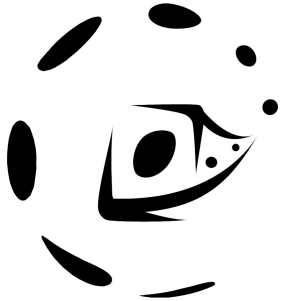
COMP360
Research Dissertation



FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Dr Michael Scott

Introduction

You will work on a major research project over the course of the year. You either work on empirical research relating to computing for games, or engage in practice-based research related to game development. This is an individual project so you can explore a topic or develop a solution in an area that interests you personally, but which also has a clearly identified market/industry need. This module forms the second part of your major research project and will equip you with knowledge of academic writing, information analysis and presentation, as well as research dissemination that you will then apply in the undertaking of the project.

Aims

This module aims to help you:

- Consolidate understanding of generating innovative computing solutions at a professional level through a major project.
- Consolidate knowledge and experience of how to organise and execute a computing project over a longer period.
- Build on experience of methods used to identify a problem that requires a solution and work iteratively towards that solution.

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Apply principles of computing creatively to build iteratively an effective computing solution relevant to the development of games.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Communicate in an academic format.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Analyse critically the strengths and weaknesses of your iterations and work iteratively on the basis of on-going evaluation.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Create a solution for which there is a market and for which you can show need.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Make use of a range of methods to organise and execute a computing solution, meet deadlines, plan and organise your work flow effectively.

Academic Staff	Dr Michael Scott	
	Dr Edward Powley (Moderator)	
Assignments	Research Artefact	30%
	Research Dissertation	70%
Indicative Hours	Sessions	24 hours
	Research Supervision	4 hour
	Directed Reading	12 hours
	Research Artefact	20 hours
	Integration into Collaborative Game	20 hours
	Research Dissertation	40 hours
	Self-Directed Study	40 hours
	Self-Directed Studio Practice	40 hours
		200 hours

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

Additional Resources

Session Plans & Materials:
`http://learningspace.falmouth.ac.uk/course/view.php?id=1511`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp360`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp360`