Dr Michael Scott

Introduction

In this assignment, you will conduct research on the agile development methodology in order to bring an academic perspective into your working practice. Specifically, you will address the following three questions: (1) What is the agile philosophy? (2) To what extent is the agile philosophy suited to the games industry? (3) What form should the application of agile principles take in the games industry? You will then present your research findings as a brief 15-minute presentation and a 1000-word academic essay.

"Individuals and Interactions over Processes and Tools"

"Working Software over Comprehensive Documentation"

"Customer Collaboration over Contract Negotiation"

"Responding to Change over Following a Plan"

— Agile Manifesto

This work has several aims. Firstly, to develop your written communication skills. Employers in the games industry demand a high standard. Bugs resulting from miscommunicated requirements are a large avoidable cost. Secondly, to develop your research skills. Most critically, transitioning from using just textbooks and websites (i.e., at school) to using more rigorous library resources such as academic peer-reviewed papers (i.e., at university). Thirdly, to develop your knowledge of working practices in the games industry.

This assignment is formed of four parts: A, B, C, and D. You will be arranged into small peer support groups. You must:

(a) Prepare a short 100-200 word proposal **and** a reference list which must:

   i. **identify** a specific research question which you intend to address;

   ii. **describe** the way in which you intend to address the question;

   iii. and then **list** at least **SIX** appropriate academic references to use to support your research.

(b) Prepare a 10-15 minute group presentation that must:

   i. **describe**, with the support of your peers, the key findings of your research;

   ii. and **discuss how**, with the support of your peers, these findings apply to your group's working practice.

(c) Prepare a draft 1000-word essay which will:

   i. **address EACH** of the **THREE** research questons.

(d) Prepare a final 1000-word essay which will:

   i. **revise** any issues raised by your tutor and/or your peers.
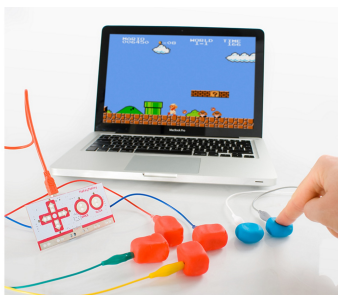
The *MaKey MaKey* allows a multitude of materials to be used to create videogame controllers.

Part A consists of a **single formative individual** submission. This is not grade-bearing; however, submission is mandatory. Failure to meet with your tutor will result in a grade capped at 40% (D-). Appropriate feedback will be provided orally in a tutorial to ensure you take an appropriate direction.

Part B is a **single collaborative formative** submission and will be assessed on a **threshold** basis. The threshold is set at 5%. This means that 5% of the total marks available for the coursework overall are awarded on a pass or fail basis. In other words, satisfactory submissions will be awarded 5%. However, unsatisfactory submissions will receive 0%.

The following criteria are used to determine a pass or fail in Part B:

(a) All three questions are adequetely addressed by the team;

(b) There is evidence of some academic rigor;

(c) The discussion demonstrates insight into the relationship between theory and practice.

Part C is a **single individual formative** submission and will be assessed on a **threshold** basis. The threshold is set at 5%. This means that 5% of the total marks available for the coursework overall are awarded on a pass or fail basis. In other words, satisfactory submissions will be awarded 5%. However, unsatisfactory submissions will receive 0%.

A pass is determined through attendence to the peer-review session with a draft and submission of a satisfactory peer-review.

Part D is a **single individual summative** submission and will be assessed on a **criterion-referenced** basis. This submission is expected to take students from the threshold of 15% (F) up to the maximum of 100% (A*). This means that 85% of the total marks available for the coursework overall will be awarded.

"Learn from yesterday, live for today, hope for tomorrow. The important thing is not to stop questioning."

