples, tutorials used, related papers you quoted from or used to inform your project, formatting for references is listed at the end of this document

## (Related example 3)

You do need at least three related examples to compare and contrast/inform your own project/identify viable solution

## Summary

What core features/elements of the above examples do you consider significant in relation to your project… use a comparison table/SWOT analysis/sales data etc

## USP

What approach did key players use that was successful, what was special/unique that gave them an edge/hook/unique selling proposition

Obviously the same approach may not work in a different context/genre/platform/product, replicating an existing solution may have minimal value/no IP use your new understanding of the key players/competitors and their USP to inform how you would approach your product/solution

Within this template file, use the style named references for the text of your citation.

The references are also in 9 pt., but that section (see Section 7) is ragged right. References should be published materials accessible to the public. Internal technical reports may be cited only if they are easily accessible (i.e. you can give the address to obtain the report within your citation) and may be obtained by any reader. Proprietary information may not be cited. Private communications should be acknowledged, not referenced (e.g., “[Robertson, personal communication]”).

## Technologies/Approach

You should provide summarise what technologies/methods you would recomment in order to deliver the project, perhaps include a schematic, flow diagram, system diagram to explain system elements/mechanics/interactions your research has identified

# FIGURES/CAPTIONS

Place Tables/Figures/Images in text as close to the reference as possible (see Figure 1). It may extend across both columns.

Captions should be Times New Roman 9-point bold. They should be numbered (e.g., “Table 1” or “Figure 2”), please note that the word for Table and Figure are spelled out. Figure’s captions should be centered beneath the image or picture, and Table captions should be centered above the table body.

Table 1. Table captions should be placed above the table

|  |  |  |  |
| --- | --- | --- | --- |
| Graphics | Top | In-between | Bottom |
| Tables | End | Last | First |
| Figures | Good | Similar | Very well |

# SECTIONS

The heading of a section should be in Times New Roman 12-point bold in all-capitals flush left with an additional 6-points of white space above the section head. Sections and subsequent sub- sections should be numbered and flush left. For a section head and a subsection head together (such as Section 3 and subsection 3.1), use no additional space above the subsection head.

## Subsections

The heading of subsections should be in Times New Roman 12-point bold with only the initial letters capitalized. (Note: For subsections and subsubsections, a word like *the* or *a* is not capitalized unless it is the first word of the header.)

### Subsubsections

The heading for subsubsections should be in Times New Roman 11-point italic with initial letters capitalized and 6-points of white space above the subsubsection head.

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# ACKNOWLEDGMENTS

You can use this section to flag a more detailed repo/dvelopment blog, general resource – remove if not needed, typically used when building on previous work; software librarie/pcb design/open source examples etc

# DOCUMENTATION

Do include an image of the the project in use, ideally from the end of module playtest, if you ran a short google forms survey you could reference the results/comments etc

# CONCLUSIONS

What was the outcome, how effective was the solution, what could you improve/how would you do it differently, what would you recommend based on your experience doing the project etc

# REFERENCES



Figure 1. Insert caption to place caption below figure.

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Reference internet searches, papers, articles, sample libraries, product sites, developer articles using formats below; see [Harvard Referencing Generator](http://www.harvardgenerator.com/)

1. Bowman, B., Debray, S. K., and Peterson, L. L. Reasoning about naming systems. *ACM Trans. Program. Lang. Syst., 15,* 5 (Nov. 1993), 795-825.
2. Ding, W., and Marchionini, G. *A Study on Video Browsing Strategies.* Technical Report UMIACS-TR-97-40, University of Maryland, College Park, MD, 1997.
3. Fröhlich, B. and Plate, J. The cubic mouse: a new device for three-dimensional iput. In *Proceedings of the SIGCHI conference on Human factors in computing systems   
   (CHI ’00)* (The Hague, The Netherlands, April 1-6, 2000). ACM Press, New York, NY, 2000, 526-531.
4. Lamport, L. *LaTeX User’s Guide and Document Reference Manual.* Addison-Wesley, Reading, MA, 1986.
5. Sannella, M. J. *Constraint Satisfaction and Debugging for Interactive User Interfaces.* Ph.D. Thesis, University of Washington, Seattle, WA, 1994.

# Appendices may follow the references

If you want to include some extra information that does not go into the main document, you may put it here in an appendix. Or you may have pointers to a web location with additional information, program code, sound/video examples, etc.

The paper should be a minimum of 2 full pages and a maximum of four pages including images and references.

Final format for submission is a pdf file.