

COMP2x0/VR220
Portfolio Development/
Worksheet Support

Week 1: Proposals



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 Teams

Assessment breakdown

- **Computing artefact: 70%**
 - Tailored to your specialism
 - Assessed on quality of code, implementation and working practices



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- **Technical report: 30%**
 - Common to all specialisms
 - Technical poster
 - Also requires a **proposal**
 - Due in **Week 2!**

**Demo piece
for your
portfolio**

Timeline

Table 1: Indicative Assignment Timeline

Week 2	•	Show Proposal to Supervisor (Part A)
Week 5	•	Show Work-in-Progress to Supervisor (Part B).
Week 6	•	Show Work-in-Progress to Supervisor (Part B).
Week 8	•	Show Draft Poster to Supervisor (Part C).
Week 9	•	Poster Demo & Viva (Part D).

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?

What

- **Outline** the computing artefact you intend to create

- **Align** the computing artefact with your specialism

Why

- **Identify** the **broader context** and **potential application** of your computing artefact

Why is it needed?
How would it be useful?

How

- **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

- **Determine** the feasibility of implementing the solution

- From experience (in your team game, perhaps).
- From reading around the subject

- Building on an existing technique
- Something entirely new...

- 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?
 - To emulate
 - To improve
- Is there anything in particular that would be **useful for your game**?



If not – look for some!

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 [Proposals](#) channel on Teams
- **Read and comment** on at least one other post in the channel