

**CATE/School of Engineering**

**aCADEMIC YEAR 2023/24**

Assessment Brief

# Submission and feedback dates

**Submission deadline:** Before 14:00 on 8th May 2024. It is eligible for 48 hour late submission window

**Marks and Feedback due on:** 5th June 2025

N.B. all times are 24-hour clock, current local time (at time of submission) in the UK

# Submission details

**Module title and code**: UFMFGT-15-1 Programming for Engineers

**Assessment type**: Report

**Assessment title:** Development Log

**Assessment weighting:** 30% of total module mark

**Size or length of assessment:** No maximum size/length limit imposed

**Module learning outcomes assessed by this task:**

* MO2 Develop and document computer code to meet appropriate codes of practice and industry standards in relation to software development.

**Use of AI in assessment**

|  |  |
| --- | --- |
|  | Generative AI must not be used in this assignment, because you need to develop your own skills in using the software packages used in this module. You also need to develop skills in identifying resources such as data sheets for specific devices. |

**Guidance on Referencing:**

Please note that the aim of referencing is to demonstrate you have read and understood a range of sources to evidence your key points. You need to list the references consistently and in such a way as to ensure the reader can follow up on the sources for themselves. When referencing sources you need to use the UWE Harvard style (details can be found here [Referencing - Study skills | UWE Bristol](https://www.uwe.ac.uk/study/study-support/study-skills/referencing) ).

**What am I required to do on this assessment?**

Complete a mini coursework exercise by developing a text-based game in C, and maintaining thorough and professional records of it’s development by populating this development log.

**Where should I start?**

Read and understand the mini coursework specification and marking criteria, and start to plan your software. This may be the first time you have created your own designs, so now you should develop software plans for how you want your game to run/play/operate. We suggest you revisit week 1 lecture about software development, to break down the task in manageable sections and develop units of software and test these and integrate them as you follow your game’s plan.

**What do I need to do to pass?**

Maintain the documentation of your software as you progress and develop your software (rather than leaving documentation until after you complete it). Please see the mark scheme for what is required in this development log.

Refer to the marking criteria and achievement of the minimum mark e.g. a mark of 40% in total.

**How do I achieve high marks in this assessment?**

Ensure that you achieve most/all of the required design tasks and ensure you thoroughly document your software development process in a high level of detail.

**How does the learning and teaching relate to the assessment?**

In the portfolio of tutorial sheets, you were given small and specific software tasks. Now we advance your knowledge and allow you to design these tasks and integrate them together while applying some advanced software features (including header files).

**What additional resources may help me complete this assessment?**

Signpost to:

* Supplementary study material folder on Blackboard
* Engage with Espresso Programming daily support sessions (see Blackboard tab)
* Make use of the reading list material

**What do I do if I am concerned about completing this assessment?**

UWE Bristol offer a range of Assessment Support Options that you can explore through [this link](https://www.uwe.ac.uk/study/academic-information/personal-circumstances), and both [Academic Support](https://www.uwe.ac.uk/study/study-support/student-support-advisers) and [Wellbeing Support](https://www.uwe.ac.uk/life/health-and-wellbeing/get-wellbeing-support) are available.

For further information, please see the [Academic Survival Guide](https://www.uwe.ac.uk/study/academic-information/academic-survival-guide).

**How do I avoid an Assessment Offence on this module? 2**

Use the support above if you feel unable to submit your own work for this module.

This work is individual (unless specifically stated in week 1). The use of generative AI in this module is prohibited as you will not demonstrate you have met the learning outcomes.

Please see the [UWE generative AI guide here](https://www.uwe.ac.uk/study/study-support/study-skills/generative-ai-study-skills-guide).

# Marks and Feedback

**Your assessment will be marked according to the following marking criteria.**

**You can use these to evaluate your own work before you submit.**

Please see the mini coursework marking criteria for guidance.

1. In line with UWE Bristol’s [Assessment Content Limit Policy](https://www.uwe.ac.uk/about/structure-and-governance/policies) (formerly the Word Count Policy), word count includes all text, including (but not limited to): the main body of text (including headings), all citations (both in and out of brackets), text boxes, tables and graphs, figures and diagrams, quotes, lists.
2. UWE Bristol’s [UWE’s Assessment Offences Policy](https://www.uwe.ac.uk/study/academic-information/assessments/assessment-offences) requires that you submit work that is entirely your own and reflects your own learning, so it is important to:
   * Ensure you reference all sources used, using the [UWE Harvard](https://www.uwe.ac.uk/study/study-support/study-skills/referencing/uwe-bristol-harvard) system and the guidance available on [UWE’s Study Skills referencing pages](https://www.uwe.ac.uk/study/study-support/study-skills/referencing).
   * Avoid copying and pasting any work into this assessment, including your own previous assessments, work from other students or internet sources
   * Develop your own style, arguments and wording, so avoid copying sources and changing individual words but keeping, essentially, the same sentences and/or structures from other sources
   * Never give your work to others who may copy it
   * If an individual assessment, develop your own work and preparation, and do not allow anyone to make amends on your work (including proof-readers, who may highlight issues but not edit the work) and

**When submitting your work, you will be required to confirm that the work is your own,** and text-matching software and other methods are routinely used to check submissions against other submissions to the university and internet sources. Details of what constitutes plagiarism and how to avoid it can be found on UWE’s Study Skills [pages about avoiding plagiarism](https://www.uwe.ac.uk/study/study-support/study-skills/reading-and-writing/plagiarism).