

ADVANCED PROGRAMMING - ASSIGNMENT 1

Version 1.0 Games Development
GAM250

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Introduction

In this assignment you will be developing your research skills in order to expand your programming knowledge. This research will inform the direction of Assignment 2 and even feed into your 2nd year group project.

Research is a key skill in any programmers toolbox and during your career as a Games Developer you will encounter problems that will require a significant amount of research.

This assignment is formed of several parts:

- (A) **Provide** a project proposal, this should contain the following:
 - (a) Project Title
 - (b) Project Description
 - (c) Project Justification
 - (d) List of key sources (a minimum of 5, including 3 Journals)
- (B) A **draft** of your research
- (C) A **fully referenced document** which contains your research

*If we knew what it was we
were doing, it would not be
called research, would it?*

— Albert Einstein

Part A

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

- (a) Submission is timely;
- (b) Reasonable justification for the project
- (c) At least 5 sources included (minimum of 3 Journals)

To complete Part A, you should submit a document to the assignment area of the learning space by **Week 3**.

You will receive informal feedback via email from your **tutor**.

Part B

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

- (a) Submission is timely;
- (b) Varied list of references
- (c) A reasonable standard of English

To complete Part B, you should submit a document to the assignment area of the learning space by **Week 7**.

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

Part C

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

- (a) Submission is timely;
- (b) Varied list of references
- (c) A reasonable standard of English
- (d) Incorporated feedback from Part B

To complete Part C, you should submit a document to the assignment area of the learning space by **final submission deadline**.

You will receive **formal** feedback on the learning space

Additional Guidance

Research is one of the key skills you can develop as a programmer, during your career you will encounter problems which you can't solve straight away. This will require you to go away and carry out research to gather the knowledge to give you the tools to solve the problem. In addition to this, research is simply not about parroting what has been written before, you have to critically analyse and then adapt to your own use.

At Falmouth University we use the Harvard Referencing style, please ensure that you use this for all references. You can receive support for this from your tutor and the University Library - <http://library.fxplus.ac.uk/library/how/referencing>. You are also welcome to use tools such as RefWorks, Mendeley, or Zotero to organise your references, these tools will often allow you to export a reading list in a Harvard style which can then be incorporated into your report.

Writing takes practice so make sure that you take feedback from your tutor and incorporate the changes into a new version of the document. You should also consider getting someone else to proof read your report, it is very easy to make mistakes and not notice them when you are too close to the work.

FAQ

- **What is the deadline for this assignment?**
Falmouth University policy states that deadlines must only be specified on the MyFalmouth system.
- **What should I do to seek help?**
You can email your tutor for informal clarifications. For informal feedback, please consider booking a tutorial slot.
- **Is this a mistake?**
If you have discovered an issue with the brief itself, the source files are available at:
<https://github.com/Falmouth-Games-Academy/ba-assignment-briefs>.
Please raise an issue and comment accordingly.

Additional Resources

- Strunk, W., 2007. The elements of style. Penguin.
- Ridley, D., 2012. The literature review: A step-by-step guide for students. Sage.
- Harvard Referencing at Falmouth University (Online), Available: <http://ask.fxplus.ac.uk/harvard-falmouth> (5 June 2017)
- Game Developer Conference Vault (Online), Available: <http://www.gdcvault.com/> (5 June 2017)
- SIGGRAPH (Online), Available: <http://www.siggraph.org/> (5 June 2017)

- DiGRA (Online), Available: <http://www.digra.org/> (5 June 2017)
- FDG (Online), Available: <https://ispr.info/2016/11/18/call-foundations-of-dig> (5 June 2017)
- International conference in computational creativity (Online), Available: <http://computationalcreativity.net/iccc2017/> (5 June 2017)
- Chi Play (Online), Available: <http://chiplay.acm.org/2017/> (5 June 2017)

Marking Rubric

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Basic Competency Threshold	40%	At least one part is missing or is unsatisfactory. No attempt to provide references or the references are in the correct format There is little or no evidence of updates based on feedback from tutor	Submission is timely. Clear evidence of 'reasonable' changes based on feedback Clear evidence of 'reasonable' amount of research carried out At least seven references provided No breaches of academic integrity.				
Choice of Topic	5%	Topic is not relevant	Topic is relevant to the field but does not push student's skill	Topic is relevant and expands on a topic covered in class	Topic is relevant and challenges the student to conduct 'more' interesting research	Topic is relevant and is very novel	Topic is relevant and is 'ground breaking'
Quality of writing	20%	No evidence of analysis of the relevant research in the area	Some evidence of analysis of the relevant research in the area	Some evidence of critical analysis of the relevant research in the area	A good amount of critical analysis of the relevant research in the area	A very good amount of critical analysis, the student compares and contrasts papers in the relevant area	An excellent amount of critical analysis, the student is able to construct a good argument based on research
Breadth of sources	10%	All papers from one source.	An over reliance on web sources, or very little in the way of journal/conference papers	Some journal articles provided, most come from one source	A good varied mix of journal articles and conference papers	A very good mix of journal articles and conference papers	An excellent selection of journal articles and conference papers
Report Structure	15%	The report has no structure or doesn't follow suggested format	The report uses the suggested structure but has some major flow issues	The report uses the suggested structure but has some flow issues	The report uses the suggested structure but has some minor flow issues	The report uses the suggested structure but has some very minor flow issues	The report uses the suggested structure and excellent flow
Standard of English	10%	The report has many spelling mistakes and grammatical errors	The report has spelling mistakes and grammatical errors	The report has some spelling mistakes and grammatical errors	The report has few spelling mistakes and grammatical errors	The report has very few spelling mistakes and grammatical errors	The report has no spelling mistakes and grammatical errors