— Albert Einstein

The following criteria are used to allocate marks:

(a) Appropriateness of Referenced Articles;

(b) Relevance to and Focus on the Research Questions;

(c) Depth of Insight into the Agile Philosophy;

(d) Specificity, Verifiability, and Accuracy of Claims;

(e) Adequacy of Analysis of Research Articles;

(f) Adequacy of Discussion on Transfer to the Games Industry;

(g) Quality of Academic Writing;

Submission Instructions

Part A

Part A must be completed as a formative submission on GitHub. Fork the GitHub project at the following URL:

`https://github.com/Falmouth-Games-Academy/comp150-agile`

Write your proposal in the `readme.md` file. Provide a reference list using the `*.bib` file in the repository. You will need to show this to your tutor in a personal tutorial session prior to Week 3, at which point Part A will be signed-off.

You will receive feedback immediately in the session.

Rhythm games such as *Guitar Hero* and *Rock Band* are excellent examples of games which make use of unique input devices to enhance gameplay.

Part B

Part B must be completed as a single PDF document, prepared in either LaTeX (i.e., using Beamer) or some other presentation software. A single PDF document must be submitted to the LearningSpace by the final submission deadline shown on LearningSpace. Please note that the LearningSpace will only accept a single PDF document.

You will receive feedback immediately in the session.

Part C

Part C must be completed as a single PDF document, prepared in either LaTeX. This should be uploaded to GitHub, with an accompanying pull request being made, prior to the relevant review session as scheduled in the course schedule.

You will receive feedback shortly after the session.

Part D

Part D must be completed as a single PDF document, prepared in LaTeX. The LaTeX source files should be hosted on GitHub in the `comp150-agile` repository. A single PDF document must be submitted to the LearningSpace by the final submission deadline shown on LearningSpace. Please note that the LearningSpace will only accept a single PDF document.

You will receive formal feedback three weeks after the submission deadline shown on LearningSpace.

"Luck is not a factor. Hope is not a strategy. Fear is not an option."

— James Cameron

"We keep moving forward, opening new doors, and doing new things, because we're curious and curiosity keeps leading us down new paths."

— Walt Disney

Additional Guidance

Use your experience from the previous essays. Identify weaknesses and feed-*forward*. University is an opportunity for improvement and an effective way to do this is to compare past and current performance.

Areas where students tend to lose marks are: depth of insight; analytical skill; and evaluative skill. Depth of insight implies rigorous research, addressing one key challenge in much detail, rather than several challenges with weaker research and/or in less detail. Adequete analysis implies going beyond mere descrption, perhaps through: performing calculatons, comparing sources, or even deploying reasoning to generate new insights. Adequete evaluation implies making appropriate reference to evidence and ensuring that evidence is of appropriate quality. Further to this, sound and valid arguments are constructed, criticising the claims made by other authors.

Stick to the research questions. You have but 1000-words! Depth over breadth. Quality over quantitiy. Stick to the point and write concisely. Your ability to recall facts is **not** under assessment! Your ability to construct an argument through critical analysis and making it relevant to practice **is**.

The *Dreamcast Fishing Controller*, released as a peripheral for the game *Sega Bass Fishing*. Even peripherals which appeal to only a small audience can enjoy moderate commercial success.

Additional Resources

- Keith, C. (2010) Agile Game Development with Scrum. Pearson Education.
- http://agilemanifesto.org/

