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|  | **University of Northampton**  **Faculty of Arts, Science and Technology** |

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| **Course:** | BA (Hons) Games Art, Design, Programming |
| **Academic Period** | 2024-2025 |
| **Level:** | 4 |
| **Module Title:** | CSY1077 Group Game Project: Fundamentals |
| **Assessment Title:** | **Presentation PS1 (40% module weighting)** |
| **Submission Type:** | Group |
| **Module Leader:** | Vikaas.Mistry@northampton.ac.uk |

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| **Deadline:** | Date: | 16-05-25 | Time: | 23:59 |
| **Submission Format:** | * Upload the MP4 Video Presentation to the NILE module page submission point. | | | |

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| **Module Learning Outcomes** |
| **Subject-Specific Knowledge, Understanding & Application** |
| 1. ~~Use principles of game design project management to deliver to a project plan~~. 2. Consider and allocate different specialist roles within a game development team. 3. ~~Design, develop and deliver a digital game product according to a brief / concept and design description~~   . |
| **Changemaker & Employability Skills** |
| 1. ~~Perform and function cooperatively in a multidisciplinary team, to meet specified objectives.~~ 2. Fulfil all own responsibilities to the required team deadline and standard.   F) Communicate with others through clear written, visual and oral methods. |

**Overview**

Working as a group, you will create a vertical slice of the game; this video presentation will need to give each member of the team a chance to showcase and discuss each team member's contribution. This video will cover game development and production and reflect on the outcome. It will help demonstrate the input from each member.

**Brief**

Your team will need to **produce a video presentation** with **voice-over** to discuss the game's development based on the team and demonstrate each member's input. What goes into the presentation will need to be negotiated within the team.

To support this, each member of the team will need to complete an **online questionnaire** that will also be used to assess your contribution.

Use images, GIFs, and videos in the presentation to help you visualise things. Use tools like Screen to Gif, OBS, Premiere and PPT to help you build your presentation.

**Use a team development Log**. Your team should keep a development log/diary that everyone can contribute to and input what they have done each week; you can then use this to help create the presentation video.

How you go about structuring your presentation is up to your team. For example, you could split the presentation into Art, Design, Programming and reflection. **Be sure that it's clear who did what**. Try to discuss feedback you had and how you used it, and show some critical thinking.

**Deliverable Format(s)**

For PS1:

* **Online questionnaire**
* **30 min max video**
  + MP4 format
  + 1 GB max (aim for 900 MB)
* Submit your work on NILE module page submission point.

**Indicative Feedback Rubric: Assessment Criteria –** PS1 Group Presentation (40% module weighting)

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| **Specialist Role 50%** | | | | | |
| **Learning Outcome: b) Consider and allocate different specialist roles within a game development team** | | | | | |
| **No Submission (0-9%)** | **F (Fail) (10-39%)** | **D (40-49%)** | **C (50-59%)** | **B (60-69%)** | **A (70-100%)** |
| Non-submission/ no work of merit submitted. | There is an unsatisfactory amount or quality of work to warrant a pass. | Presentations supported by Tutor observation identify that you have taken on some appropriate tasks within the team. Still, you could have taken on much more to support the game's development. | Presentations supported by tutor observation identify that you have taken on appropriate tasks within the team based on your skills. Still, you could have taken on more to support the game's development. | Presentations supported by tutor observation identify that you have taken on a broad range of tasks within the team based on your skills and stepped up to support the game's development. | Presentations supported by tutor observation identify that you have taken on a broad range of tasks within the team based on your skills and have gone above and beyond to support the game's development. |
| **Game Contribution 50%** | | | | | |
| **Learning Outcome: f) Fulfill all own responsibilities to the required team deadline and standard.** | | | | | |
| **No Submission (0-9%)** | **F (Fail) (10-39%)** | **D (40-49%)** | **C (50-59%)** | **B (60-69%)** | **A (70-100%)** |
| Non-submission/ no work of merit submitted. | There is an unsatisfactory amount or quality of work to warrant a pass. | The quality of your work is ok but needs a high level of development. | The quality of your work is of a good standard but needs some minor development. | The quality of your work is a high standard but not consistent. | The quality of your work is of a high standard and very consistent. |

**Assessment Information and Policies**

**Grade Boundaries**

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| **Letter Grade** | **Numeric Grade** |
| **A** | **70-100%** |
| **B** | **60-69%** |
| **C** | **50-59%** |
| **D** | **40-49%** |
| **F** | **10-39%** |
| **G** | **0-9%** |

**University’s use of your work**

Upon submission of this assessment, you are granting the University permission to make free use of your work via the following channels and instances:

Channels

* on digital signs (where proper credit is given)
* in presentations (where proper credit is given)
* in publications (where proper credit is given)
* on the University’s website and Social Media accounts (where proper credit is given)

Instances:

Your work displayed on screens may be captured incidentally in, but not limited to, photographs or videos taken by staff, students, the press, and visitors to the University.

