**Section: Project Management (Advocate: Mike Watkins)**

**Devise project aims and objectives for a chosen scenario.**

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| This link will take you to my repository where I explain my aims and objectives for my project 1, I additionally, explain how I addressed these requirements.  <https://github.com/George-Haughton/Project-management-mapping-document#12-aims-and-objectives> |

**Produce a project management plan that covers aspects of cost, scope, time, quality, communication, risk and resources.**

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| This link will show you my project management plan I made for our project we took with ZSL, it contains aspects such as cost, scope, time, quality, communication, resources and it also contains a risk analysis table.  <https://github.com/George-Haughton/Project-management-mapping-document#2-project-management-plan> |

**Produce a work breakdown structure and a Gantt Chart to provide timeframes and stages for completion.**

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| The link will show the Gantt Chart me and my team produced while working with ZSL to create a game based around 4 different product chains for their classes at ZSL (Whipsnade zoo). It breaks down when we plan to start certain parts/requirements of the project and when we plan to be finished with these part/requirements. Additionally, when we started and got pitched the idea of the ZSL project and finally, when we plan to be finished with the project.  <https://github.com/George-Haughton/CapstoneProject1-ZSL#iii-scheduleplan>  Not enough to achieve the criteria; this criteria asks for a Work Breakdown Structure AND a Gantt chart – you have only provided a Gantt chart |

**Carry out small-scale research by applying qualitative and quantitative research methods appropriate for meeting project aims and objectives.**

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| This link shows where I explain about the Concept Pitch we pitched towards ZSL when we travelled to the Zoo. We spent a lot of time researching what type of games, images and themes; children of the ages of 11-16 play/like. We used research methods like interviews; where we went around our college asking other younger Game Design students questions. Additionally, we used google to go look in depth what images, art and ideas would be more suited for this project; but in the end instead of using others art we decided to make our own in Photoshop. Finally, the link will explain the feedback we received from ZSL and how we used that feedback to change our project.  <https://github.com/George-Haughton/CapstoneProject1-ZSL#v-concept-pitch-17th-october-2017> (Concept pitch and Adapting to feedback)  Not enough to achieve the criteria; where is the evidence of research or the application of qualitative and quantitative methods and how it meets the project aims and objectives |

**Analyse research and data using appropriate tools and techniques.**

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**Communicate appropriate recommendations as a result of research and data analysis to draw valid and meaningful conclusions.**

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**Reflect on the value of undertaking the research to meet stated objectives and own learning and performance.**

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**Produce a comprehensive project management plan, milestone schedule and project schedule for monitoring and completing the aims and objectives of the project.**

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**Evaluate the accuracy and reliability of different research methods applied.**

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**Evaluate the selection of appropriate tools and techniques for accuracy and authenticity to support and justify recommendations.**

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**Evaluate the value of the project management process and use of quality research to meet stated objectives and support own learning and performance.**

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**Critically evaluate the project management process and appropriate research methodologies applied.**

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**Critically evaluate and reflect on the project outcomes, the decision making process and changes or developments of the initial project management plan to support justification of recommendations and learning during the project.**

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