IMAT3451 FINAL YEAR PROJECT - Global Checklist

The University requires all undergraduate final year projects students to undertake a global review of their project. Here is an International Impact Checklist for you to complete, which can be done in consultation with the project supervisor.

Student Name

RYAN HOOD

Programme

COMPUTER GAMES PROGRAMMING

Project Title

Colony Sim / Management game.

Please indicate which of these possible attributes is addressed by your undertaking of this project.

Possible Global Experience	Addressed by Project
Ability to work collaboratively: teams from a range of backgrounds and countries	
Excellent communication skills with a sensitivity to speaking with and listening to non-native English speakers	
An ability to embrace multiple perspectives and challenge thinking in a range of cultural context	
A capacity to develop new skills and behaviours according to role requirements	✓
An ability to negotiate and influence clients across the globe from different cultures	
An ability to form professional, global networks	
An openness to/respect of a range of perspectives from around the world	
Multicultural learning agility (i.e. able to learn in any culture or environment)	

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Brief description of how the ticked attributes have been addressed:

This will be the first Project of this kind I have ever attempted. This will require me to manage my time and resources appropriately.

Having access to a supervisor is new for me, having someone who requires regular updates for the Project Progress; I will need to keep track of all work completed and be able to update the supervisor on Progression.

Signature of student		Date 22/10/18
Signature of supervisor	Shengxiang Yang	Date 22/10/18