

Workshop function

- To support your work in the specialist modules for Assignment 2 in particular
- To encourage development of an online portfolio for showcasing your skills and achievements to prospective employers/clients



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Workshop format

- Synchronous activities individual and group
 - Guided informal discussions
 - Please raise your (virtual) hand to participate
- Asynchronous tasks to complete during the following week
- All activities will take place on <u>Teams</u>

Assessment breakdown

Computing artefact: 70%

- Tailored to your specialism
- Assessed on quality of code, implementation and working practices



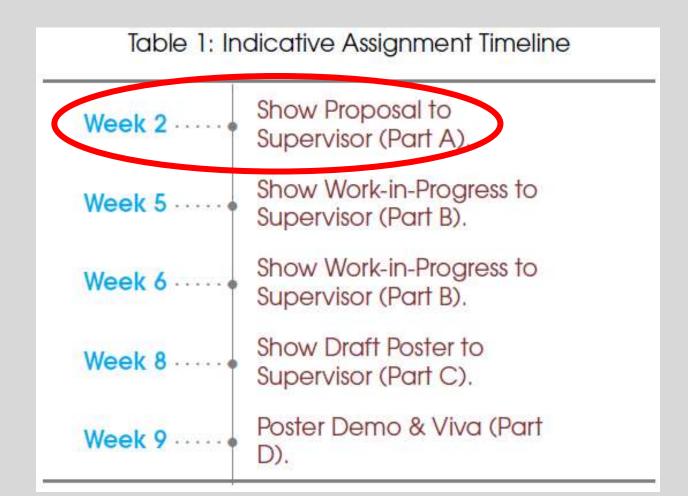
∘ Technical report: 30%

- Common to all specialisms
- Technical poster
- Also requires a proposal
 - Due in Week 2!

Demo piece for your portfolio

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Timeline



Session aims

- **Recall** the purpose(s) of a software proposal document
- Discover methods for finding inspiration and generating ideas
- Produce a proposal outline for your specialist artefact

Proposal requirements

What is its high concept?
What functionality will it include?

How would it be useful?

- Outline the computing artefact you intend to create
- Align the computing artefact with your specialism
- Identify the broader context and potential application of your computing artefact
 Why is it needed?
 - **Describe** the work required

Justify that the computing artefact is feasible in scope

What are the key components?

How long will it take to implement them?

How will you address the architect and research requirement?

Discussion: Why write a proposal?

What to propose?

- Identify a need or problem
- Consider possible solutions

- From experience (in your team game, perhaps).
- From reading around the subject
- Building on an existing technique
- Something entirely new...
- **Determine** the feasibility of implementing the solution

- How long will it take to develop?
- What resources are available to help? (Tutorials, reference material etc.)
- Is it something you're interested in?

Discussion: Sources of inspiration

Activity

Write down on the Padlet:

- What most interests you about your chosen specialism?
- Are there any examples (games played, articles read) that inspired you?
 If not – look for some!
 - To emulate
 - To improve
- Is there anything in particular that would be useful for your game?

Asynchronous task

"What is important in a software proposal"
"How to write a software engineering proposal"

- Read guidance on writing a software proposal in sections 2-3 of https://www.ece.rutgers.edu/~marsic/Teaching/SE/proposal.html
- Using your notes from the class activity and independent research,
 write down a sentence to describe each of:
 - 1. A problem or area for improvement that exists within your specialism
 - 2. One or more approaches to addressing the problem
 - 3. The benefits of your suggested approach(es)
 - 4. Any challenges you can foresee with implementing your approach(es)
- Post your response as a new thread in the <u>Proposals</u> channel on Teams
- Read and comment on at least one other post in the channel