You retain the copyright and are free to publish this work or works elsewhere in their present or future versions.

If you wish to **opt-out of the above** when submitting your work, then add a note upon submission stating, ‘opt out’ and contact your module leader.

**Use of A.I. and work of others in assignments policy**

A.I. Tools must not be used for this assessed work but can be used in planning. Grade reduction or failure will incur if a student fails to follow this.

<https://libguides.northampton.ac.uk/referencing/ai>

**Feedback and Receiving Grades**

Feedback throughout the module is both formative and summative and can be written and verbal. Formative feedback takes place through the mentor meetings, the feedback and review sessions, and one to one discussion with the module tutor.

Summative feedback takes place after assessment and is written using the assessment criteria rubric above as well as individualised feedback.

You will receive feedback within four weeks of the final date for submission of work.

All grades are provisional until verified by the Exam Board.

**Plagiarism and Late Penalties**

**Plagiarism**

Plagiarism is a serious matter, and is defined as ‘passing off someone else’s work, whether intentionally or unintentionally, as your own for your own benefit’ (Carroll, 2002, p. 9).

Also see <http://skillshub.northampton.ac.uk/tag/plagiarism/>

**Late Penalties**

Where work has not been granted an extension but is submitted late, the following grades will be awarded:

• Submitted late but within 7 days of deadline – maximum grade of a bare pass (‘D-‘ grade)

• Submitted more than 7 days after the deadline – ‘G’ grade

At the second assessment opportunity no extensions are available.  Work submitted after the due date will be awarded a ‘G’ grade.  A student can still apply for a deferral via the Mitigating Circumstances policy and procedure.

A student who attends an examination or submits an assessment declares themselves ‘fit to sit’ and cannot afterwards submit a claim for Mitigating Circumstances.

**Resits**

Students who fail this assessment overall will be offered an in-year resit.

**Extensions and Mitigating Circumstances**

Students who experience extreme unprecedented circumstances that impact their study can appeal for extensions or mitigating circumstances to extend the deadline of their assessments.

<https://www.northampton.ac.uk/about-us/governance-and-management/management/university-policies-procedures-and-regulations/>

**Use of Middleware, third party assets and scripts etc.**

For all tasks and assessments on ‘Games Design, this is generally taken to mean: textures, images, photos, Shaders, Scripts, middleware applications etc. This is not an exhaustive list.

The use of middleware, third party assets and scripts etc., as defined above is allowed, although the use of these in a way which provides a significant contribution to the work must always be noted.

Using tutorials to further our learning is of course encouraged, but some adaptation to the assessed project must be evident in the final asset. Handing in the exact result of someone else’s tutorial will be counted as plagiarism.

Some examples:

* Using someone else’s texture without any adjustment, augmentation, or re-appropriation would not be allowed.
* Following a tutorial and submitting the exact result of it, claiming it is your own work will be considered plagiarism.
* Using someone else’s texture and editing/ adjusting/ adding to and mixing with other source material to the point where new work is created, is allowed.
* Substance materials and Smart materials are allowed to be used, but the original materials must be referenced. These materials are procedural and would need good use of baking to get the best out of them, so there is often no advantage in using them “as is”.

**Any work that is found to be using assets not generated by you that has not been referenced or cited in any way may be guilty of plagiarism.**

Good use of third party assets and scripts will not necessarily give you a lower mark than something which you have entirely completed yourself – it depends upon the context of how you have used them and to what extent.

In industry the use of scripts, middleware, third party assets is fairly commonplace, and should be used to speed up workflows without affecting your artistic vision.

However, professionals within the Games Industry must be very careful about their use of such assets due to possible litigation. Ignorance is no defence!

**Games and Animation academics have final say on what is and what is not permitted.**