REFERRAL BRIEF RESEARCH JOURNAL — GRAPHICS

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Introduction

In this assignment you will select a topic (see topic section) and carry out some research on the area. You then have to produce a 1000 word report on the topic which includes the following sections

- Introduction - provide some details on the area you have chosen
- Background - summarise research in this area
- Implementation & Usage - how is area implemented in games
- References - provide all references using Harvard Referencing style

You have to submit a word document or pdf to the learning space by **4pm on 22nd of March 2018**

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

— Albert Einstein

Additional Guidance

Research is one of the key skills you can develop as a programmer, during you 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, Mendely, 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
Description of Topic	20%	Is not relevant to the topic	Topic description is brief in length and requires more detail	Topic description is of good length but requires more detail	Topic description is of good length and has adequate detail	Topic description is of good length and is of good detail	Topic description is of good length and has an excellent level of detail
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	15%	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	25%	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	20%	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

Appendix: Topics

You must **select** one of the following topics:

- Scene Management
- Reflectance Models
- Post processing
- Non-photo-realistic rendering
- Shadow Techniques
- Physics Simulations
- Resource Management