Marking Rubric

Criterion	Weight	F (0 – 39)	D (40 – 49)	C (50 – 59)	B (60 – 69)	A (70 – 79)	A* (80 – 100)
Satisfactory Preparation of Presentations and Peer-Reviews	10%	At least one weekly blog post has not been submitted, is incomplete, or is unsatisfactory.		Either Part B or Part C are passed.		Both Part B and Part C are passed.	
Appropriateness of Referenced Articles	10%	No relevant article is referenced.	At least three relevant sources are referenced.	At least six relevant sources have been referenced. Where appropriate, some sources report scholarly research.	At least eight relevant sources have been referenced. Where appropriate, most articles report scholarly research.	At least ten relevant sources have been referenced. Where appropriate, all sources report scholarly research. Some appropriate seminal and highly reputed sources have been referenced.	At least ten relevant sources have been referenced. Where appropriate, all articles report scholarly research. Many appropriate seminal and highly reputed sources have been referenced.
Relevance to and Focus on the Research Questions	5%	No focus on the research questions.	Little focus on the research questions.	Some focus on the research questions.	Much focus on the research questions. Research questions are explicitly defined.	Significant focus on the research questions. Research questions are explicitly or otherwise clearly defined. The conclusion explicitly refers back to the research question.	Extensive focus on the research questions. Research questions are explicitly or otherwise clearly defined. The conclusion explicitly or otherwise clearly refers back to the research question.
Depth of Insight into the Agile Philosophy	20%	No depth of insight into the agile philosophy.	Little depth of insight into the agile philosophy.	Some depth of insight into the agile philosophy. Reference to the agile manifesto or related work.	Much depth of insight into the agile philosophy. Articulation of the agile manifesto and related work.	Significant depth of insight into the agile philosophy. Exploration of the agile manifesto with reference to appropriate related work.	Exemplary depth of insight into the agile philosophy. Critical insight into the agile manifesto with support from related work.
Specificity, Verifiability, and Accuracy of Claims	5%	No citations to evidence to claims. Substantial errors and/or misinterpretations.	Few claims have a clear source of evidence. Significant errors and/or misinterpretations.	Some claims have a clear source of evidence. Many errors and/or misinterpretations.	Many claims have a clear source of evidence. Some errors and/or misinterpretations.	Most claims have a clear source of evidence. Few errors and/or misinterpretations.	All claims have a clear source of evidence. Almost no errors and/or misinterpretations.
Adequacy of Analysis of Research Articles	20%	No analysis has been presented.	Little analysis has been presented.	Some analysis has been presented.	Much analysis has been presented.	Significant analysis has been presented.	Exemplary analysis has been presented.
Adequacy of Discussion on Transfer to the Games Industry	15%	No transfer to the games industry.	Little transfer to the games industry.	Some transfer to the games industry. Appropriate references to the games industry and/or game development practice.	Much transfer to the games industry. Appropriate argument suggesting effective game development practice.	Significant transfer to the games industry. Relevant criticism of game development practices, demonstrating insight into pitfalls and arguing for possible solutions.	Exemplary transfer to the games industry. Relevant criticism of game development practices, demonstrating insight into key pitfalls and effectively defending appropriate solutions with evidence.
Appropriateness of Academic Writing	5%	No evidence for partial-mastery of academic writing. The reference section is missing.	Some evidence for partial-mastery of academic writing. The reference section is incomplete and/or malformed.	Much evidence for partial-mastery of academic writing. The reference section is complete and well-formed in either ACM or IEEE format. Most in-text citations and quotations are correct.	Some evidence for mastery of academic writing. The reference section is complete and well-formed in either ACM or IEEE format. All in-text citations and quotations are correct.	Much evidence for mastery of academic writing. The reference section is complete and well-formed in either ACM or IEEE format. All in-text citations and quotations are correct.	Significant evidence for mastery of academic writing. The reference section is complete and well-formed in either ACM or IEEE format. All in-text citations and quotations are correct.
Appropriateness of Spelling and Grammar	5%	Substantial spelling and/or grammar errors.	Many spelling and/or grammar errors.	Some spelling and/or grammar errors.	Few spelling and/or grammar errors.	Almost no spelling and/or grammar errors.	No spelling or grammar errors.

Criterion	Weight	F (0 – 39)	D (40 – 49)	C (50 – 59)	B (60 – 69)	A (70 – 79)	A* (80 – 100)
Appropriateness of Essay Structure	5%	There is no structure, or the structure is unclear.	There is little structure.	There is some structure. A few sentences and paragraphs are well constructed.	There is much structure. Some sentences and paragraphs are well constructed. There is a clear introduction and conclusion.	There is much structure, highlighting the key skills. Most sentences and paragraphs are well constructed. There is a clear and well-constructed introduction and conclusion.	There is much structure, highlighting the key skills. All sentences and paragraphs are well constructed. There is a clear and well-constructed introduction and conclusion.